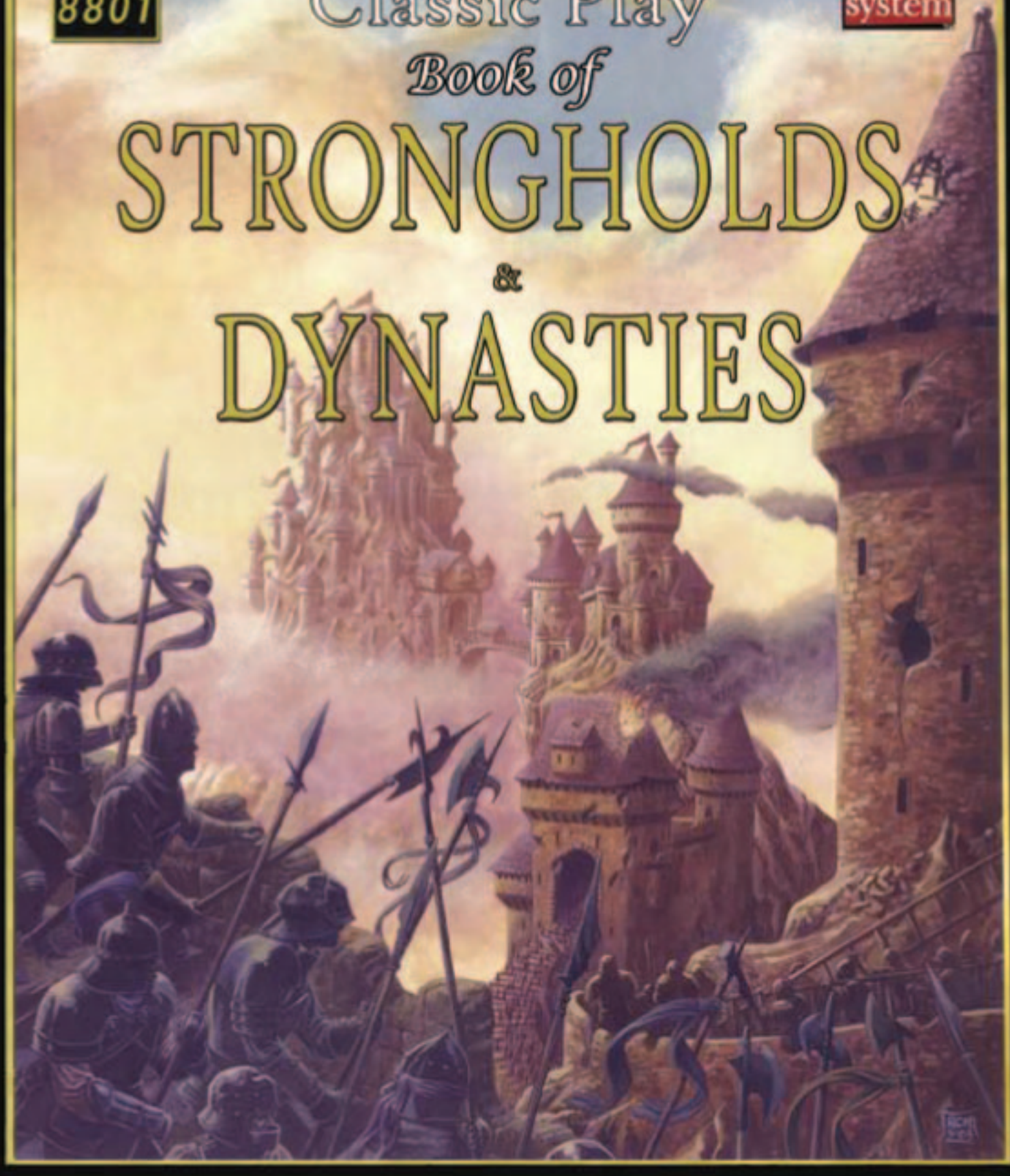
MGP 8801

d20 system

Classic Play

Book of

STRONGHOLDS & DYNASTIES



Classic Play
Strongholds & Dynasties

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Introduction

This is not just another book about castles. All too often, the word 'stronghold' means only one thing, namely the typical stone keep on top of a hill, complete with crenellations and arrow slits in its walls. It is an enduring image from fantasy literature and cinema, from Excalibur to Monty Python. As such, it is not often explored in depth. Thought is rarely given to what the stronghold is for, how it achieves its intended purpose or how it could be improved.

Here, we intend to change all that. We are looking not just at the stronghold but at the whole process of building, quite literally from the ground up. You will be able to choose the level of detail that suits you, depending on how immersive you want your game to be. Either supervise the laying of every flagstone and the siting of every spiral staircase or have a package deal stronghold assembled for you and simply pay the bill.

Here you will find not only the castles of lore, but dozens of other strongholds and other buildings, enough to build all the major features of a city. Everything from the humblest farmhouse to the mightiest palace is covered between these covers.

The materials you use are detailed, as well as the places they come from and the way in which you establish your supply. Harvest the resources yourself or have them delivered to you by professional builders' guilds. Build anything from a log cabin of wood to a towering fortress in crystal; turn an ordinary manor house into a fortified tower or set up your home in the skull of a dead god. If tastes err towards the more mundane a base of operations high in the boughs of a tree or located deep underground in some cavernous sanctuary can also serve as the true heart of your power.

Once your stronghold is built, there are a multitude of fantastic features that you can add on to it. From the basics of low fantasy such as stained glass windows and simple secret compartments to the lofty magic of trundling juggernauts, levitating platforms and magical cannons.

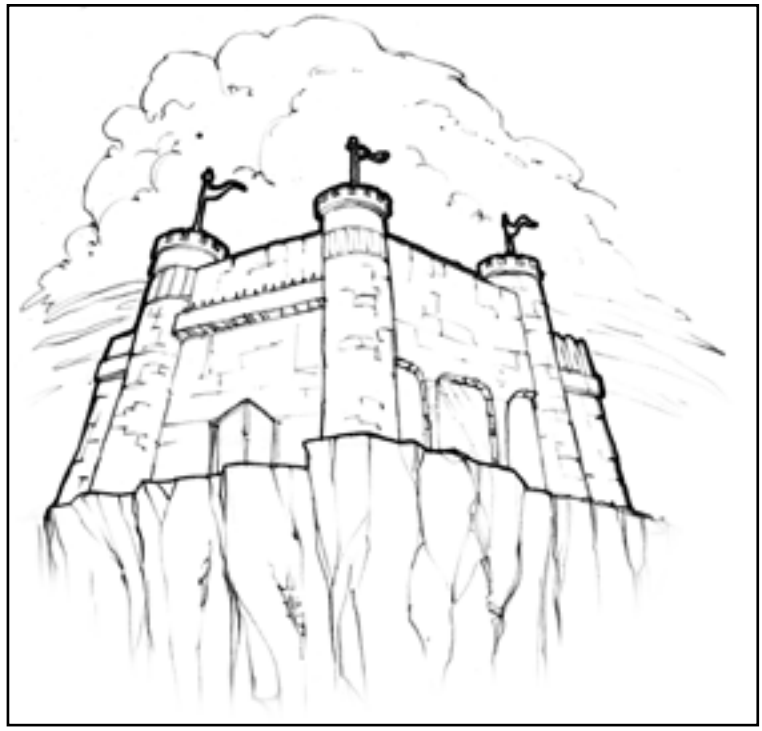
The truly adventurous can even create power sources within their strongholds. Expand your trap building, feature planning and gadgeteering horizons by giving your stronghold a lightning-powered engine, a central treadmill powered by untiring golems or even an old fashioned coal-fired boiler. Why rely on magic, when the power of transmitted force can do much of the same work for you?

Most exciting of all, in the second part of this book we unveil the Open Governmental System. This set of game mechanics allows player characters to set themselves up as kings, princes, potentates, dictators, generals, theocrats and governors. Once you have made your fortune as an adventurer, you can now try your hand as a monarch or as a politician. Learn to wield new kinds of power as your various ministers offer you their services; face new kinds of challenge as the people demand satisfaction, or hungry empires eye your land jealously, craving it for themselves. Be a despot, governing with force, a plutocrat using your wealth to buy your way to power or a High King uniting the tribal warlords of a battle-ravaged country with nothing but your powers of leadership.

Finally, we close with the Open Mass Combat System version II, an expanded and updated version of the original. After all, we could not give you rules for building strongholds without some rules to help you smash them down again!

Classic Play

The Book of Strongholds and Dynasties is the first in the new 'Classic Play' series from Mongoose Publishing, which will all cover one field of central importance to any d20 game in unprecedented depth and detail. With this series, we intend to produce the definitive works on subjects relevant to any Games Master.



Strongholds: An Overview

The simplest conception of a stronghold is a fortification or similar structure enabling you to keep a *strong hold* upon the land. A similar concept is the 'power base'. Whenever a given point needs to be fortified, whether to maintain a border, house provisions or offer a place of retreat, a stronghold can be built there. Even an ordinary house is a stronghold of sorts, a place to keep a family's possessions secure and offer shelter to family members. A stronghold can be as simple as a walled hill or as elaborate as a mountain fortress honeycombed with chambers.

In this book, we will be showing you how to build all of them, as well as giving guidance regarding the use of strongholds. Nobody builds a castle just to sit in it and admire the scenery. Strongholds are seats of power, places from which one can rule the land below. Governing is an art in itself; one to which we will be devoting many pages in the chapters to come.

Who Needs a Stronghold?

Strongholds are almost always built with a firm purpose in mind, though sometimes there will arise a maniac mage or an eccentric tycoon who will build a crazy structure on a whim. In general, though, there are as many motives for establishing a stronghold as there are types of power and people to wield them. Whenever authority needs the support of a firm foundation and good thick walls, a stronghold is called for.

The key to understanding strongholds is to think in terms of power. Those who already have some measure of power and want to hang on to it or who want more build strongholds to protect their stake. The following are some instances of individuals who could commission the building of a stronghold or seek to acquire one through other means.

Kings, Queens and Emperors

One cannot think of castles without thinking of crowned heads. Huge castles and monarchical government go naturally together, since the monarch is really only the logical extension of the clan chieftain and the palatial fortress in which he lives is the equivalent of the long house, only wrought in stone rather than in timbers. Royal castles will always be found in the capital city of any kingdom that has a monarchical government, as the castle marks the seat of power within that kingdom. Palaces, being the official residences of the ruler or rulers, are often nothing more than castles that have been built to a very high budget and which have a great many fancy adornments. Some kingdoms have palaces that are intended more for show than defensibility, with a castle to retreat to should this prove necessary.

The primary purpose of a royal castle is to defend the king and his household. A monarch who does not have a proper castle or fortress from which he can govern his kingdom is leaving himself open to assault. The stronghold at the kingdom's heart is often a national symbol, as it is the place from which the protection of the whole land is supervised. It can house the most part of the kingdom's treasury, in the form of tax revenue and other bullion, as well as the heirlooms and artefacts owned by the royal line. It also serves to protect the future of a given royal family, as the enemies of a given crowned head are as likely to go after the young heirs as they are to seek to topple the ruler himself.

Royal castles are often spectacularly grand, with the wealth of the kingdom expended lavishly to give visiting ambassadors the impression that the host nation is prosperous. For all their gold and velvet they are still fortified emplacements and although they may be comfortable and splendid to the eye, no royal castle worth the name is without an armoury and proper siege defences.

As they have often been the seat of power for many generations, whether the power has stayed within the same family or not, royal castles are often ancient and sprawling. They also are likely to have been built on to several times over. The likeliest scenario is that the castle began as a simple fort in a highly defensible position, growing to become a permanent defensive emplacement large enough to accommodate a family and all its retainers. Sieges and natural disasters in the past will have destroyed towers, walls and sometimes whole wings, necessitating rebuilding on a grand scale. The fashions and requirements of the times will also influence what is built on to a castle. It might, for example, be the height of fashion to have a ballroom with glass walls, a games room or a

royal conservatory; the fad being past, the rooms will probably be used for something else.

There may be several royal castles in a given kingdom. Common practice is for the ruling family to keep one summer castle and one winter, moving from one to the other in the appropriate season. Other, smaller castles may be used to house family members, shelter the children of an extended royal family or provide hospitality. It is not uncommon for the more wealthy royal families to have small strongholds in well-defended wooded land so that the royals can go hunting without fear of ambush or assassination.

Individual members of a royal family may also have strongholds of their own, sometimes considered their 'official residence' whether they actually live there or not. These are not necessarily as grand or fine as the central castle. Problematic princes are sometimes saddled with decaying piles out in the wilderness marking now-obsolete national boundaries, in order to get them out of the way. As for problematic princesses, they are as likely to be locked up inside a small castle as they are to be given charge of one.

Royal castles are often large enough to encompass a miniature town in themselves. Some are part of a larger defensive arrangement in which the outer walls of the castle encompass the whole city. At times of war, or in the case of a major breach, the city's populace will retreat behind the castle's walls.

Heads of Noble Houses

The royal family of a given nation is only one noble line among many. It may happen that other noble houses have, in their time, been wealthy enough to rival the ruling dynasty; indeed, rival claims upon the throne are more likely to originate from other nobles than from anywhere else.

Nobles are often in charge of land as a local fiefdom. (Those who own land are referred to as the 'landed gentry' to distinguish them from their peers who have only titles and honour to adorn their noble name.) It is standard practice in the feudal system for the ruler to allocate land to his various loyal nobles, so that they may govern it in his name and profit from it. This is not the act of generosity that it might appear, for a noble who governs in a ruler's name is expected to keep the local peasants from rising in rebellion and force them to work hard in order to generate rent money and tax revenue, which may then be passed on to the king.

With stewardship of the land comes many dangers, from revolting peasants to raiding barbarians or even tribes of militaristic humanoids attempting to ruin the place. For all of these reasons, a noble is well advised to invest in a stronghold, if the king has not already given him one along with the land he handed out.

There is another, more sinister reason why nobles build strongholds, sometimes constructing private power bases of their own in addition to that which the king has given them. Feuds between noble houses are very common and sometimes the intercession of a mediator (such as the king or one of his counsellors) is not enough to prevent major hostilities from breaking out. Civil wars are also a gloomy reality of life under the feudal system. It only takes one landed noble to assemble a crew of cronies with enough money to spare and pretty soon a privately owned army can be hammering at the door, demanding service to the cause or suffer the consequences.

Without a stronghold, any claim to the land is tenuous. Land is always won by some kind of force and by force it must be kept. The enemies faced by a land-owning noble are legion. Large families can be a bane as well as a boon, as alienated sons or spiteful daughters may gather support from foreign forces or even from the local peasantry and try to wrest control of the land.

As the family's fortunes rise and fall, the maintenance of the castle will mirror their path in the world. A prosperous family whose land is yielding rich resources and who sit high in the favours of royalty will enjoy a clean and well-heated castle with a well stocked wine cellar, whereas those who have fallen from grace or have had a run of bad luck are more likely to be found sitting in dismal, crumbling piles of masonry. Some families living under these circumstances will barricade off whole parts of the castle that they cannot afford to maintain or which have become unsafe and live in only one suite of rooms.

Some noble castles keep a small military force for security within the castle itself and to ensure the tenants on their land do not become unruly. Bodyguards hired to protect vulnerable members of the household are also common. These will often be trusted retainers who have been with the family for generations, living within the castle itself and knowing every inch of it.

Military Forces
Without a doubt, the single most common use of a stronghold is for military purposes. Castles in particular are designed for soldiers to defend; there is not much point in an arrow slit if the person on the other side of it cannot aim and fire a bow properly. The standing army of a nation, as well as various privately funded armies or independent military forces, needs strongholds as vital fortifications at spots it intends to defend on a long-term basis.

These strongholds vary greatly in size and complexity, ranging from ad hoc structures like bunkers, barricades, ditches and earth walls through more permanent stone constructions such as the small border forts found spaced regularly along a kingdom's frontiers, all the way to the castle keeps. These house the military garrison for an entire region and allow their courtyards to be used to train the local peasantry in the arts of archery and basic martial practices, so that they may form militia groups.

Purely military strongholds tend to be spartan and functional. There is little to no decorative architecture and few if any windows, as arrow slits and armoured shutters are more efficient. Drills are kept on a daily basis to ensure the place can close itself up in moments if required. At times of war, particularly at times of invasion, it is not unknown for the castles and palaces of local nobles to be requisitioned (seized by the crown for military use) and staffed with soldiers. Conversely, abandoned military fortifications are sometimes used as accommodation, though given the state an abandoned fort usually ends up in, unless the place is expensively refitted it is more likely to house squatters or brigands than nobility.

Military strongholds are not always intended to be permanent. Soldiers are often trained to build basic emplacements from the materials to hand, such as sentinel towers or stockades. This enables a troop division to fortify its position in the field without requiring additional supplies from home. Military settlements can develop into more permanent strongholds, particularly if the invaders successfully take the surrounding land and the settlement is made into the new staging point for further incursions.

Clan Chieftains
In lands where central government by king or politicians is not a constant and the one who holds the land for longest is the one who is prepared to fight for it, such as the wild lands of the barbarians, the tribal clan system is commonly used. Clan families are at each other's throats more commonly than noble families are and with more direct and bloodthirsty results.

A clan chieftain's stronghold is his family home, the place where he and his people live and where the trophies of previous battles are kept. It is usually also the place where his most trusted warriors dwell, with everyone sleeping and eating under one roof. Even animals are sometimes brought into the stronghold and kept there for food, companionship or even simply for warmth. The stronghold is often little more than a large house or bothy that has been specially fortified. An additional wall or ditch surrounding the place is a common sight.

Clan strongholds will vary in type depending on the size of the clan, but wood is a common building material, with some powerful and well-established clans having small stone forts to themselves. Territory is clearly divided between the clans with rough stone walls or fences, as the only wealth clan

people own is often in the form of livestock and it is vital to keep hold of what you have.

The types of building employed by clan chieftains will vary depending on race. Those of the wild elves are likely to be wooden houses and forts high in the trees, whereas those of the dwarves are more likely to be squat stone buildings or even underground strongholds whose only sign on the surface is a well-hidden grille or set of reinforced gates.

High Priests

Temples, believe it or not, are a form of stronghold too. Only the most humble roadside shrines are not built with defence in mind. In a world where religion involves definite supernatural forces whose existence is incontestable and clerics go clad in armour and armed with hefty weapons, defence of the faith is as much a matter of hard fighting as it is of theological argument. The high priest or priestess of a given religion or its elders or scholars, or whoever holds final responsibility in an area, invest in strongholds primarily to keep the holy place of the religion safe from those who would seek to defile it. Secondarily they also provide a safe haven for the persecuted, whether these be of their own religion or, if the religion allows for it, those who come and seek sanctuary.

Sanctuary is an important function of religious strongholds. They need to be capable of standing firm and holding off enemies both tangible and intangible. The robust construction of a church or temple can often make it the most well-constructed building in the area, especially in the case of small rural towns where most of the buildings are made from wood and only the temple is made from stone. When the community is of one faith, as small settlements so often are, they will take refuge in the church or temple when danger threatens, whether from monsters, supernatural threats or human ravagers.

Religious strongholds sometimes grow up around sites of special significance to the faith. The place where a noted saint was martyred is likely to become a popular spot for pilgrimages, leading to a demand for a proper temple at the site where the faithful can worship properly as well as buying suitable relics and holy symbols. Sites where miracles have taken place also need to be defended and turned into temples. If a statue spontaneously began to weep or a spring developed magical healing powers, the representatives of the religion would be very likely to fortify the place, building walls around it and controlling access. This would be done both to prevent desecration of the holy site and to prevent it being eroded by the devout attentions of the faithful, who would be desperate to carry away some memento or relic of the place. If access to a holy site is properly regulated, it can be a benefit to all members of the faith.

The religious can also establish strongholds in places where a holy war is being conducted; while the temple stands, the faith is strong. If the fight goes badly for the members of the religion, they can take shelter within the temple's strong walls and receive healing. If it goes well, there are bound to be converts and these will need a place wherein to enact their conversions and begin worship. Missionary strongholds are also found, mostly in places where established faiths have yet to reach and where the local inhabitants are still holding to primitive religions.

The size of the temple stronghold will be directly related to the wealth of the religion in the area. When clerics exhort their congregations to make donations for the good of the faith, the most common plea (after support of the needy) is for money to improve the

temple. A rich religion can afford marble columns and statues, worked stone walls, mosaics and stained glass; a poor one often has to get by with a single floor in a bare brick building, the walls covered with cloth to make the place look less bare and help to keep out the cold.

If the priest is in charge of one of the lawful good faiths, he is likely to be working in close concert with paladins of his religion, providing them with a secure base of operations while they in turn lend their sword arms to the defence of the stronghold. Any temple that also has the function of a consistory will be well stocked with arms, armour and healing provisions.

Institutions

There are countless different institutions, here defined as 'groups of people banded together by common interest or contract', which consider a stronghold an essential investment. Most obvious are the various different trade guilds. A guild needs a guild house, as somewhere for the members to meet, discuss business and receive training. Such strongholds are secure but not always especially fortified, though they are as well-built as the members can make them. To have a good guild house is a point of pride for guild members, who would see it as dishonour upon their craft if the house were not the best that they could afford.

The thieves' guild house is something of a case apart. These are often fortified, if discreetly. It would be the height of irony for a den of thieves to be robbed. Such institutions also employ a great many traps and concealed doors, all of which have to be paid for by outside traders or installed by competent craftsmen who can be trusted to keep a secret, such as family members.

Other institutions that invest in strongholds are merchants, who need secure buildings in which to store their goods and their earnings and banks. These more than any other institution know the importance of a thick wall and a strong well-crafted lock.

Law-Keepers

Those into whose hands the responsibility for keeping public order has been placed cannot do their job without a fortified base of operations. Even the sheriff in a small hamlet needs the local lock-up to be securely built or it will be impossible to keep prisoners safely incarcerated. Often the keeper of the law in a region will also be entrusted with all sorts of dangerous equipment. This can range from ordinary weapons, confiscated from street ruffians or kept for the purposes of law enforcement, to explosives or more lethal weaponry for use in extremis.

The city watch in a given area will often have several strongholds. More of a constabulary than a military force, they have need of small watch towers, fortified gates and patrol houses, so that they can look down upon the streets they are sworn to protect. Watch towers and the like will often be incorporated into the general city plan, such as by being built into the city walls and are funded from the public purse. Depending on the degree of local corruption and the extent to which tax money is spent where it should be spent, the buildings of the city watch may be in a good or a poor state of repair.

The placing of strongholds used by law-keepers is not usually up to the law-keepers themselves, though their views will be taken into account. It often happens that a streetwise city watchman will insist that a new watch house should be built in a particularly troublesome area of the city, only to be rebuffed time and time again by bureaucrats who claim the budget will not stretch that far.

Law-keeper strongholds generally resemble police stations or sentry towers; in larger cities, the latter will usually have a raised, crenulated walkway enabling the guardsmen, often armed with crossbows or other missile weapons, to make a patrol of an area without descending to ground level.

Warlords

Some are appointed to positions of power, some earn it and some seize it when they have the chance. The warlord resembles a clan chieftain in many respects, with the main difference being that he has more money and forces under his command who are not composed of extended family members. Warlords most commonly rise from obscure backgrounds, having nothing to show for themselves but an aptitude for fighting and taking what they want. Unlike the clan chieftains, who are most commonly content to occupy the same land they have farmed for generations, so long as the neighbouring clans stay in their place, the warlord tends to be more of an expansionist. He intends to take what he can and keep what he has taken.

Warlords do not have a place in an organised, well-run kingdom with a central government. They are a symptom of countries that are descending into anarchy or which are already fallen to barbarism. Under these social conditions, the important thing is to be the strongest, the one with the most muscle and

the highest walls. Without the protection of law, the strong freely exploit the weak. Only a fool builds up his strength without a secure place to keep it.

Many of the threats faced by more orderly states come from independent warlords who are simply after whatever they can take. Raids over the borders are common, as are sea-borne invasions staged in order to carry home plunder in the form of womenfolk, livestock and treasure. Some of these warlord raiders achieve so much power and wealth that they set themselves up as kings in miniature, becoming the 'brigand king' or the 'pirate queen'.

Warlords need strongholds in order to consolidate their strength and subdue the surrounding region. The castles and forts they hold will often have been taken from others who were not strong enough to resist the warlord's attack. As they specialise in fighting, they do not often have the technical acumen to build proper strongholds. A warlord stronghold will therefore usually be a partial ruin, shored up and fortified by hewn logs, timber frameworks, jerry-built masonry and whatever else comes to hand.

Some of the more thoughtful and cautious warlords have been known to invest their wealth in the building of a commissioned castle, sending scouts out to find experts with the necessary talents for castle-building. Such purpose-built fortresses always have a daunting, intimidating look to them, as they are built in order to strike terror and awe into the locals and anyone who is thinking of invading. Spiked towers, execution cages hung from the walls and skull-shaped fittings are often seen on these conquerors' residences.

Some less ambitious warlord strongholds are built from scratch out of local materials. As warlords have often had some degree of military training (and those that have not have usually grown up in barbarian-like communities where everyone built his own house or tent) these resemble the temporary constructions built by an expeditionary force. The use of slave labour is very common among chaotic or evil warlords. They see the conquered land and its inhabitants as a resource, for them to use as they will.

Rich Independents

Strongholds are a status symbol as well as a practical measure. For an entrepreneur who has made a fortune, there is no better way to spend money than to build a huge house or castle that will preserve his memory beyond the term of his natural life. When enough gold has been gathered the palace that was always felt they should be living in can be built, complete with gardens and scenic features. Some such strongholds are elaborate 'follies' or imitations of established castle types, while others are eccentrically designed buildings filled with curious oddly shaped rooms, secret passageways and other peculiar architectural quirks. When money is no object, the strangest visions can be given shape.

Some rich independents are simply reclusive and wish to live where the world cannot bother them. These will choose to have their strongholds (which need not necessarily be of castle size and may be fortified manors or tower houses) built in isolated places, such as highland hills or islands in the middle of lakes or off the coast.

Persons not of noble birth who have come into money, whether through good fortune or hard work, often attempt to emulate the nobles who have lorded it over them for years by buying or building a stronghold. The truly noble look upon these newcomers with amused contempt, considering them 'nouveau-riche'. They might have the bricks and mortar, but they do not have the proper refinement of breed that makes a noble; or so the reasoning goes.

Wizards and Sorcerers

Neither wizards nor sorcerers are known for being gregarious types. Though they can be friendly enough, they are not generally the sort to become the head of a household. Isolation is important to them. Some prize it because they do not enjoy human company, but most consider it an asset because it means they are at less risk of disturbance. Magic is a complicated science in which concentration is essential and to concentrate one needs peace and quiet. This is the principal reason why arcane spellcasters build or purchase strongholds. When a mage is in his castle or tower, he can experiment and conduct research to his heart's content without worrying about how the neighbours will react. This is usually a perfectly acceptable arrangement to the folk in the mage's town or village, who would rather the spellcasting went on in an isolated tower than amongst the houses of ordinary folk. Everybody knows that arcane spellcasting is dangerous, involving the evocation and manipulation of huge amounts of energy, so it makes sense to place a mage's home somewhere away from civilisation.

The typical stronghold of a solitary mage is the tower, for several reasons. Firstly, towers appeal to solitary wizards and sorcerers because they can look down upon ordinary folk, as so many of them love to do.

The height and insularity of a tower, separate from other buildings and taller than they are, can serve to remind a sociopathic wizard of his own superior, independent state. Secondly, towers can have a practical function in as much as they enable the mage to give his spells greater range. (See Encyclopaedia Arcane: Sovereign Magic by Mongoose Publishing for more details.) Towers are also small enough on the inside for a mage to manage with a minimum of staff. Lastly, they are very defensible. Any flightless foe trying to enter from the bottom must work his way up through all the floors in turn, giving the mage a chance to set up magical defences and summoned creatures to slow the invaders down.

Those mages who choose larger strongholds may do so because they have aspirations towards conquest or because they require lots of room to house their magical experiments. The more powerful the magician, the more likely it is that he will be able to use magic to alter his home. The strongholds of spellcasters are much more hazardous than a mundane castle, being fitted with magical traps and other safety measures such as illusions or moving platforms.

Some eccentric, reclusive mages just enjoy the vain glory of having a huge mansion or castle to play with; those who are especially evil or just plain malicious will capture unwary travellers and set them to run the gauntlet of hazards, just so the mage can have an evening's entertainment. Rather than invite fellow humans or humanoids into their abodes, reclusive mages will fill the chambers and corridors with creatures of their own devising, with golems and other constructs to take care of the guard duty, invisible servants to do the cleaning and tidying and summoned entities to provide company, conversation or information about the world beyond. The local community always views such strongholds with awe and frequently with fear.

Colonists and Frontiersmen

The last group of people for whom a stronghold is indispensable is the band of colonists, making a new home in an environment that is often hostile and dangerous. When a colony is first established, it is important to give the community a defensible centre. Thus, a stronghold will be built from local materials, usually nothing grander than wood or earth. Colonists cannot bring much in the way of construction materials with them. Even nails and saws are a luxury. Unless a member of the community is especially skilled at architecture and engineering, the stronghold will have to be cobbled together as a fairly basic structure.

The stronghold at the heart of the colony then serves as town hall, watch house, refuge, supplies store and ammunition dump. It will usually be built as a wooden stockade at first, with a more permanent structure being constructed as the colonists become settled and locate sources of stone with which to build.

This kind of structure is also characteristic of the more isolated kind of border fort, the sort that marks the limit of territory beyond which there is only wilderness rather than a neighbour nation. Such a 'wild frontier' is found when a relatively young nation is expanding into new land, often encountering barbarian tribes, giant creatures and monstrous humanoids as it does so. The state of repair of such a stronghold is directly derived from the military budget of the nation that owns it.

The Path to Power

So, you have left the old dungeon days behind you, you have made a pile of money and now you have aspirations to rulership. You want it all – you want the stronghold, the land, the subjects, the court, the politics, the chance to see how you would fare as a head of state. How are you going to go about it? Even if you are right up there in the experience level stakes, how are you going to establish yourself as a king, potentate, dictator or whatever kind of ruler you aspire to be?

There are a great many ways up the ladder to the pinnacles of power. It must be first understood that your own powers as an individual are only half of the issue. Consider the boy king, crowned at the age of eight, probably destined for an arranged marriage with someone he has never even met. You could paste the floor with him if it came to a fight; but it is not likely to, because he has something that is more important than mere strength or magical prowess. He has the attribute of kings and generals. He has *authority.*

Without authority, which can be summed up as 'the recognised right to give orders to another within an established system', you are limited to what you and your associates can manage through your abilities alone. You could set yourself up as a warlord or solitary magician, but it would take a very long time for anyone to take you seriously as an authority in your own right. Moreover, there is the country

around you to consider. If there is an established kingdom or other dominion in place, it will undoubtedly consider your power play to be a threat to the establishment and dispatch troops to wipe you out. Even fortification is viewed with suspicion. In mediaeval England, you could not even fortify your manor house without a license from the king! Within the borders of a settled kingdom, power has to be established legitimately or not at all.

The matter of authority cannot easily be settled simply by setting up your power base far away from civilisation, either. In the kinds of places where there is no stable government and those who rule are those who have the strongest arms, you may set yourself up as one warlord among many but you will be hard pressed on all sides by those who would challenge you for your lands and holdings. Besides, you would be missing out on a great deal of what a settled, stable country has to offer, such as exotic trade goods, a greater level of local skills for hire, a measure of peace and calm and a culture built around more than warfare and weaponry alone.

Authority, let us not forget, is also dependent upon being *recognised*, which is what makes it such a slippery concept to deal with. After all, what makes a king a king, or a noble a noble? It is nothing more than the agreement of other kings or other nobles to regard him as such. There is no such thing as 'real' authority, when it comes down to it. There is only authority that is recognised by so many important people that it is as good as real. Although it might seem like a trivial point, this is in fact the primary reason why you cannot simply bludgeon your way to the top and take over. You might decide to announce yourself as the new Duke of Hollisbury; you might even kill the old Duke of Hollisbury in order to cement your claim; but unless you can show that you have the *right* as well as the *power* to give yourself that title, it will not be taken seriously and you will be ousted. If, for example, you could present papers that showed you were a distant heir to the Duchy of Hollisbury or even something so outlandish as an IOU or debt receipt that proved the former Duke had owed you so much money that you were now entitled to seize his lands as forfeit, then that would probably be good grounds for allowing your claim.

Ultimately, the reason for seeking legitimate and recognised authority is that it is very much easier to work within the system than to try to set yourself against it. Established systems, especially monarchical ones, operate because a great many people have a good deal invested in them and it is in the best interests of all concerned that the system run smoothly. A disruptive force is a headache for all those involved. If you set yourself against the system and make it plain that you are not playing by the rules, you are likely to unite all the participants in the system against you, whereas if you play by the rules or make it look as if this is what you are doing, then you can amass both power and security.

So, what are the various means of acquiring legitimate authority, in such a way that nobody within an established kingdom will contest it for long?

Conquest

Although he now sits on his throne surrounded by bejewelled and largely symbolic instruments of war, the king's own claim to ownership of the land is always based upon conquest, even if the original battle was generations away in the past. It might even be said that in taking the land away from the people, he is continuing a policy of rulership through conquest; but let us leave such speculations for later chapters. Even such governing systems as that of the republic still acknowledge that claims to land are always made through force of arms in the first instance, whatever type of government may be set up in later years.

If you are thinking in terms of the right to ownership by conquest, you are probably already in command of quite a powerful martial force. Perhaps you have a large retinue of followers or a group of former adventuring cohorts with a sizeable collection of magic weapons and artillery. Unless your forces are already the size of an army, you had best not consider taking over an established nation, though we will be looking at that option below. The easiest way to accomplish the goal of independent rulership is to start small and work up. Using the forces at your command, subdue the indigenous population of a wild region to which no nation is currently laying claim, establish law and order and encourage settlers to come and live in your new kingdom.

At this point we must sidetrack for a moment; we will return to the subject of the right to ownership by conquest presently, but first we must address the issue of available land. The above strategy takes for granted that there are tracts of land in the campaign world that are infested by monsters and which no kingdom counts as part of its established territory. In practice, especially in older worlds when a good deal of expansion, colonisation, invasion and re-invasion has taken place, such wild land is less common.

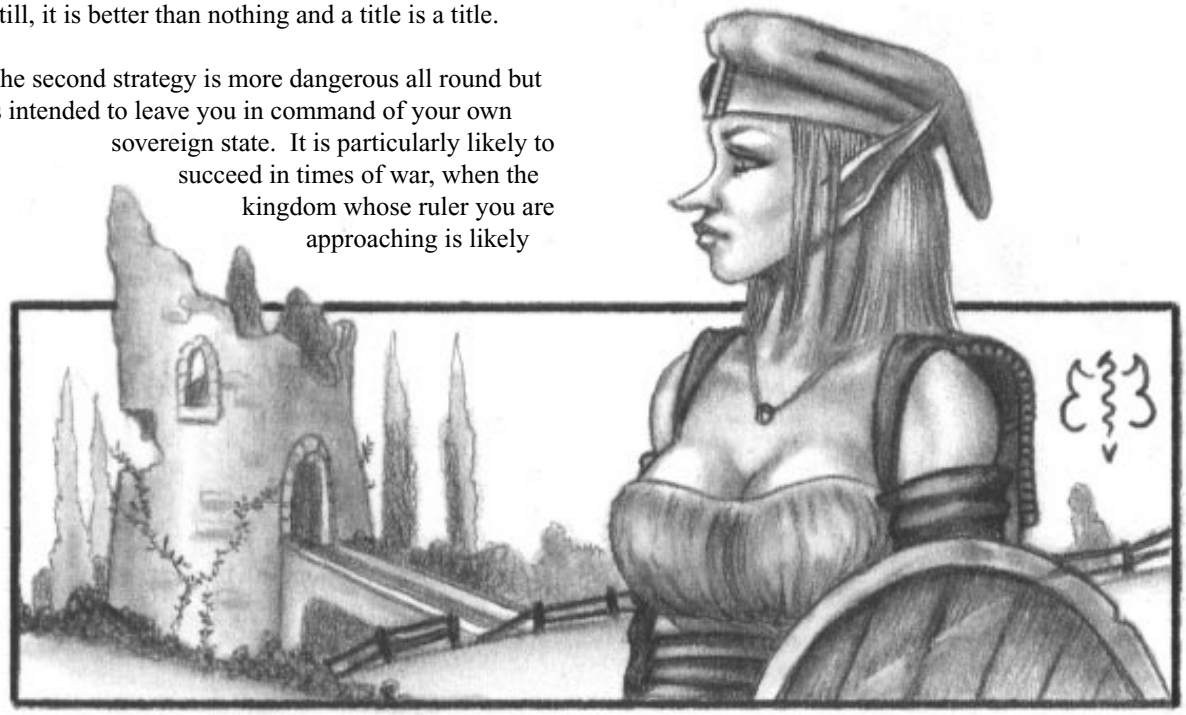
It is of course not always easy to find unclaimed wild land, as the rulers of kingdoms are prone to claiming ownership of all the country they can, stopping only when they encounter the sea or the border of another established nation. Even if a region of land is absolutely useless to a king or other ruler, he is not likely to treat it lightly. The only circumstances under which a kingdom will not claim land that lies upon its landmass are when it does not wish to take responsibility for some problem or danger arising from that land.

However, given that you have your eye on land that is currently too dangerous for the governing power to make any use of it, you have two strategies to try. Each one will involve making a formal proposal to the governing power of the land. The first approach is to offer to clear the land of monsters in exchange for a title and the right to govern the region in the name of the ruler of the kingdom. This is a popular proposal for a governing power to receive, because they have nothing to lose; the region is already inert and unproductive. If you should get killed, then they are none the worse; if you succeed in clearing out the region, then they have gained themselves a local noble. You get a title and stewardship of the land and the kingdom becomes a more pleasant place to live. This strategy has the advantage of being attractive to the governing power, but the disadvantage that it is only going to net you a title and the right to govern land. You will not be a ruler in your own right, but only the agent of the governing power in the area. Still, it is better than nothing and a title is a title.

The second strategy is more dangerous all round but is intended to leave you in command of your own sovereign state. It is particularly likely to succeed in times of war, when the kingdom whose ruler you are approaching is likely to need help. You make a formal appointment to see the ruler or rulers and when admitted to audience you offer to buy the region from them. This way, the kingdom loses a region that it was making no use of, while the treasury is given a very welcome cash injection.

You then take your remaining riches and head into the region you now own and proceed to clear it of all of the local monsters and so forth. If a few thousand refugee orcs, kobolds and hobgoblins come flooding into the kingdom from whom you bought the land, it is no problem of yours, though it will not endear you to them. That done, you may proclaim yourself as King or Queen of your newly formed kingdom. After that it is just a matter of encouraging subjects into your land.

Note that from this position, further conquest is much easier. You are no longer some former adventurer with a big sword and an attitude. You are a sovereign power in your own right. The neighbour nation cannot refuse to recognise you as a rightful ruler, because you are the owner of the land, having bought it fair and square. You may, if you are confident, proceed to declare war against the adjoining country and attempt to conquer the lot. Although other kingdoms may not recognise your right to do this, they are far less likely to intervene if you are a King in your own right than if you are a self-made adventurer.



Irrespective of how you come by the land, then, there are three stages involved in taking it over. First, you must clear the area entirely of monsters, humanoids, ravening beasts and all the other local hazards that doubtless inhabit the place. After all, if it was already a safe place to live, somebody would already have settled it. Secondly, as you cannot organise everything yourself, you must put together an administration, composed of people you trust. It is also a very good idea to create a constitution or code of fundamental laws for your kingdom, so that the people know what to expect. Finally, you have to encourage people to come and settle in your land. If you are offering something that a nearby nation is not, such as religious freedom or express tolerance for unpopular racial groups (such as half-orcs) or even something so basic as low taxes, you will find yourself with plenty of subjects to govern. All of these subjects will be covered in much greater detail in the Governing sections of this book.

Lands that are already settled by civilised races are not good options for conquest, unless you are playing for the highest stakes of all and attempting to overcome the governing power within the kingdom. If this is your plan, then you would be best advised to find a country where the government is either deeply unpopular or is ruled from afar by some foreign empire or dictator. By taking on a hated governing power, you have a chance to earn the support of the people. If they believe in you, you may even be able to provoke an uprising, which you can then lead.

Dictatorial governments usually wipe out all other more legitimate claimants to the throne within the first year of rule, so if you can destroy their power base, you do not have to worry about the people putting forth their own choice of king. Sometimes the land's original rulers are exiled rather than annihilated, in which case it would be your choice whether to restore the exiled ruler who would doubtless be very grateful, or keep the kingdom for yourself.

The biggest danger when taking on a regional governor who is ruling on behalf of an international empire is that while a dictator has only his immediate personal resources to draw upon, a representative governor can call upon backup from the parent empire. It is therefore tactically advisable to break the hold an empire has over a small, remote kingdom where reinforcements cannot easily be sent out.

Marriage

If you are looking for a short cut to a position of power, then they do not come much shorter than marrying into it. Marriage has been used for centuries as a means of avoiding wars and cementing allegiances between nations. When the heads of two monarchies unite their bloodlines, the lands over which they rule are likewise united, coming under one overall rulership.

Depending on the system in use in the lands in question, a marriage between nobles may result in the male or the female partner assuming right and title over the property of the other. Matriarchies keep property in the female side, whereas patriarchies keep it with the male. Therefore, if you were male and you were marrying a female noble who ruled land, you could expect as a matter of procedure to be granted authority over her dominions. At the very least, marriage usually entitles one to joint authority over one's spouse's possessions and holdings, just as they have authority over yours. You just have to make sure that you will gain what you expect to gain before any contracts are signed or vows made.

There are some drawbacks when marrying into power. The most difficult one to overcome is the problem of noble birth. Those who have right and title to the land are usually concerned to keep it in the control of the ruling classes, rather than letting the hoi palloi get hold of it. They also are smart enough to keep out of arrangements in which they do not stand to gain anything. When nobles marry, they can be assured that both sides are bringing something to the table, even if it is only a grand family name. Marriage with commoners would not only be unthinkable and, however romantic, would almost certainly lead to the wayward scion being disinherited but unprofitable to boot.

This problem is not insoluble. One can earn the right to a noble title, such as by conquest, this method having been outlined above, marrying into power is an excellent way of expanding your borders after your kingdom is established or, as is more common, by distinguishing yourself in the eyes of a monarch. Those who have served their king or queen with unflagging loyalty may earn themselves a knighthood. This might even entitle them to land, though it often does not. It does, however, raise them above the ranks of the commoners.

One also, obviously, requires the permission of the family in the form of its head, though one does not

necessarily require the agreement of the intended spouse. Noble marriages are very rarely blessed with mutual consent on the part of the participants. Love is not a factor that figures highly in the arrangement and is more of a lucky happenstance than a prerequisite. They are entered into with the principal aim of producing legitimate heirs for the family, whose blood will be no less blue than that of their sires. When one or both of the families controls land, noble marriage is also a form of treaty, a guarantee against hostilities that, by joining two families together, ensures, or seeks to ensure, that neither will raise up arms against the other.

The other major drawback is that noble marriage does not guarantee an immediate acquisition of land and the power that goes with it. Title remains with the current holder until his or her death, which usually means waiting for your spouse's parent to die. In the least fortunate situations, you can enter into an unhappy noble marriage and be sitting around for decades before the in-laws have the decency to die and leave you the land and the title to it. Those who are truly unscrupulous will probably have disposed of said in-laws and probably the spouse to boot within a few years of the marriage.

The most famous kind of marriage into power is that in which the ruler of a realm, who is usually old, desperate and lacking in heirs of the appropriate gender promises the hand in marriage of one of his children to the hero who can accomplish some Herculean task. This is not just some fairytale whimsy. It is far more of a cunning manoeuvre than it appears. For example, if the task is to slay a ravening dragon and some anonymous hero somehow pulls it off, the king has not only rid himself of a major nuisance in the form of a dragon, he has guaranteed the survival of his line by marrying off his unwed child.

Moreover, he has ensured that the person who succeeds him will be a folk hero, renowned in song and story as the one who slew the dragon, which will come in very useful if any peasants need to be won over or foreign diplomats need to be put in their place. A hero who has come out of nowhere and accomplished great deeds finds it easy to inspire awe in his subjects and awe is a very appropriate emotion for the governed. He is liable to find legends springing up about him that he had no part in creating. It is all part of the job.

Service

Possibly the least hazardous way to gain yourself a dominion is to earn it. Loyal service to a crown or other ruling power, such as by serving as a commander of their forces in wartime, can earn you a minor title and a tract of land to go with it. Such dominions tend to be small, as kingdoms do not always have much in the way of spare land to give away; however, a monarch can always withdraw land from any noble who has failed to collect his dependents' taxes adequately or who has proved corrupt. High-level characters who are sent on dangerous missions by the rulers of kingdoms may be offered payment in land and noble rank rather than in gold, as royal treasuries are notoriously limited in what they can offer, whereas giving land away to people who have served you ensures that it will be governed by someone trustworthy.

The obligations upon one who holds land for a liege lord are threefold. You are expected to provide revenue to your lord in the form of taxes and ground

rent, an agreed portion of which you may keep for the maintenance of your own estate and for your personal use. You are likewise expected to protect the tenants upon the land and ensure that they have a decent standard of living, according to what is normal for the kingdom as a whole, or at least what your liege lord considers normal. Finally, you must be able to supply soldiers on demand to your liege lord.

If a kingdom is aggressive and expansionistic, expanding its borders by conquering other nations, it may well award the first share of conquered land to those who expended the most effort and blood to take it. This is a reliable motivating factor when recruiting commanders and soldiers. If a man who is fighting natives on their own ground and risking his life can see himself ruling over that same ground once the battle is one, he will fight all the harder, especially if he owns little back at home. Sometimes a general will divide up land before a battle is even fought, promising some sections to chosen commanders of renown and some to those who distinguish themselves in the field, making such assurances as 'whoever lays the head of Arzmund the Grunter at my feet may claim all of the farmland between that oak tree and that elm.'

It is not only the generals, knightly commanders and other military offices who are given land. Some courtly positions have a land benefit attached to them as well. It is traditional for the advisors who serve closest to the crown to be rewarded with land and a stronghold of some sort; it is also likely that the land and its property will be transferred on to the new incumbent if the holder of the office ever changes. For example, if a king is in the habit of keeping a wizardly advisor on hand, there will be an 'official residence' for him in the form of a tower or house keep, with grounds.

Presenting a loyal retainer with land can be a two-edged gift, depending on what governing the land entails. Some provinces and regions are as good as gold mines, producing reliable crops or other marketable goods such as wine or oil; others are poison chalices, containing an unruly population or land that will grow nothing but thistles and nettles. Anyone intending to accept land as a reward for service would be well advised to investigate it first. The temptation to own land and be gifted with a noble name has led some adventurers to end up with responsibility for keeping law and order in desolate border regions full of half-orcs, hill brigands and badly maintained roads. It is in fact standard practice to give the holder of this inglorious position a fancy sounding title, such as 'Warden of the Royal Marches' or 'Keeper of the Northern Sword'.

Industry

This path to power involves very little bloodshed, but is also not guaranteed to work and is best attempted in countries that tend towards lawful good alignment as these are the most inclined to recognise the virtue and honesty inherent in hard work. Taking this route involves working land that nobody else is using and petitioning to be given formal title to it. This, of course, assumes that you have your eye on land that already counts as part of a kingdom.

By taking the industrial route, you go into wild land or wasteland as a settler rather than a conqueror, intending to bring other settlers with you and turn the area into a community of labourers. Unless you have some kind of prior agreement with the governing power, they will not look kindly upon this, as ownership of land and the right to profit from it is usually restricted to the nobility and if you have no noble blood, you are being extremely presumptuous

to set yourself up in this way. You will also run into trouble if your working ethos is profoundly different from theirs, such as the case of a community devoted to a deity that the kingdom does not honour or recognise.

Kingdoms that do not operate on this restrictive basis may even grant automatic right of ownership to the claimant of a given piece of land, so long as he can show that he is making good use of it. It is also customary to grant ownership only if the landholder can prove that he has occupied the land for over five years without anyone else laying a claim to it or seeking to dispute his holding. In the final analysis, governments prefer to have land functional rather than going to waste, as worked land can raise tax and rent money.

If you want to start completely from scratch, then the thing to do is to colonise. Find yourself a region where there are few natural hazards, fill a boat with skilled people and set off. Once the colony is established, there is nothing to stop you from giving yourself whatever title you see fit. Some colonies have grown to become whole kingdoms in their own right, in time; others have been razed to the ground, their dreams of colonial independence shattered by hostile natives or indigenous monsters.

In order to motivate your colonists to leave the lives they know and come with you to a new home, you will need to offer them something better than what they already have. This is where your reputation comes into force. If you are a charismatic individual with quite a few ranks in Diplomacy and Bluff, you will probably be able to sell the idea on rhetoric alone. This will be even more effective if you are commonly known to be a trustworthy, heroic or responsible individual. However, good sales technique is not enough on its own. Your colony will need a theme or prevailing ethos that the colonists can identify with. The problem you will face is that those who have least to lose by moving to your new colony are also likely to be those with the least to offer it – convicted criminals, indentured servants, those with large debts, those with assassination contracts hanging over them. To attract the skilled and the industrious, you must appeal to their ideals.

For this reason, new colonies are often formed upon a basis of politics, alignment or religion. It is perfectly feasible that a band of evil aligned characters should seek to found a colony of their own where those who are as evil as them could live, free from the incursions of do-gooders upon their lives and with only each other to fear. A colony of rogues would be slightly less practical, as rogues mostly live on the back of everyday society and would rather steal from it than start a new society of their own, but so long as they could conduct thieving missions and return home, they could be persuaded to give it a go. Instead of having a safe house, they could have a city or even a safe land. Pirate utopias have even been attempted, being island colonies where everyone involved is a buccaneer and helps to defend the place against the vengeance of raided kingdoms.

Religion

Colonies founded upon religion are very common, both within established kingdoms and in new land. There is possibly no greater motivating factor that will mobilise a whole group of people than the promise of religious freedom. Give people a chance to worship the gods they want to worship and they will follow you to the new colony. Religion often dictates a whole way of life to the believer, which may not be lived to the fullest degree while the believer is forced to compromise by living with others who do not share his beliefs. The more fervent a believer is, the more likely he is to wish for a land in which he can live what he thinks is the right kind of life, the way his gods want it to be.

In this way, monotheistic and lawful kingdoms have found small islands off their coast, which have been populated entirely by pagans practicing a religion of old gods. Followers of deities of justice have been motivated to found settlements in which all is regulated by strict law, with all the buildings made to the same specifications and everything run by the clock. Worshippers of the gods of chaos have sacked islands on which clerical communities dwelled, turning the isle into a burning shrine to disorder.

As the gods are real in the fantasy milieu, it is possible that a character could have land promised to him or her by a god. The god's motivation for doing this may be to reward you for years of devotion to the faith or the more common motivation of giving his followers a homeland of their own. The deity promises to aid the faithful, to make them strong in war, smite their enemies and keep their land fertile, whereas the faithful are expected to live in exactly the way that the deity prescribes, without breaking the codes of the religion. As a player, this 'divine appointment' option is not one that you can choose. The Games Master would have to inflict it upon you. However, you could always fake appointment by a deity, if you thought you could get away with it!

Interaction with an established government is a thorny business when your claim to the land is a religious one. The heads of other governments cannot very well deny the title of one who is backed up by a deity; if a god has proclaimed you the rightful holder of a given piece of land and you can prove it, they may not agree with your god but they cannot dismiss your claim out of hand. Even ordinary monarchies exist on the presumption that the king governs with the consent or the approval of the kingdom's god or gods.

If you have followers, the situation becomes even more complicated. A lone prophet is not much of a nuisance, but a prophet in command of an army and who is causing citizens of the kingdom to join his cause is a force to be reckoned with. No ruler is eager to send his own troops in to crush an uprising that has been formed with a god's approval, especially since religious zealots are, as a rule, quite happy to fight to the death, even undertaking suicide missions to inflict maximum damage on their oppressors.

Most tangled of all is the situation in which two different deities have promised the same land to two different groups of people. In this case, the earth becomes the ground on which the representatives of the gods play out their dispute by proxy. War in heaven becomes war in the world of men. Such a dispute can cause empires to war with one another for hundreds of years; until the gods settle their differences or one nation prevails over the other once and for all, there can be no hope of reconciliation.

Prophecy

This path to power is entirely dependent upon certain prerequisites existing in the campaign. Prophecies of rightful rulers to come are usually made in times when the current rulership is inadequate or when there is no single undisputed rule. A land fought over by contesting warlords or clan chieftains may also have a prophecy of one who is to come, who will unite all of the land under their rule. The prophecy is always made in such a way as to leave no room for doubt and may appeal to the memory of a folk hero or legendary ruler of times past.

The other situation in which prophecies are always made is that of an oppressed people. Those who bitterly remember the freedom or sovereignty they used to enjoy and who now suffer under the rule of despised tyrants may keep the flame of hope burning. Their prophecies of a goodly ruler who will eventually come and either kick the oppressors out or lead the displaced people to a home of their own are their sole source of hope.

Ancient wizards, druids or clerics, who are able to set up magical contingencies or challenges that will filter out all but a suitable claimant, usually make prophecies concerning the king to come. As magic

works in the fantasy world and prophecies are real things, a player must satisfy all of a prophecy's conditions in order for the people to accept him as the one who was spoken of. To fulfil the prophecy, a player must usually perform some difficult task, such as pulling a magical sword from a stone, killing a monster or fulfil a peculiar set of conditions, such as riding a horse backwards through a town square while wearing only one sandal.

The difficulty with the former kind of prophecy is that the Games Master must decide whether or not the player is to be the coming King; either he can pull the sword from the stone or he cannot and only one person will ever be able to do it. Of course, if the challenge of the prophecy is to do something that anyone might achieve if he were capable enough but few people could manage, such as slaying a purple worm, then there is less of a problem. The difficulty with the latter kind of prophecy is that the authorities will be aware of the conditions to be fulfilled and will have seen to it that it is illegal to go anywhere with less than two sandals or to ride a horse backwards, so even if one wanted to achieve it and claim the rights of the prophesied ruler, one would find it hard to get the opportunity to do so.

Ultimately, the prophecy option is left in the hands of the Games Master. If he feels that the player would enjoy the chance to be the 'one who is to come' then the player can find himself fulfilling prophecies all over the place without knowing he is doing so.

Inheritance

This final option is for the Games Master to use at his discretion. If the players want a short-track route to land and independent noble status, a distant relative or associate could leave it to them as a legacy. It is usually quite permissible by the laws of the land for a noble to do this, even if the person to whom he bequeaths his land is not a part of the family. If a noble is likely to die without heirs or if all possible heirs have proven to be dissolute, untrustworthy or despised by the people, such a noble could choose a player as beneficiary as a better option than having the land revert to the Crown. This is a plausible way for the Games Master to allow a player to inherit land and a title without having to perform a deus ex machina and decide that the player was of noble blood all along and just did not know it.

Inheriting land places you right in the thick of things. You suddenly find yourself with a stronghold, which usually comes with a staff of retainers who keep it in order, an estate to manage and a local population of tenant farmers and artisans who probably see you as landlord, sheriff, benefactor and tyrant all at once. The immediate priority is to establish your authority, as your tenants are naturally self-interested and will want to see what they can squeeze out of you. It is best to take a firm hand early on, just to show them who they are dealing with.

The major difficulty with inherited land is one of transferred culpability. Your link of inheritance with your predecessor also places an obligation upon you to take responsibility for any unfinished business he might have left behind him. The sins of the fathers are always visited upon the sons in this kind of a system. On your first tour of your land, be prepared for confrontations with young women brandishing babies that they claim are the fruit of your predecessor's loins, who must now be taken up to the castle and kept under your roof. All sorts of suffering will be paraded before you, some of it real, some of it staged; the net result is that you will be bombarded by pleas for lordly largesse and it is up to you how you deal with it.

Inherited strongholds are not always well maintained and may have more wrong with them than meets the eye. There are many tales of young warriors who have undertaken a move to a fondly remembered family castle following an uncle's death, only to find a decaying and partly toppled pile staffed with a few desultory servants. If the Games Master wants to introduce an element of the Gothic into the campaign, the stronghold may hold more sinister secrets, such as sealed-off lower levels that played host to strange rites or a recurrent haunting resulting from some ancestral misdeed.

If you were not the obvious successor and have been chosen in preference to them, you will almost certainly have to deal with jealous rivals to your claim. The typical scenario here is one in which the only son of an aged noble is a rampaging drunkard or incurable gambler, who has been looking to his inheritance as a way to pay off debts or otherwise subsidise his dissolute life. Presented with the player as an alternative, the noble disinherits the son and leaves everything to the player. This leaves the son out in the cold, with a serious grudge to settle, as well as the knowledge of his arguable right to claim the property as the last surviving blood relative if the player dies. The player can therefore expect to have to fend off attacks both stealthy and blatant. Bear in mind also that disinherited sons are likely to know the layout of the stronghold and any little secrets it may hold much better than the player will.

Before Construction Begins

To begin with, let us look at the essentials required in the building of strongholds. Many fantasy campaigns seem to assume that strongholds spring into being fully formed. Players are always coming across them, exploring them, sometimes knocking them down and sometimes taking them over, but what is rarely ever found is any indication of how the castle was built in the first place, or what the purpose of its building was.

We will look into the large-scale strategic and tactical issues regarding the building of strongholds later on. For now, we will concern ourselves only with the bricks and mortar of the job. In order to build any kind of structure, we need four elements. We need a plan, we need a site, we need resources and we need labour.

The Plan

If you already have an idea of the kind of stronghold you want, then all you need to do is to draw up a rough sketch of the proposed map and pass it to the Games Master to ratify. Alternatively, you may choose any of the pre-designed strongholds from the later chapters of this book. Your map is for your own reference and the Games Master's; it does not represent an actual blueprint.

Not all structures require blueprints. Only those that incorporate worked stone and require ranks in Knowledge (architecture & engineering) to construct need them. This blueprint has to be drawn up by a qualified architect, who can only do so once he or she has had a chance to examine the proposed site for the stronghold and been told about any land stability issues. Having done this, your stronghold concept can then be turned into a plan from which the foreman and the labourers can work.

If your stronghold idea incorporates an underground section and there are more than a few simple cellar rooms involved, you should consult the section on underground strongholds in Chapter 7. There are set rules regarding how underground chambers may be built.

You may wish to modify your design slightly once you have visited the construction site in person. For instance, you might like to include larger windows to take in a view of nearby mountains, or take advantage of a river to incorporate a moat into the design. Once you have settled on a final design, a character with the minimum Knowledge (architecture and engineering) skill for the size and complexity of building must draw up the blueprint. The architect must have one rank in the skill per 20,000 gold pieces involved in the building's construction. Specific types of stronghold also require minimum skill rank levels to undertake the design; for more information on the minimum skill requirement for buildings, see the examples in later chapters.

Preparing the blueprint will take one day per 5000 gold pieces involved in the labour cost (not the materials cost) of the building. An expert hired for the purpose will cost an average of 20 gold pieces per day of work. Once the blueprint is ready, any stonemason may work from it. Note that it is not the architect's job to provide a quote for how much the project will cost. His role is only to prepare a document that a labour team can use in their work.

Finding a Site

The site comes joint first in the list of priorities. Choosing a site to build on is the most important choice of all, because you will not be able to dismantle your stronghold and move it somewhere else if you decide that you would rather live elsewhere.

The choice of site should be made after consulting the best and most recently drawn maps available. In this way, you can assure yourself that your stronghold will not accidentally be sited in anyone else's territory. It is also completely vital to scout out your intended site in person.

Accessibility

The first concern when picking your ideal site is to evaluate how easy it is to reach. Proximity to roads and towns is a major concern. If you want your stronghold to be easy to reach, place it beside a river, next to a thoroughfare or close to a settlement. Alternatively, build a road out from an established highway to the construction site. You could also build a dock at the river and run the road to your stronghold from that.

If you would rather your stronghold were hard to reach, site it on top of a hill far from any other

settlement, in the depths of a forest or on the side of a mountain. You will end up taking longer to build it, but you are also likely to be left in peace.

The more isolated your stronghold is from the rest of civilisation, the more difficult it will be for invaders to get to you and the less disturbance you are likely to encounter. However, it will also be harder to build the stronghold in the first place, as the difficulty of transporting materials over wilderness terrain will slow the job down massively. A careful balance needs to be struck between defensibility and accessibility.

Remember that you may have to leave your stronghold to conduct reconnaissance and make military strikes from time to time. This is particularly important when your stronghold has been built as a defensive emplacement, or when you have tenants whose welfare is your concern. If you make your stronghold too hard to access, you will be slowed down when you need to mobilise your forces and move them out quickly.

Defensibility

Strongholds are built to be defensive; it is their primary purpose. Your choice of land should maximise the defensive potential of the stronghold. Choose high land over low, as it is always harder for an invader to attack uphill and the high vantage point will give you a good view of the surrounding region. Nearby forests provide cover for any archer units you control and provide materials for building and fuel for winter heating. Water is your friend, being a splendid barrier to invasion and a useful route whereby you can bring supplies to the stronghold. If you site your stronghold near a river, you will be able to divert it so as to flood a moat. Alternatively, place the stronghold in the bend of a river, where the water will form a natural moat and leave you with only one side to defend.

Water Supply

An independent water supply is essential for a stronghold. Without a source of water, the inhabitants would not be able to withstand more than a few days of siege conditions. Food can be stockpiled and kept for months, but water is much harder to keep; barrelled water is only ever taken on ships and is not adequate to keep a castle's staff properly hydrated. The ground plan must either include a well to be bored on the site or some other means whereby water can be reliably accessed, such as a pipe run from a nearby river. It is possible to create water by magical means but a stronghold with a large staff to keep cannot afford to be dependent upon such things; were the spellcaster to die or become incapacitated, the water supply would be lost.

The use of a decanter of endless water can eliminate the need for a natural water supply altogether. For a relatively insignificant 9,000 gold pieces, the stronghold constructor can have an artificial water supply that will keep the entire household replenished. A decanter commissioned for this purpose will be embedded in a specially crafted heavy stone block in order to prevent theft. Doing away with the reliance on natural water sources enables strongholds to be erected in hostile environments such as the deep desert or high mountains.

Food Supply

Next, consider what the occupants of the stronghold are going to live on. The provisioning for a stronghold must either come from a regular supply route or from local farmland whose tenants are associated with the stronghold. This is not a problem for strongholds that are constructed near to roads, by waterways or beside towns and only becomes an issue in times of siege or when the stronghold is geographically isolated. The usual solution in the latter case is to arrange for regular cartloads of supplies to be brought to the stronghold at a prearranged time.

Food is not such an urgent concern as water is, since supplies can be stockpiled. The issue is one of perishability. Vegetables and grains can be kept for a long time, but meat and fish do not last so well. To get around this concern, some of the larger strongholds contain their own stockyards in which animals are bred and kept, ensuring a supply of fresh meat and eggs. The preservative effects of magical cold are employed in some fortresses, in which a resident magician will cast *wall of ice* in a cool room once per day in order to keep food preserved.

Fuel Supply

Access to a source of fuel, for heating and cooking, is extremely important. The three options are wood, coal and peat. Wood is usually cut down and sawn into easily transportable logs in the forest, coal is extracted from underground mines or open-face mining and peat is cut from marshes in slabs or 'turves', which are then burnt. Those strongholds that are situated close to centres of civilisation usually rely upon fuel brought into town by rural

Problems With Land Stability

Roll on d100	Hazard	Cause	Remedy	If Undiscovered	Remediable?
01-30	Badly irregular ground	Plant growth, buried boulders, variant earth types in area	Additional preliminary labour flattening the ground out and removing obstacles	Foundations are weak; whole structure is built with only 90% of total structure points	No
31-35	Frequent earthquakes	Region tectonically unstable	Reinforce with additional buttresses and thick walls	10% chance of earth tremor striking region in any given month, causing 2d8 points of structural damage	No
36-45	Ground prone to flooding	River or sea nearby, high rainfall, land is on a flood plain	Build dykes and drainage ditches	30% chance for cellars to flood for 1d3 days in a given month (always after rain)	Yes
46-50	Ground boggy	River or sea nearby, land is marshy	Build dykes and drainage ditches	Structure steadily crumbles, automatically sustaining 1d6 structural damage per month	No
51-65	Minor subsidence	Small caves and fissures underground	Additional buttressing	Structure has 30% chance of suffering 1d4 structural damage per month	No
66-75	Soft ground	Earth underfoot is mostly clay or crumbly rock	Deep foundations	Structure has 50% chance of sinking 5 inches in a month	No
76-86	Medium-sized underground caves and tunnels	Natural geological action or previous burrower activity	Enter caves, fill in or reinforce with braces and props	Stronghold has 50% chance of suffering 1d8 points of damage per month	Yes
86-95	As above, plus individual or few large burrowing monsters beneath site, e.g. bullette, umber hulk, purple worm	Area is their hunting or breeding ground	Do not start work until monster(s) found and killed; this done, proceed as above	As above: monster eventually breaks in through foundations in search of food	Yes
96-99	Large underground caves	Natural geological action or previous burrower activity	Enter caves, fill in or reinforce with braces and props	Stronghold has 50% chance of suffering 1d12 points of damage per month	Yes
00	As above, plus subterranean infestation of humanoid burrowing creatures, e.g. duergar, derro	Creatures already established in area	Either abandon site altogether or attempt to wipe out humanoids; if humanoids slaughtered or driven off, proceed as above	Raiding parties sent during construction and once structure complete, if it ever is	Yes

traders; those that are out in the wild are usually built within easy reach of woodland or marshland, so that logging expeditions can be sent out to bring fuel back home.

Fuel is needed for other purposes than heating. Military fortresses will need a local source of timber in order to make structural repairs to any wooden structures within the stronghold. Coal is also required for use in forges, if the stronghold has one. A forge can be run on wood alone, but coal or charcoal are preferred fuels, as they burn at higher temperatures. Military strongholds will almost always have a forge in their chambers, as it is impossible to use the Craft (armoursmith) or Craft (weaponsmith) skill to make or repair metal armour or weapons without the use of a forge.

Stability

Once you have settled all the important geographical matters, the deciding concern is whether the ground will support your proposed structure. This is only an issue for structures made from worked stone. Wooden buildings are light enough and temporary enough that they do not need to take ground stability into account.

In order to assess whether a site is suitable for building on, you need the services of a qualified surveyor who can tell you more about the land than a surface examination alone will reveal. Surveyors specialise in identifying underground phenomena by evidence appearing on the surface. They are generally experts with many ranks in Knowledge (architecture & engineering). Those characters who spend a good deal of time out in the wild, such as rangers and barbarians, are also sufficiently in tune with the land and how its surface appearance reveals what is happening underneath to attempt to survey a region.

The Games Master may, at his discretion, include any of the land features below as aspects of the intended site, or roll randomly to a maximum of two rolls. Results inappropriate to the land type should be ignored; for example, a mountain pass is not going to be soggy.

A Knowledge (architecture & engineering) check at DC 10 or a Wilderness Lore check at DC 15 is required to notice each one of the land stability hazards in a two thousand foot square region. If the character is a dwarf, they gain a +2 circumstance bonus to the check, due to their familiarity with underground engineering. Four hours of searching and probing are needed to make each check. Even if a player is attempting the skill check, the Games Master should make this roll in private. Failure means that the character conducting the search has failed to notice a hazard. Failure by more than 5 points means that they have identified a hazard that is not actually present.

The Cost of Fixing Problems: Each hazard has a specific remedy that will take additional labour and therefore additional money and sometimes materials to solve. Flattening the ground thoroughly before commencing work, as opposed to the usual digging out that is done, simply adds 1d3 extra days to the digging out time, from which labour can be calculated as usual. Additional buttresses and thick walls are calculated according to their cost as modular extras; they have their usual effect of adding to the stronghold's structure points as well as eliminating the hazard. Drainage ditches and dykes cost as much to construct as a bailey and must surround the stronghold: see Earthworks for more details. Deep foundations are dealt with later in this chapter, when we come to laying the foundations.

Caves underneath the construction site may be a boon or a curse. Their depth below ground in feet may be ascertained by rolling 8d12 if the ground is rocky and 8d12+30 if it is soft earth. (Caves are always found in layers of rock beneath the upper soil.) This information will be needed when we consider the digging out of the site and laying foundations, for which see below. They may be filled in permanently if the user of the site does not want them there. The standard way to do this is by hauling large amounts of shale and using it as landfill. To do this requires 1d6 weeks of additional labour in the case of medium-sized caves and 3d6 weeks in the case of large caves. The process can be accelerated massively by the use of a *move earth* spell, which fills the caves in with earth according to the ordinary parameters of the spell, or a *transmute rock to mud* spell followed by a *transmute mud to rock* spell. In this latter case, large blocks of worked or unworked stone are set near the cave entrances and are turned into mud, flooding the caves with mud that may then be turned back into rock.

Alternatively, the caves may be kept. Reinforcing caves with braces and props is a time-consuming business, being equivalent for construction purposes to the building of a cellar system of the dimensions of the caves (which must be determined by the Games Master). As the cavities are there already and all

that needs doing is reinforcement of the roofs so that the weight of the stronghold above does not collapse them, the cost in labour and materials is only one-half of the usual. However, the irregular shape of the caverns and tunnels requires that the foreman overseeing the fitting of the props must make a successful Profession (Builder) check at DC 15 or the props will only be partially effective, meaning that the structure above will still be at risk of taking damage from subsidence but will not take any more than 50 points in total.

Having caverns underneath your stronghold is not necessarily a bad thing. There is a certain classic appeal to such features. Most designs for strongholds will incorporate underground caves into the plan rather than filling them in, using them as storage rooms or dungeon cells.

Remediable: This refers to the possibility of sorting out a land hazard after the structure has been built rather than before. As is evident, this is not often achievable. It is therefore critically important to employ a reliable surveyor who can find and point out problems with the land before construction commences.

Monsters and Other Hostile Locals

Unless you are building your stronghold deep within civilised land that has been settled for a long time, it is inevitable that hostile or hungry creatures will come across your building project. To some of the larger ones, a hundred or more unarmed workmen gathered together in one place just looks like a feast there for the taking. A hired work gang will refuse to do any more work on a site that is not known to be safe. As soon as one workman is injured or killed by a wandering monster passing through the area, they will down tools. A Diplomacy check (DC 15) is necessary to persuade them to go back to work, with failure indicating that the work gang abandons the project as too dangerous and heads home. Every injury sustained by the workforce gives a –1 circumstance penalty to this check and every death gives a –3 penalty. Doubling their wages gives the check a +2 circumstance bonus, as does the presence of a defensive military force. If the defensive force has proven incapable of withstanding the monsters, the check receives a –4 circumstance penalty; doubling the number of guards gives the check a +2 circumstance bonus. The bonuses induced by increasing wages or the number of guards can be multiplied and stack, so tripling the workers' wages gives a +4 circumstance bonus.

One way to avoid this problem is to have a camp of armed guards within the construction site who can keep watch for danger and protect the workers. The usual rate that a building firm will demand is one competent guard (a fighter or warrior of at least 3rd level) for every 10 workers, which works out as one guard per 100 gp in the labour pool. It is also common practice to construct any basic outlying defences that will be part of the stronghold first, so that they can protect the construction team.

Alternatively, to prevent threats from arising in the first place, you may clear an area of at least 25 square miles around the planned site for the stronghold of monsters and other hostile locals. To do this, you must destroy, drive out or come to peaceable terms with the existing inhabitants of the region. The Games Master should determine who and what these actually are using the encounter tables in *Core Rulebook II* as a basis. Once an area of this size has been cleared out, the construction team can proceed with its work unmolested.

It is not enough, however, to purge the surrounding region in one fell swoop; regional security must be maintained once it has been established if further monsters are not to become established in the area.

The way to do this is to set regular patrols, which may be hired mercenaries or followers, in place to keep the region free of encroaching enemies. At least two patrols comprising 10 warriors each should be travelling the area at any one time. The Games Master should adjudicate as to the success of these patrols and of which, if any, creatures will attempt to take back the land by attacking the patrols, as well as the effect of an increase being made to the size and regularity of the patrols, or their withdrawal after heavy losses.

Building in Cities

If you are simply adding one more building to a city, you will have far fewer problems. Cities already have established supplies of food and water and are both accessible and defensible. All you have to do is to secure the permission of the city authorities to build your proposed structure in the site you have in mind for it.

This can be a complicated business. The first problem is found in the terms under which the land is rented. City authorities make a distinction between ownership of a building and ownership of the land it stands on. So, even if your uncle left you his old

tavern in his will and you now want to demolish it and build a mage's tower on the ground where it used to stand, you do not necessarily have the right to do this. The land on which a building stands is almost always the property of the lord or other figure who owns the city, held in trust for the ruler of the land. It is rarely sold, but is rented on a long-term basis, usually for periods of a hundred years at a time and for a very low rent. A typical 'ground rent', as this sum is called, would be five gold pieces a year. This is an important concern, as the rented nature of city land means that the owner may set limits on what you can build there. It is not as if you had conquered virgin territory on which you can now build what you like; if the owner of the land does not want anything but private housing to be built there, then there is nothing you can do about it.

The second problem is that cities often have long-established rules regarding the size of building that may be built in a given area. For example, it is often illegal to build a structure more than two storeys high in a residential district, for the simple reason that the shadow cast by the structure would block out the light. Before undertaking any building project in a city, check the local bylaws and make sure your project does not infringe them.

The third and final problem is that city overlords have a keen interest in maintaining law and order in their cities and insist on viewing any building proposal before the foundations are even so much as dug. If the authorities are of lawful or good alignment, they are not likely to allow the construction of a building that looks like it has a torture chamber in the basement. It is standard practice for a blueprint of the proposed construction to be submitted to the city's planning department, where the city councillors will look over it and debate its merits before either allowing the structure to be built or refusing permission.

There are a couple of ways round this final hurdle. You can always disguise the way the structure appears on the blueprint, claiming that one thing is in fact another. So, the marble trough in the secret basement that you are intending to fill with acid could be described on the blueprint as an 'ornamental pond', whereas a torture chamber could be passed off as a 'gymnasium' or even a 'recreation area'. So long as your architect and your foreman are not likely to betray you, it is possible to bamboozle the city authorities by passing off one thing as another. Your other option is to influence the planning department by bribery, blackmail, coercion or some other subtle method such as a magical charm effect.

Resources

Next, we must work out which resources are needed, where they are going to come from and whether we will need to buy anything. Resources are covered in depth in Chapter 8, Resources. These are those materials that a region or kingdom produces.

Each given stronghold has a labour cost and a materials cost. Each of these is given in gold pieces, whether the constructor is actually paying for them or not. This represents the net worth of the resources consumed in the building. It does not mean that the resources have to be paid for if there is another way to get hold of them.

For instance, a stockade requires 50 gp. of logs per 10 feet of wooden wall. If you are building your stockade on an uncharted island, there is nowhere to go and buy logs from. However, if your uncharted island has forests, then these count as exploitable resources for that province. You can therefore tap these resources by paying 1 gp in labour for every 2 gp of resource you wish to harvest. See Chapter 13, Resources and Goods, for more on resource harvesting.

Most beginning stronghold constructors will be paying for the whole project out of their own purse. This is the recommended method when one is just starting out. Later, if players wish to set themselves up as rulers of a region and embroil themselves in resource management, using home-produced resources to build strongholds with becomes a much more economical option.

Recycling Resources

One way to build your stronghold cheaply is to draw upon the remains of previous buildings. Depending on the state of the building, some of the material that went into its construction may be salvaged and used again. It is never possible to reclaim all of the materials, as some of them are destroyed in the dismantling process.

If the building is mostly or entirely undamaged, you may reclaim 80% of its component material. If it is partially ruined, neglected or has suffered some siege weapon damage, from 50% to 60% of its material may be salvaged. If it collapsed completely or was destroyed by fire, only 20% to 30% of its material

may be salvaged and in this instance no wooden materials may be recovered.

It is not only stone structures that may be broken down and built into new projects. You can derive about 500 gp of sawn timber from a large wrecked sailing ship. It is in fact very common for old houses to contain roofbeams made from ships' timbers.

Buying Resources

Buying the resources you need to build with is only advisable when you have no more economical way to get your materials. It is much better to pay a group of workers to harvest the resources for you, or to buy resources at cost from a province as a form of taxation (see Chapter 12, Governmental Game Mechanics). If you have to buy the resources, someone else will be making a profit – usually an independent merchant or entrepreneur.

If you are buying the necessary resources, you must pay 150% of the stated materials cost (unless you can find a cheap supplier) plus a delivery cost of 1% of the total cost of materials per 10 miles your construction site is away from the nearest town or city. If there is a transport route, such as water with a loading bay or a road in good condition, the delivery cost is halved. If there are intervening hazards such as a swamp or bandit country, the delivery cost is doubled. The resources are assumed to arrive one week from the date of ordering. Obviously, they do not arrive at once and will be delivered to the site at a rate of 2d6x1,000 gp of materials per week. At the Games Master's discretion, some shipments may be lost entirely, as may happen if there are rough seas, pirates abroad or raiding parties of humanoids nearby. Such losses are the resource seller's responsibility to replace, so you will not have to pay for them, but they do hold up construction.

Labour

A good-sized labour gang of approximately 100 workers, each with at least 2 ranks in the Profession: Builder skill, can build 1000 gold pieces' worth of scheduled construction in one week. One worker can thus produce 10 gp of labour in a week. This is the basic formula used in building. Wages for stonemasons and building labourers are assumed to be constant throughout the world. Labour is therefore always presented as a cost in gold pieces, irrespective of whether paid workers, slaves, soldiers or willing colonists do the work.

When constructing a building, or giving ongoing instruction for the management of a region, you will need to refer to your labour pool. This represents the entirety of the labour available to you after all ordinary, insignificant daily tasks have been taken care of. The workers in a given labour pool are not always specialists. You can, for example, assign them to gather resources, clear land, make elementary buildings or dig into the earth. This is more relevant in later chapters, when the labour pool of an entire region will determine what products and structures that region can make. When building a single stronghold, the labour pool is likely to concern itself only with the job of construction.

The only workman who you must personally hire is your foreman, who may be of any class but must have at least 3 ranks in Knowledge: Architecture & Engineering. Some projects of greater technical complexity require a foreman with more ranks than this; consult the individual descriptions of the strongholds in later chapters for more information. He or she will assemble a construction team for you and make sure that the work is done according to your specifications. His services will cost you 100 gp per month per rank in Knowledge: Architecture & Engineering, above and beyond any other financial considerations. You need one foreman per construction project in the area, so if you are building a castle on a hill and a ditch around it, you need two foremen if you want both projects to be worked on simultaneously.

Choosing your foreman is a task that requires judgement and caution. Some foremen are little more than slavedrivers, despised by the men who work under them. Others consider themselves to be labourers at heart and will join in with the hard work as well as directing it. It is sometimes necessary to replace an unpopular foreman once construction is underway. If this is not done, you will find yourself losing labourers, as your workers walk out on you.

A standard construction team provides you with a labour pool of 1,000 gp. To retain the pool and its services, you must pay this amount at the start of every week. If you do not pay your labour pool, it will not start to disperse immediately, especially if the project is clearly unfinished, but will hang around in the hope of being paid. If two or more weeks go by without the workers engaging in paid work, the labour pool will drop to half its size the next week and dissipate completely the week after.

Lyres of Building

A lyre of building is the single most potent magical item available for a stronghold constructor. In terms of the construction rules given here, thirty minutes of lyre play is equivalent to a labour pool of 430 gp applied immediately rather than as the result of a week's work. This labour pool may be expended on any task that a work gang on a construction site would undertake, from clearing the land to digging to laying stone on stone. So long as the lyre player can continue playing, the work will continue to get done. (See Core Rulebook II for rules on lyres of building.) Even if he or she has to stop, the use of the lyre may be resumed after a week has elapsed, meaning that elaborate projects can be completed in next to no time.

What this remarkably powerful item cannot do is to conjure building materials out of nothing. In order to use a lyre of building to assist with a construction project, the necessary materials must be ready and within 50 feet of the construction site. A lyre of building may not add any master building features (for which see later chapters) or special features such as secret doors. It may carry out building work that does not require material, such as the digging of trenches or the raising of embankments.

Even so, it is still a very potent item and has more potential to unbalance a game than is immediately obvious. For this reason, the Games Master may choose to limit the powers of a lyre of building, deeming that it may only construct buildings that require 2 or fewer ranks in Knowledge (architecture & engineering) to make.

Building labourers, especially dwarves, hate lyres of building with the passion of any worker who is robbed of a job by a device that can do it for less money. They will frequently refuse to work on a project if it is known that the builder intends to use a lyre. Dwarves consider them a travesty, an easy dodge that insults any true practitioner of the builder's craft. It is a point of pride among members of stonemasons' guilds to smash them, while wizards and sorcerers who construct them are targeted with hate mail and sometimes with physical violence. It is no small thing for a man to lose his livelihood to a gadget, however wondrous that gadget may be.

You may, if you wish, hire additional workers in order to increase your labour pool. However, a maximum of 5,000 gp of labour may be expended on any one construction project in any given week, so unless you have multiple constructions to build in the same area, it is not worth your while to hire a larger labour pool than this. It is also not possible to recruit a larger labour pool than 1,000 gp unless you are building within 10 miles of a town, nor will you be able to recruit more than 3,000 gp worth of labour unless you are building within 10 miles of a city. It is simply not worth a labourer's while to travel further than that, as half the day is eaten up in travelling to the site.

Unpaid Labour

When the labour is unpaid, as in the case of colonists, slaves, volunteers or soldiers building temporary military strongholds, there is still a labour pool of 10 gp per labourer, but no need to pay them anything. A foreman is, however, still required for some projects. For this reason, knowledge of how to build shelters is critical when colonists are setting up camp, as without a foreman to guide them they can build only the most basic constructions. Military strongholds are also overseen by a foreman, who may sometimes substitute Profession: Siege Engineer for Knowledge: Architecture & Engineering, as when such constructions as siege towers or undermining tunnels are being built.

Who Does the Building?

Construction workers are assumed to come from the surrounding towns, being skilled or semi-skilled labourers who are in need of the extra cash. The foreman does the job of recruiting them, as he is familiar with the business of canvassing for labour and knows who to talk to. The construction team takes 1 week to assemble for every 1000 gp in the labour pool.

The stronghold constructor may, if he wishes, contract with a firm of builders instead, if the country is one in which such enterprises exist. You must have a blueprint ready to present to them; they are not interested in ideas and suggestions, though they will often have an architect affiliated to the company to whom they will send you so you can have a proper plan drawn up. Building firms may be contacted in cities and in larger towns. Using a firm is a more reliable way of getting the work done but works out more expensively in the long run. A building firm will supply you with a labour pool of any size to anywhere within what they consider to be a reasonable travelling range. They will survey the site, automatically detecting any land hazards and recommending to you the best ways of dealing with them. They will also take care of the job of finding the materials you need, meaning that you only have

to pay them the cost of the materials and they will arrange for their delivery. The foremen are always of sufficient rank to undertake the task and are of proven trustworthiness, meaning that there will be no problems with worker morale.

However, they will insist upon payment in advance for all materials along with a non-refundable deposit of 10% of the overall labour cost for the project. They will also demand that their workers be paid for their labour whether they are allocated any work to do in a given week or not. If the resources ordered are delayed or construction is held up because of bad weather, the workers are still entitled to a wage. You will have to pay them the standard amount per week even if they have no work to do. Failure to pay will cause them to down tools and refuse to do another week's work until all outstanding wages are paid. A refusal or inability to pay on your part will be deemed a breach of contract, losing you your deposit and forfeiting your right to have the remaining materials delivered.

In civilised countries, building firms are almost always part of the Guild of Masons, a trading body which keeps wages constant, maintains high standards and ensures that a contract that one client has failed to honour will not be taken up by another firm. Stonemasons are renowned for being absolutely immovable when it comes to loyalty to their brothers in the craft. If you break a contract with one building firm, you will not be able to persuade another to take up where they left off.

Specialist Dwarven Builders

The Guild of Masons is an exclusive body, but it does not include dwarven stonemasons, who have their own organisation. The name given to it varies from country to country but the common title is the Dwarven Building Consortium. The stonecunning ability of the dwarves gives them a rare gift for construction in stone; dwarf-built strongholds are just about the best one can have. They are able to work with large blocks of masonry in an intuitive and empathic way, causing slab to join with slab with almost seamless precision and inducing one section of masonry to reinforce others in brilliantly planned, synergetic ways. Any stronghold or part thereof that is built entirely by dwarven hands increases its hardness by 1. Secret doors installed into a stone surface by a dwarven construction gang are far harder to spot, with +2 being bestowed to the DC to notice them.

This genius with stonework comes at a price. Dwarven labour cannot be mixed with that of other races to form a single labour pool. Though they will assist their friends and their friends' families, the dwarves will not work on a construction job with anyone who is not also a dwarf. (They will, however, work under a gnomish foreman.) This is only partly down to intolerance of other races; the real reason for their refusal is that a person who has the stonecunning ability finds it extremely frustrating to work alongside another person who does not. Stonecunning is like a sixth sense. A dwarven stonemason needs to know that his colleagues will understand him when he speaks of the 'feel' of a given piece of rock. To put such a worker into a team with humans or elves is like placing a person with colour vision in charge of a group of colourblind people. He will have difficulty making himself understood; and dwarves do not handle frustration particularly well.

The Dwarven Building Consortium seeks to keep dwarven labour, which is universally acknowledged as the best kind for construction purposes, only within the reach of the right kind of people. Any construction project submitted to them for approval will be mulled over for a minimum of one month by a council of twelve master builders, who will then

decide whether to accept or reject it and how much to ask for if it is accepted. The council's decision is final. No haggling will be permitted.

If you are yourself a dwarf of good standing and reputation, the Consortium will generally agree to build your stronghold for you at the standard rate; proceed as above as if you had hired a building firm. Others are not given such an easy ride. It is the firm belief of the council that dwarven workmanship is worth paying for, since it is unquestionably the best available. Those that cannot pay good gold for it do not deserve to benefit from it. Accordingly, the labour costs of a work gang supplied by the Consortium are between 20% to 100% higher than usual. The labour pool still does the same amount of gold pieces' worth of work per week, but at the start of the week you must pay the inflated asking price.

For example, a wealthy elven nobleman is seeking to build a palace beside a lake for his eldest daughter to live in and decides that it must be made to dwarven standards. He approaches the Consortium with a proposal that would cost 150,000 gp in labour alone. The council takes its customary month to debate the issue and decides that since the noble can afford it and he has never done dwarvenkind any favours, he can pay 70% additional labour costs. The consortium sends a letter back offering to supply a work gang that will be equivalent to a labour pool of 5,000 gp and states how much this will cost. Every week, assuming he accepts the offer, the nobleman must pay the workers 8,500 gp to keep them on the job.

Clearing the Area

This refers to the preliminary work of cutting back undergrowth, uprooting plants, moving boulders and otherwise emptying the region to be worked on of obstacles before construction work can begin. The removal of monsters and similar hazards is a separate concern and will be addressed later. Only structures that require foundations need to have the area cleared thoroughly before they are built. Wooden structures and temporary constructions can be built on grassland or territory that has been cleared down to the level of grassland (see below).

A region is not properly cleared out until it has been reduced to bare earth or rock and levelled off, so that the foundations can be sunk in. In order to build a structure, the area it will occupy – its 'footprint' - must be cleared out. If the structure is the size of a fort or larger, additional land surrounding this area must be cleared out to a minimum distance of fifty feet on each side. This additional space is needed to construct scaffolding, store materials, build temporary accommodation for workers and defend the site while construction is ongoing. It also makes sure that any tree roots, which might damage foundations as they grew, are far out of range of the structure.

If there are already foundations, or there are buildings on one or more sides of the region (such as in a city) this additional clearing is not necessary. When building in towns cities on top of the remains of a former building, it is only necessary to clear the rubble of the previous structure away.

When building in the wild, is also necessary to clear land in order to provide access to the site. If the stronghold is being built in an overgrown area, a trailway at least 20 feet wide must be cleared to the site to allow for materials to be brought in. You may also wish to clear away land past the minimum clearance zone for purposes of your own, such as to prepare the way for outbuildings, or just to improve visibility, an important concern when building a defensive emplacement.

Clearing grassland out in ten-foot square regions requires 1gp of labour per region per week. A standard labour gang can therefore clear out 1,000 ten-foot square regions in one week, or one square region 100 feet on a side, which is enough for most structures of small size.

Clearing more overgrown territory, such as an overgrown garden, the floor of a widely spaced forest or marshland is a more exhausting business, requiring 3 gp of labour per region per week to cut back the vegetation, following which the land counts as grassland, for which see above. Clearing extremely densely overgrown territory such as jungle, deep forest or thicket requires 5 gp of labour per region per week to cut back the vegetation.

Cutting away the plant life in the area is only half of the clearing process. The ground also has to be levelled, which involves a lot of work with shovels and picks. Ground that is rocky adds 2 gp to the labour cost of clearing, while ground that is composed mostly or entirely of solid rock adds 5 gp to the labour cost of clearing in places where the rock is uneven or slopes and 2 gp in other places. Note that solid rock does not need to be flattened down entirely, just flattened off in places where masonry will be placed. It is highly unlikely that ground will be both overgrown *and* rocky.

Staking Out
The next step after the land has been cleared and flattened is to stake out the outline of the structure. This process involves driving stakes into the ground and connecting them with string or white ribbon, thus marking out the places where foundations must be dug. Staking out a structure requires access to the blueprint and a successful Knowledge (architecture & engineering) skill check at a DC of 10 plus the minimum number of skill ranks in this skill required to undertake the building. The foreman usually undertakes this job. One hour is required per required skill rank, with the check being made at the end of this period. Failure by more than 5 means an error is made but is not noticed; failure by less than 5 means that an error is made but is noticed in time, allowing the character performing the stake-out to try again.

While it may not sound like much, the staked-out boundary is crucial to the project. If it is sabotaged or wrongly constructed, the whole structure will be built skew-wise and weakened, suffering a loss of 1d10% of its overall structure points and adding an additional 2d6x1000 in labour costs to the project to compensate for the fault. This vulnerability makes a good watch essential at this stage of the project. Once the foundations are laid, the stakes and marker cord can be removed, as there is now a permanent indicator of where the structure will lie.

Sabotage or errors can be detected with a successful Spot roll at DC 30, so long as the character making the roll saw the outline before it was tampered with or has access to the blueprint. If the character has more than 3 ranks in Knowledge (architecture & engineering) or Profession (builder), he receives a +2 circumstance bonus to the Spot check.

Digging Out
The last stage is to dig the site down to the required level, after which construction proper begins with the laying of foundations. If the structure is being set directly on to rock, foundations are not a necessity, but it is standard practice to dig out any underground sections first before building the stronghold on top. If you are building directly next to water, any areas where you build stone wharf (see Chapter 5) do not need to be dug out and may be built on directly.

To prepare for the laying of foundations, the site must be dug out as far down as the level of the lowest intended floor plus five feet. Structures with no underground rooms thus need to be dug out to a five-foot depth only. The whole site is thus hollowed out and built from the bottom up. The level to which you dig may vary from place to place on your floor plan; if you intend to have a deep chamber underneath the general level of the foundations or you need to sink a shaft down to caverns that you intend to use, you only need to dig out the foundation level to five feet below the largest area on the floor plan.

Instead of laying foundations, you may dig down until you hit solid rock and then level that, using it as your foundation. This is a sensible option if you are planning to include a large underground section in your stronghold. A layer of rock is found beneath most land types, varying in depth: roll 3d12x10 to ascertain the depth of the bedrock. If you already know that you have caves beneath your construction site, ignore the previous rule and assume that the bedrock begins 1d3x10 feet above their level, as caves can only exist in rock. Bear in mind that if you do tunnel down to the caves, you will have to dig through a minimum of 10 feet of rock to reach them.

Digging out earth in 5-foot cubes costs 5 gp in labour per cube per week, whereas digging out rock in 5-foot cubes costs 10 gp in labour per cube per week. Excavated soil must be piled up somewhere while the construction is taking place. A common procedure is to use the excavated earth to create embankments.

An additional concern when creating underground rooms is the golden rule of roof support, for which see Chapter 10, Underground Strongholds. You cannot simply carve out great hollows in the rock and expect them to stay upright without support. When digging through solid rock, support pillars are usually cut out of the rock and then decoratively carved. They are not later additions.

If you have natural caves beneath your construction site, you must leave a distance in intervening earth or rock no less than one half of the height of your structure between the lowest point of your digging and the depth of the caves, even after the caves have been reinforced. For example, if you are planning to build a castle sixty feet high and you have caves forty feet below it, you can only dig down to a depth of ten feet before the site is in danger of caving in. To gain access to the caverns, narrow shafts may be excavated but these must be a maximum of 10 feet across and spaced at least 50 feet away from each other.

Magical and Other Assistance

As it can be an expensive business to clear and dig out the area, some inventive and unusual ways have been found to assist with the work.

† Any intelligent creature of Large size, such as an ogre, that has a Strength ability score of greater than 16 can supply 50 gp of labour per week on its own, so long as it is given extremely basic tasks to do. It cannot assist with building. A similar creature of Huge size can supply 100 gp of labour on its own. Most labour gangs will be uncomfortable working close to monsters and vice versa, so it is a good idea to give the creature the night shift and let the regular workers work through the day, so that the two sides do not come into contact.

† An earth elemental of Large size or greater can supply 100 gp of labour per day, so long as the labour is entirely concerned with the movement of earth or breaking stone. This includes clearing land and digging trenches.

† The spell *diminish plants* reduces the labour cost of clearing land by 2 gp per region, to a minimum of 1 gp, within the area of effect. The plants in an area may only be diminished once. This is a very popular spell when clearing land.

† Controlled fire can be used to burn away plant growth in an area, making it easier to clear. This fire must be of greater than usual heat, as green vegetation cannot easily be set on fire, especially in damp climates such as rainforest or jungle. Scorching an area reduces it to the equivalent of grassland for clearing purposes, meaning that it only requires 1 gp of labour per region per week to clear thoroughly. Scorching alone can never clear land, as the burned stumps of plants still need to be pulled up and the ground levelled. Such spells as *fireball*, *flame strike* and *fire storm* scorch an area according to their area of effect. The breath of a fire-breathing dragon can also be used to scorch an area, should there be a helpful dragon to hand. It is standard practice to clear a border strip (or, better still, to dig a trench) around a region intended for scorching, so as to prevent fire from spreading to other regions. If a protective border of some kind is not dug, fire has a 1% chance to spread per 10 foot square region that has been scorched; this chance is increased by 10% in moderate winds and 20% in high winds.

† Magical acid can also be used to scorch an area, operating as fire does (see above) but without the risk of a fire spreading. Acid is however a poison hazard and the fumes emitted are an inhalant poison (*see Core Rulebook II*) meaning that the region must be left for at least one week for the fumes to clear before construction can begin. Ground that has been scorched by acid will also fail to support plant or animal life and will have an unpleasant smell. The breath of an acid-breathing dragon can be used to scorch an area.

† A fire elemental of Medium size or greater can scorch one 10-foot square region per *minute*, making fire elementals the assistants of choice when clearing ground. The region is still liable to the spread of fire, however, if a protective border has not been dug. Fire elementals can only do this in areas where there is little moisture in the air. In more damp areas, they can scorch one 10 foot square region per five minutes. Large fire elementals may scorch twice the standard amount of land, and Huge fire elementals may scorch three times the standard amount.

† A *disintegrate* spell, carefully placed, can be used to clear and level a region of land equal to its area of effect, or to remove whole sections of rock. This is especially useful in rocky areas or when tunnelling.

† Using a *transmute rock to mud* spell followed by a *transmute mud to rock* spell levels a region of rock equal to the area of effect. A barrier must however be built first in order to contain the flowing mud. Alternatively, *transmute rock to mud* can be used on its own on a region of rocky soil to remove the additional 2 gp labour cost of clearing the region, or to make excavation of rock a messier but much easier job. Removing mud from a region can be done at a cost of 5 gp of labour per 10-foot cube of mud per week.

† A creature of Large size or greater who is armed with a *mattock of the titans* (see *Core Rulebook II*) may, as per the description of that item, dig out a 10-foot cube of earth every 10 minutes or a 10-foot cube of rock every hour.

Basic Buildings in Earth and Wood

We begin the selection of building plans with the very basics of construction; the kind of feature that can be assembled by a group of dedicated characters with picks, shovels and saws but no experience in building. It does not take any especial skill to dig a pit or pile loose rocks on top of one another. Anyone may form the labour pool to build these structures, whereas only workers with skill in building may undertake the building of structures after this point. Some basic structures require a foreman or overseer with minimum skill qualifications, but the bulk of the workforce can still be unskilled. The foreman tells them what to do and where to do it.

How To Use The Plans

The following sections are provided so that you can build exactly the stronghold you want, right down to the last detail. We have deliberately widened the definition of 'stronghold' to include such things as villages, towns and even cities, as later chapters will be addressing the art of nation-building and governing extremely wide areas of land. If you want to micromanage the building work, then you can make your own floor plans with every wall and paving stone in place and work out the pricing yourself. Alternatively, you may select one or more building templates and work with those.

The basic buildings section is especially useful for players who are out in an uncivilised area and need to make some form of permanent camp. There is a great deal of fun to be had in planning out a primitive stronghold, dividing up the party into materials gatherers and builders and watching the structures take shape day by day, eventually putting them to the test with the inevitable confrontation with hostile forces.

The other principal use for the listings given here is more for the Games Master's benefit. By reference to these templates, villages and hamlets may be created quickly, with all the necessary statistics for their use. This is especially needful when working with the Open Mass Combat System (see Chapter 19) when such considerations as the structure points of buildings in the region become a pressing concern.

Structure Listings

Each of these sections gives step by step instructions on how to build each feature, providing labour costs for each structure or modular section and costs for materials including options for using other kinds of material for a better (or worse but cheaper) effect. The following designation is used to describe the various structures.

Type: Structures described as 'modular' can be extended end to end and join up with one another, such as ditches or walls. Each such structure is a segment rather than a full construction in itself. Structures described as 'stand-alone' are intended to do just that, being complete in their own right and cannot be built adjacent to one another. Some structures may be built several times at a minimum distance from one another, such as sentry towers.

Skill: Gives the minimum number of skill ranks in Knowledge (architecture & engineering) (or other skill as specified) needed to undertake the project. The necessary skill must be possessed by the foreman or overseer, but need not be possessed by the workers. Any structure with a rating of more than 3 requires a properly drawn up blueprint before it can be constructed.

Labour Cost: Gives the cost in labour to build the structure.

Maximum Labour Per Week: Indicates the maximum amount of work that may be done on the structure in a given week by ordinary workers. (Small modular structures are exempt from this.) This reflects the impossibility of hiring thousands of labourers to work on a single building and get it finished in an hour; there simply is not enough room for all of them to do anything useful. Some very large structures have no upper limit in labour per week.

Materials: Indicates the quantity of materials needed to build the structure. Also gives alternate choices of material together with the effects these materials have on the structure's hardiness.

Optional Extras: Gives special features that may be built into the structure for an additional labour and materials cost.

Hardness: Gives the base hardness of the structure.

Structure Points: Gives the total structure points of the finished structure, if appropriate.

Stability: Gives the total bonus the structure receives to its Stability saving throws. As structures do not simply hang in the air while chunks are knocked out of them until they reach zero structure points, they must periodically make Stability saving throws in order not to crumble or collapse altogether. This is detailed extensively in Chapter 18, Warfare.

Footprint: Describes or illustrates the amount and shape of ground that the structure will occupy.

Special: Describes any special rules or features associated with the structure.

Earthworks

These structures are the simplest ones going. All you need to build an earthwork is an idea of where you want it to be and a gang of labourers with shovels. Earthworks can be constructed quickly and cheaply but are not especially hard to breach. They are, however, the only option available if you have to set up defences a long way away from civilisation. Many creatures of animal intelligence will not bother to expend the effort to cross a well-dug ditch.

Ditch/Moat

Type: Modular, may be extended downwards up to 50 ft. deep depending on earth type
Skill: None
Labour Cost: 5 gp if digging through earth, 15 gp if digging through rock
Materials: None needed
Optional Extras: Stakes: +1gp labour, +1gp logs or sawn timber
Hardness: -
Structure Points: -
Stability: -1
Special: Wall crumbling risk
Footprint: 10 ft. cube dug out of ground

Ditches are a simple form of defence, acting as a deterrent to invaders. It is impossible to mount a concerted assault by dropping down a vertical earth wall, crossing the floor of the ditch and trying to scramble up to the defended position. Ditches will usually be dug at least thirty feet deep, meaning that an average person who falls into one will be at risk of his life. They are dug broadly enough for them to be impossible to jump over, but not so broadly that it would be impossible to lay a bridge across them.

The defenders will usually have a portable bridge of some kind on their side of the ditch, so that they can leave the threatened area later on, once the invaders have left. More advanced structures incorporate drawbridges that may be raised or lowered from inside the stronghold, allowing very broad ditches to be built.

Ditches may be joined with a river or lake and flooded to create a moat. A moat may be fortified before it is flooded by building a simple stone wall on each of its vertical surfaces and paving its base. In the absence of a natural water source, magical ones may be used, such as a *decanter of endless water* or a *control weather* spell.

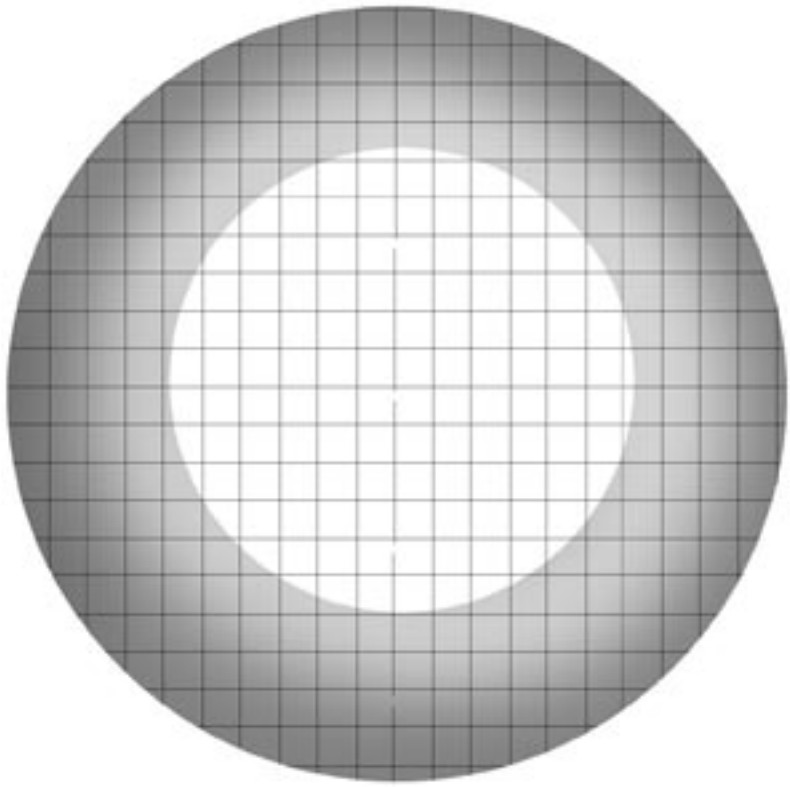
Stakes: As an additional defence, wood may be chopped into sharp stakes and sunk into the base of the ditch. As the wood is being hacked into shape, it does not matter whether rough-cut logs or sawn timbers are used to make the stakes. Falling into a spiked ditch causes the victim to suffer attacks from 1d4 spikes, with a Reflex saving throw at DC 20 being allowed to avoid each successive one. The spikes inflict 1d4 damage +1 for every 10 feet of the ditch's depth, to a maximum of 1d4+5. This is in addition to any falling damage suffered by the character.

Wall crumbling risk: The walls of unfortified ditches are unstable, as they are nothing more than sheer earth. If there is heavy fighting (more than 5 creatures engaged in melee) or traffic heavier than a single horse and rider within 5 feet of the edge of a ditch, the structure must make a Stability saving throw against a DC of 5 or collapse. This DC is raised by +2 if the ground is wet (such as from recent rain) and raised by a further +1 for every 10 feet of the ditch's depth. Characters on the edge of a collapsing ditch may make a Reflex saving throw at DC 15 to jump clear of the area. Creatures buried by a collapsing ditch are treated as if they were in the slide zone of a landslide, for which see *Core Rulebook II,* page 85.

Embankment

Type: Modular
Skill: None
Labour Cost: 5 gp
Materials: None needed
Optional Extras: Vitrification
Hardness: 3
Structure Points: 800
Stability: Cannot be toppled
Special: Increased height, ditch synergy

Footprint: 20 ft. thick by 10 ft. wide region rising to 10 ft. high in centre



An embankment is a simple earthen mound built in a linear pattern. It cannot properly be described as a wall because its sides are not sheer enough; they rise at an angle of forty-five degrees. Its primary purpose is to slow invaders down. Defenders situated at the top of the embankment have the advantage of the high ground and have better visibility and a measure of cover when using missile fire. Embankments are usually built so as to join up at the ends, forming a defensive ring around an area.

Vitrification: An embankment that is topped with piled-up rough stones (at an additional labour cost of 3 gp per section) may be blasted with intense heat in order to melt the rocks and create what is known as a vitrified fort. The resulting embankment is then treated as if it were topped with a rough stone wall 10 feet in height with a hardness of 12, a Stability saving throw of +4 and 150 structure points.

Stability: An embankment may not be toppled, as no part of it is poised or balanced upon any other part. It may, however, be knocked away in chunks by a massive impact or smashed through by such creatures as an earth elemental.

Increased Height: Embankments may be built up beyond 5 feet in height, but an additional one on the row beneath must support every additional embankment layer added on top. For example, a section of embankment 10 feet wide and 30 feet high would be 60 feet thick at the base and contain 6 total embankment sections, giving a total labour cost of 30 gp per section. Embankment sections built side by side always join up at the top.

Ditch Synergy: It is less strenuous to build an embankment if you are building a ditch right next to it, as the earth you displace while digging can be shifted up to form the embankment. To build a ditch and an embankment at the same time costs a total of 6 gp of labour; however, the ditch must be at the base of the embankment. If this is done, it is simple common sense to have the ditch on the *outside* of the defended area, to cause added inconvenience to invading enemies. Alternatively, to cause even greater inconvenience, make your ditch quite broad and have an embankment on either side.

Mound (Motte)

Type: Stand-alone: may have embankments joined to sides, forming a 'motte and bailey'
Skill: None
Labour Cost: 1,500 gp
Maximum Labour Per Week: 2,000 gp
Materials: None needed
Optional Extras: None
Hardness: -
Structure Points: Not subject to structural damage
Stability: Cannot be toppled
Special: Increased height
Footprint: Flat-topped cone 100 ft. across at base, rising to 50 feet in height

A mound is s simple heap of earth, used as the base for an additional structure such as a fort or tower and enabling them to be built higher up than ground level. It is built so as to dominate a region, giving good visibility and missile range. As it is essentially an artificial hill, it does not have any vulnerability to structural damage.

Increased Height: A mound may be built to double the stated dimensions for 4000 gp in labour, or three times the stated dimensions for 10,000 gp in labour.

Basic Wooden Structures

The following represent the simplest of the free-standing structures available. While cheap and quick to build, they are not especially resilient to sustained damage and are vulnerable to fire. All wooden structures suffer double damage from fire.

When an area is first settled, wooden structures and earthworks are usually built in order to secure the area, with replacements in stone being constructed later on as the settlers become more established.

Wooden structures may be made from logs or from sawn timber. (The exception is the palisade, which is always made from logs alone.) The latter option is always cheaper, as sawn timber is far easier to fit together than unworked logs and to use whole logs in building results in a lot of wastage of wood and time as the logs are hacked into shape and split into planks before fitting. As a rule, any structure will need half as much material if sawn timber is being used rather than logs. The main reason for using logs at all is that sawn timber is not readily available and it is much simpler to gather logs from a nearby wood and use those than it is to arrange for timber to be delivered to the site. Turning logs into sawn timber efficiently requires a proper sawmill to be constructed, and there may not be one in the region.

All of the following structures assume that the construction team has access to basic building supplies, such as hammers, nails and saws. If these are not available for any reason, such as the players having been shipwrecked on a desert island, then these structures may be built with a hatchet or axe as the absolute bare minimum of working tools. Wooden wedges may be used instead of nails and creepers or vines may be employed to lash timbers together instead of hemp rope or metal fixtures. (In the event of shipwreck, remember that a ship may be broken up for a source of sawn timber, which is more economical to use than logs are!) Structures that are built in this primitive way require double the labour cost, have only 60% of their total structure points and have a –3 penalty to their Stability saving throws. Their Hardness rating remains unaffected.

Chinking

Building with logs or rough stone leaves tiny gaps in the walls through which chill draughts can blow. This is not an issue when the structure is a simple wall but is an important concern when it is intended to house warm-blooded creatures. Chinking is the name given to the substance worked into the gaps that closes them and makes the structure easier to heat. In order to fit a log or rough stone structure with chinking, 1 gp of extra labour and 1 gp of clay must be used for every 10 gp of logs. The effects of sheltering in a structure that has not been insulated against the cold are left to the Games Master to determine but should at least include interrupted rest and a lack of the necessary calm security required when preparing spells. Help with determining environmental effects may be found in *Core Rulebook II*. Chinking also has the effect of increasing the structure's Stability saving throw bonus by +1 in the case of a rough stone construction, as the clay helps the uneven stones to sit comfortably against one another.

Druids and Wooden Structures

The presence of a druid is a boon when building structures out of wood. The use of the druid spell wood shape may convert 5 gp of logs to sawn timber, as the druid can flatten out and straighten logs into the equivalent of large sturdy planks. Wood shape may not be used as a substitute for labour, as the work mostly consists of moving wooden pieces into place and fixing them there, but it may be used to bond the parts of a wooden structure together more securely. By using wood shape on a construction, the druid may grant it a permanent +1 circumstance bonus to its Stability saving throw as the edges of the wood gnarl and knot together. To benefit from this, wood shape must be used on the structure once for every 50 gp. of logs or 25 gp. of sawn timber used in its construction. The other use of wood shape is to hollow out living trees from within and shape them into architecturally useful forms. This does not form a part of conventional structure building but is useful when adding extra features, such as the 'trunk access' option in the Tree Fort below.

At times of battle, druids will sometimes use ironwood spells to fortify wooden structures, temporarily transforming parts of them into iron-hard flame-resistant material. Attacking druids can cause massive damage to wooden defences with the repel wood spell.

Palisade

Type: Modular
Skill: Knowledge (architecture & engineering) 1 rank, Craft (carpenter) 1 rank, Profession (siege engineer) 1 rank or Wilderness Lore 2 ranks
Labour Cost: 3 gp
Materials: 6 gp logs
Optional Extras: Reinforcement, Walkway, Gate
Hardness: 5

Structure Points: 10 per section
Stability: +4
Special: Pointed tops
Footprint: Wooden wall 10 ft. across, 10 ft. high and 1 ft. thick

A palisade is a wooden wall made from thick logs that have been sharpened to a point at the top and driven into the ground side by side. They are lashed together with ropes and reinforced by props to give them extra strength. Palisades are frequently set on top of embankments, as it is much easier to bury the ends of the logs in earth which is being brought to the point of fixture than it is to shove a sharpened log into the ground. Embankments are not a very effective defence on their own, whereas an embankment with a palisade on top of it is the best modular defence available without using stone.

Reinforcement: This option requires 2 ranks in Knowledge (architecture & engineering) or Profession (siege engineer) or 1 rank in Craft (carpenter). It braces the palisade with additional materials, stopping up cracks and adding diagonal braces. Reinforced palisade sections have 40 structure points and a Stability saving throw of +6. Reinforcement adds +1 gp to labour costs and +2 gp in logs to materials costs.

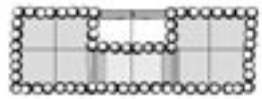
Walkway: This option requires 2 ranks in Knowledge (architecture & engineering) or Profession (siege engineer) or 1 rank in Craft (carpenter). It adds a platform six feet up the palisade, with ladder access and props underneath to keep it stable. Sentries may use the platform to watch from or to fire missile weapons from. A medium-size character standing on the platform has one-quarter cover; kneeling, he has one-half cover. Building a walkway adds +2 gp to labour costs and +4 gp in logs (or +2 gp in sawn timber) to materials costs.

As the same space behind the palisade is taken up by each option, a palisade may not have both the reinforcement and the walkway options applied to it.

Gate: Any section of the palisade that has an ordinary palisade section on either side of it may be fitted with a gate, which here refers to a single or double door (builder's choice) of hardened wood. It has the same hardness as an ordinary section of palisade but has a Stability saving throw of +2 and only 20 structure points. It does not have any pointed tops to the doors, as these are simple panels of nailed-together planking. The gate has no architrave (a section of gateway running across the top of the door) and is secured to the palisade on either side by being lashed in place, rather than with hinges. A more robust option for creating a doorway in a palisade is the palisade gatehouse, for which see below. Gates may not be reinforced nor fitted with walkways.

Pointed Tops: The top of the palisade is a jagged barrier of fire-hardened spikes, offering a greater deterrent than the thickness of the wall alone. Any character who attempts to scale the wall and climb over the top, or who engages in combat while part of his body is directly over the spikes must make a Balance skill check (DC 15) or suffer 1d3 attacks from the spikes, which attack at a base attack bonus of +10 and inflict 1d4+1 damage per spike. The same skill check must be made by any character who falls on to the spikes or is knocked on to them.

Palisade Gatehouse



Type: Stand-alone; may be joined with palisade on either side
Skill: Knowledge (architecture & engineering) 3 ranks, Craft (carpenter) 3 ranks, Profession (siege engineer) 3 ranks or Wilderness Lore 5 ranks
Labour Cost: 600 gp
Materials: 100 gp logs or 50 gp sawn timber
Optional Extras: Raised sentry platform
Hardness: 5
Structure Points: 30
Stability: +6
Special: None
Footprint: Wooden gatehouse 15 ft. high, 30 ft. across and 10 ft. thick

The palisade gatehouse is a large reinforced box-like structure intended to house the main gateway into the defended area. It is shaped like a square archway, with 10 ft. of gatepost on either side of two adjoining doors each 5 ft. across. This double door has 25 structure points and a Stability saving throw bonus of +4. Instead of a double door, the end section of a bridge may be used, for which see the bridge structure below.

The gateposts are hollow and may be used for storage or to house ladders whereby the arch may be reached. The arch consists of a flat platform above the gates with a short palisade barrier surrounding it to a height of four feet, so that archers and sentries may take cover behind it. They benefit from one-quarter cover when standing and one-half cover when kneeling.

This platform is intended for use as a sentry post, so that those approaching the gate may be challenged before the gates are opened to them.

Raised Sentry Platform: To increase visibility, the height of the whole gatehouse may be increased to 25 ft. A sentry on such a platform has a better view of his surroundings than one at a lower vantage point; he may add a +2 circumstance bonus to any Spot rolls made in this position. He has half cover against opponents at ground level when standing and three-quarters cover when kneeling, so long as these opponents are within 25 ft. of the base of the gatehouse, as it is harder for opponents to attack upwards from beneath. This structure requires an additional 300 gp in labour plus an additional 50 gp in logs or 25 gp in sawn timber. The resulting structure has 50 extra structure points.

Sentry Tower

Type: Stand-alone
Skill: Knowledge (architecture & engineering) 3 ranks, Craft (carpenter) 3 ranks, Profession (siege engineer) 3 ranks or Wilderness Lore 5 ranks
Labour Cost: 300 gp
Materials: 100 gp logs or 50 gp sawn timber
Optional Extras: Lantern Mount, Ballista Mount, Enclosure
Hardness: 5
Structure Points: 15
Stability: +0
Special: None
Footprint: Tapering wooden square tower 20 ft. square at base and 50 ft. in height, surmounted by platform

Sentry towers are built to allow surveillance of a broad area. They are usually placed within a palisade and may be set on top of a mound. They consist of a simple framework with a wooden or rope ladder running up the centre, giving access to a platform surrounded by a four-foot high wooden wall. Most sentries prefer rope ladders, as they may be withdrawn, making it much harder for enemies to reach the platform at the top. A sentry on top of a tower receives a +2 circumstance bonus to all Spot checks, because of the ease with which he may survey the area.

Lantern Mount: A bright lantern in a reflective dish may be mounted in the tower, causing a 'spotlight' effect. This beam lights up a cone 120 feet long and 40 feet wide at the far end. As it is mounted at a fixed point, it may rotate only within a 270 degree arc, after which it would be pointed back at the main body of the tower. This option does not cost any more but does take up room on the sentry platform.

Ballista Mount: A heavy siege crossbow may be mounted in the sentry tower. It has an effective arc of 270 degrees. See Chapter 19: The Open Mass Combat System for the statistics and use of a ballista. A ballista mounted on a sentry tower cannot be used to target anything that is closer to it than 100 ft. as it cannot easily be tilted downwards past a given point.

Enclosure: Instead of a simple flat platform at the top of the tower with the ladder poking through it, you can opt to have a central roofed enclosure, as if the tower had been thrust through the platform and then been walled off. This enclosure can be used as a safe place for harassed sentries to retreat to and find cover, or as a store of ammunition or food. This addition costs an extra 100 gp in labour and 30 gp in logs or 15 gp in sawn timber.

Only one modification, lantern or ballista mount or enclosure, may be fitted in a sentry tower.

Wooden Screen

Type: Stand-alone
Skill: Knowledge (architecture & engineering) 1 rank, Craft (carpenter) 1 rank, Profession (siege engineer) 1 rank or Wilderness Lore 2 ranks
Labour Cost: 2 gp
Materials: 4 gp logs or 2 gp sawn timber
Optional Extras: None
Hardness: 5
Structure Points: 5
Stability: -2
Special: None
Footprint: Portable wooden screen 8 ft. across at base and 8 ft. high, sloped so as to provide cover

A wooden screen is an extremely basic slanting wall made from timber, used by archers to hide behind. Two people with a total Strength of at least 20 can carry a wooden screen between them. The invading side will often create wooden screens during a siege, advancing slowly behind them and leaning out from behind them to fire arrows. A slit can be cut in the front of a wooden screen, enabling the archer or crossbowman to fire from behind cover, though their effective zone of fire is limited to a 20-degree arc in front of the screen.

Wooden Fort

Type: Stand-alone
Skill: Knowledge (architecture & engineering) 5

ranks, Craft (carpenter) 5 ranks, Profession (siege engineer) 5 ranks or Wilderness Lore 7 ranks
Labour Cost: 1,000 gp
Maximum Labour per Week: 600 gp
Materials: 800 gp logs or 400 gp sawn timber
Optional Extras: Interior Walls, Multiple Buildings
Hardness: 5
Structure Points: 200
Stability: +8
Special: None
Footprint: Large rectangular two-storey tower 100 ft. by 70 ft. at base, 40 ft. in height

The wooden fort is the strongest, most robust building that can be constructed using wood and elementary building techniques alone. It forms the central defensive point in the 'motte and bailey' style of defensive layout. A second circular palisade usually surrounds it. During a siege, the bulk of the settlement's population will retreat to the fort so as to stay out of the way of the fighting. The fort is not customarily used for anything but defence; the seat of authority in this kind of settlement is usually found in the longhouse, for which see below.

The roofs of the fort are slanted and the windows may be closed with wooden shutters. A smoke-hole may be added at no extra cost, allowing a fire to be built within the structure. The upper storey, to which access is granted by a retractable wooden ladder, is usually used to fire arrows and other missiles from, such as offensive spells.

A gate in the front wall gives access to the fort. The doors have 20 structure points, a hardness of 5 and a Stability saving throw bonus of +2.

Interior Walls: Internal walls may be added to divide the fort up into separate rooms. Each 10-foot section of internal partition wall costs 2 gp in labour and requires 2 gp in logs or 1 gp in sawn timber.

Multiple Buildings: A longhouse or log cabin may be built on to the fort at ground level. Treat this as if the additional structure had been constructed separately. However, the longhouse or log cabin is built at only 80% of its usual cost in labour and materials, as it shares part of its structure with the fort. While it may seem like a fine idea to extend a wooden fort until it resembles a small castle, this is not usually done because of the risk of fire spreading rapidly through the whole building. It is much easier to contain a fire if the building is at least thirty feet away from its neighbours, which is how settlements of wooden buildings are typically laid out.

Wooden Bridge or Jetty

Type: Modular
Skill: Knowledge (architecture & engineering) 2 ranks, Craft (carpenter) 1 rank, Profession (siege engineer) 2 ranks or Wilderness Lore 3 ranks
Labour Cost: 10 gp
Materials: 20 gp logs or 10 gp sawn timber
Optional Extras: Rails, Hinged Section
Hardness: 5
Structure Points: 5 per section
Stability: +2
Special: Collision Damage, Storm Damage
Footprint: Section of wooden bridge 10 ft. square and up to 20 ft. above the ground

This is a flat wooden bridge for spanning ditches, rivers and moats. To build it, long piles (wooden columns) are sunk into specially dug holes in the land underneath, buried up to a set distance and reinforced with crossbeams. Finally, planks are laid across the top. While it will sustain everyday use and loads as heavy as a single horse and cart, such a bridge is not particularly sturdy, nor can it be used to span a drop of more than 20 feet.

The same techniques are used to build a dock or jetty as are employed to build a bridge. Piles are sunk and planks nailed in place on top. Such a construction cannot be extended out to a water depth of greater than 20 feet. By building a dock out from a riverbank or a beach, a place can be provided for ships or boats to be moored, so long as their hulls are no deeper than 20 feet. This is extremely useful when additional building supplies are going to need to be brought to the site by boat.

Rails: The bridge may be fitted with a rail on either side for additional safety. This avoids the danger of wheeled traffic tipping over the edge or travellers being knocked into the river by burly men with quarterstaffs. The rail is four feet high and costs an extra 2 gp in labour and 2 gp in logs or 1 gp in sawn timber to construct.

Hinged Section: A 10-foot section at the end of the bridge may be constructed so as to be raised upwards to an angle of 90 degrees by chains or ropes, thus forming a basic drawbridge. The hinged section has no props beneath it at has a total of 25 structure points and a stability saving throw bonus of +2, whether it is functioning as a bridge or as a door. (Even if the whole bridge is only 10 feet long in total, it must still be built as a bridge at full cost, because

the far end must rest on properly built props.) This modification costs an extra 10gp in labour but incurs no extra material costs. It is usual to build a bridge across any ditch used in defence, so that friendly traffic can still enter and leave the compound, but make the last ten feet hinged so as to deny access to enemies. Bridges are sometimes made with hinged sections for other reasons, such as to allow the passage of boats.

Collision Damage: A bridge or jetty struck by a ship travelling at speed suffers 1d4 points of structural damage if the ship is between 10 and 30 feet in length and 1d6 points of structural damage if the ship is over 40 feet in length.

Storm Damage: A wooden bridge or jetty set close to the sea or to a river must make a Stability saving throw during extremely severe storms (such as a tornado) against DC 15 or suffer 1d6 points of structural damage per hour of the storm.

Wooden Shack or Log Cabin (Wooden Outbuilding)

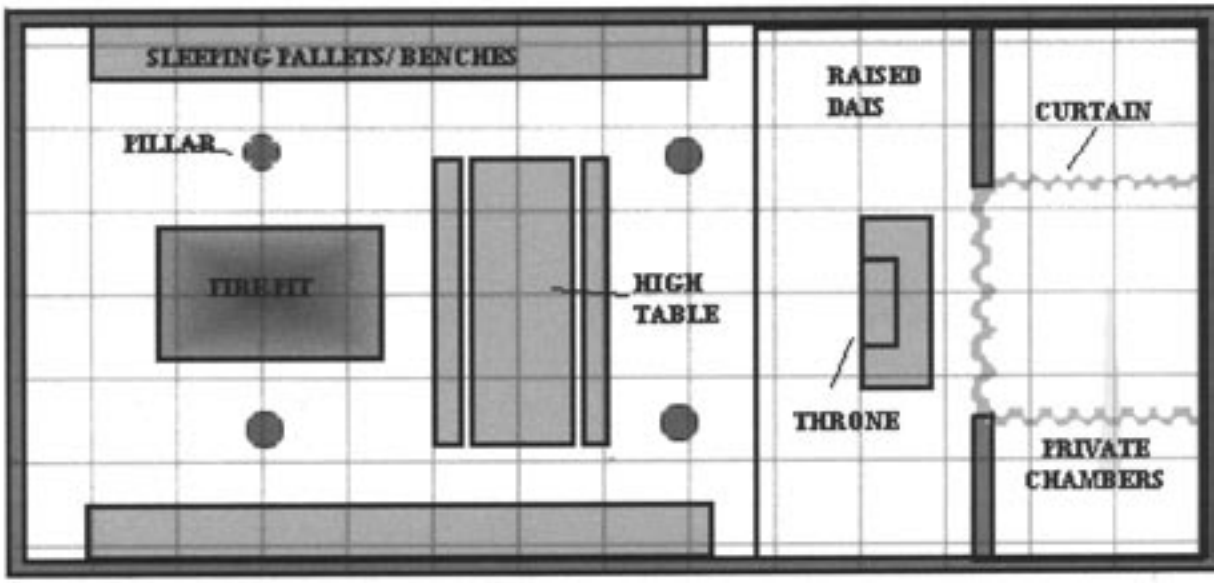
Type: Stand-alone
Skill: Knowledge (architecture & engineering) 2 ranks, Craft (carpenter) 1 rank, Profession (siege engineer) 2 ranks or Wilderness Lore 4 ranks
Labour Cost: 300 gp
Materials: 200 gp logs or 100 gp sawn timber
Optional Extras: Second Storey, Interior Walls, Outbuilding
Hardness: 5
Structure Points: 20
Stability: +6
Special: None
Footprint: Building 20 ft. by 40 ft. with walls 8 ft. high and sloping roof reaching a point 18 ft. above floor

The log cabin is the simplest form of wooden dwelling. It may be used for many purposes, including accommodation for people or animals, food or weapon storage or strategic defence. When used as a living space, the floor is usually covered with rushes and a fire pit may be dug in the centre of the room. A part of the log cabin is usually provided with a ceiling, on top of which sleeping places are located. A cabin built wholly from logs is sturdier than one built from sawn timber and has 25 structure points instead of 20.

By building sections of bridge and then placing a log cabin on top of them, it is possible to create a structure that sits on stilts. This is the standard method of constructing dwellings among boat people, whose houses are thus a few feet above water level and who can fish from their own doorways.

Second storey: Another storey may be added above the first, to a maximum of two storeys, for an additional 200 gp in labour costs and 150 gp in logs or 75 gp in sawn timber. Access is usually by ladder, though a simple staircase may be built if preferred. Adding a second storey gives the building a total of 30 structure points but reduces the Stability saving throw bonus to +4.

Interior walls: Although it is not common, the builder may subdivide the interior of the log cabin by adding partition walls. Each 10-foot section



of internal partition wall costs 2 gp in labour and requires 2 gp in logs or 1 gp in sawn timber.

Outbuilding: If desired, the wooden shack can be used as an outbuilding – a structure not intended for human habitation. As the shack is such a simple structure, this makes no difference to the labour or materials cost. More information on outbuildings and their use is given in the next chapter. Typical wooden outbuildings of this size are a boathouse, a tool shed, a communal privy, a fuel store or a henhouse.

Longhouse

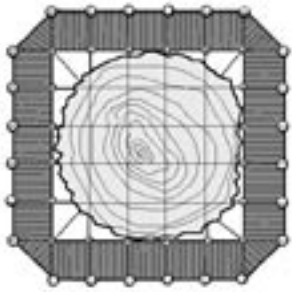
Type: Stand-alone
Skill: Knowledge (architecture & engineering) 2 ranks, Craft (carpenter) 1 rank, Profession (siege engineer) 2 ranks or Wilderness Lore 4 ranks
Labour Cost: 800 gp
Materials: 500 gp logs or 250 gp sawn timber
Optional Extras: Outbuilding
Hardness: 5
Structure Points: 30
Stability: +6
Special: None
Footprint: Building 80 ft. by 40 ft. with walls 8 ft. high and sloping roof reaching a point 28 ft. above floor

A longhouse, of which only one will usually be constructed, is the central building in the typical earthwork and wooden structure kind of settlement. It is used as a barracks for the warriors, as a village hall, as a council chamber and as a feasting area. Additional stories are considered to be impractical.

Outbuilding: A longhouse may be built as an outbuilding (see above); outbuildings of this size are usually used as cattle sheds or stables.

Tree Platform

Type: Stand-alone
Skill: Knowledge (architecture & engineering) 5 ranks, Craft (carpenter) 5 ranks, Profession (siege engineer) 5 ranks or Wilderness Lore 8 ranks
Labour Cost: 200 gp
Materials: 30 gp logs or 15 gp sawn timber
Optional Extras: Ballista Mount, Lantern Mount, Lift, Wall
Hardness: 5
Structure Points: 10
Stability: +2
Special: None



Footprint: Square or circular platform surrounding tree trunk or other secure structure to distance of 5 ft.

A tree platform is a flat wooden construction that must be attached to a tree trunk at least 5 ft. across or to an arboreal building. It serves as a sentry post or drop-off point for building materials, ammunition, gathered foodstuffs and the like. It may be fitted with a ballista mount or a lantern mount in the same way as a sentry tower (see above) for the same cost. Access to the tree platform is usually by rope ladder from the ground and by rope bridge from other treetop structures.

Unlike most wooden structures, which are not intended to be permanent and will eventually be replaced with stone buildings, tree platforms and similar treetop structures are usually built by forest dwellers who intend to stay there for a long time. They are a favourite habitation among wood elves and human outlaws.

Lift: A rudimentary lift system may be built into the platform to assist in raising heavy loads from a lower level. Turning a crank that pulls the lift upwards on a rope via a pulley system operates the lift. If the crank is released, the mechanism locks in place, preventing accidents. To build a lift with a winch system requires 4 ranks in Knowledge: Architecture & Engineering, 3 ranks in Craft (carpenter) or 4 ranks in Profession: Siege Engineer. A more primitive lift system, in which the person working the lift simply pulls a rope attached to a pulley above, can be constructed using only the same skill ranks as are needed to build the tree platform. However, should the person pulling the rope lose his grip while the lift is off the ground, it will plummet.

Wall: The tree platform may be fitted with a four-foot high wall. Most platforms are not so equipped, but those that are used as defensive emplacements usually are. The wall gives cover to any archer or sentry standing or crouching behind it. Adding a wall costs 4 gp in labour plus 4 gp in logs or 2 gp in sawn timber per 10 ft. of wall. Remember to leave gaps in the wall if the platform is to be attached to a rope bridge!

Rope Bridge

Type: Modular
Skill: Knowledge (architecture & engineering) 4 ranks, Craft (carpenter) 2 ranks, Profession (siege engineer) 3 ranks or Wilderness Lore 4 ranks
Labour Cost: 4 gp
Materials: 4 gp logs or 2 gp sawn timber

Optional Extras: Quick Release
Hardness: 5
Structure Points: 3 per section
Stability: +0
Special: Swaying
Footprint: Section of wooden bridge 5 ft. square

A rope bridge is a series of wooden slats lashed together over a space of empty air, with rope 'handrails' strung on either side for a better grip. The bridge is firmly secured at either end by wooden piles driven deep into the ground and sometimes by being fastened to existing anchors such as a large tree. Rope bridges are usually found strung across crevasses that are much too large for a conventional stone or wooden bridge to span. They are also the standard bridge from structure to structure in tree villages. They are intended only for use by pedestrian traffic and cannot be crossed by vehicles.

In order to make one, ropes are first fired across the gap or carried over by a laborious (not to mention dangerous) process of climbing down one side and up the other. A building team must have some method of getting ropes slung across the gap before it can erect a rope bridge.

Swaying: Rope bridges undulate in strong winds or if they are agitated by anyone deliberately attempting to do so, either at the end or at any point along the length. A character on an undulating rope bridge must make a Balance check at DC 10 in order to move at all and even then may only move his normal movement rate; if he takes a double move the check is at DC 15 and if he runs it is made at DC 20. He may take a single five-foot step per round and remain safe so long as he holds on to the handrail with one hand. He may also stay still and hold on with no risk of falling. A failed check means that the character has fallen from the bridge.

Quick Release: If the builder has 4 ranks in Knowledge: Architecture & Engineering, 2 ranks in Craft (carpenter) or 5 ranks in Profession (siege engineer) or Wilderness Lore, at an additional cost of 4 gp in labour and 2 gp in sawn timber (logs will not do) he may construct a quick release mechanism at one end of the bridge. This gives the whole bridge a Stability saving throw modifier of –1. It enables a character who is standing next to the mechanism to release the end of the bridge by pulling a lever (a standard action) causing the whole bridge's length to collapse. A rope attached to the loose end enables the bridge to be drawn back up and reattached, a task requiring a successful Strength ability score check at DC 25. Characters caught on the bridge as it collapses are allowed a Reflex saving throw (DC 20) to grab and cling to a rope handrail as the bridge gives way beneath them.

Tree House

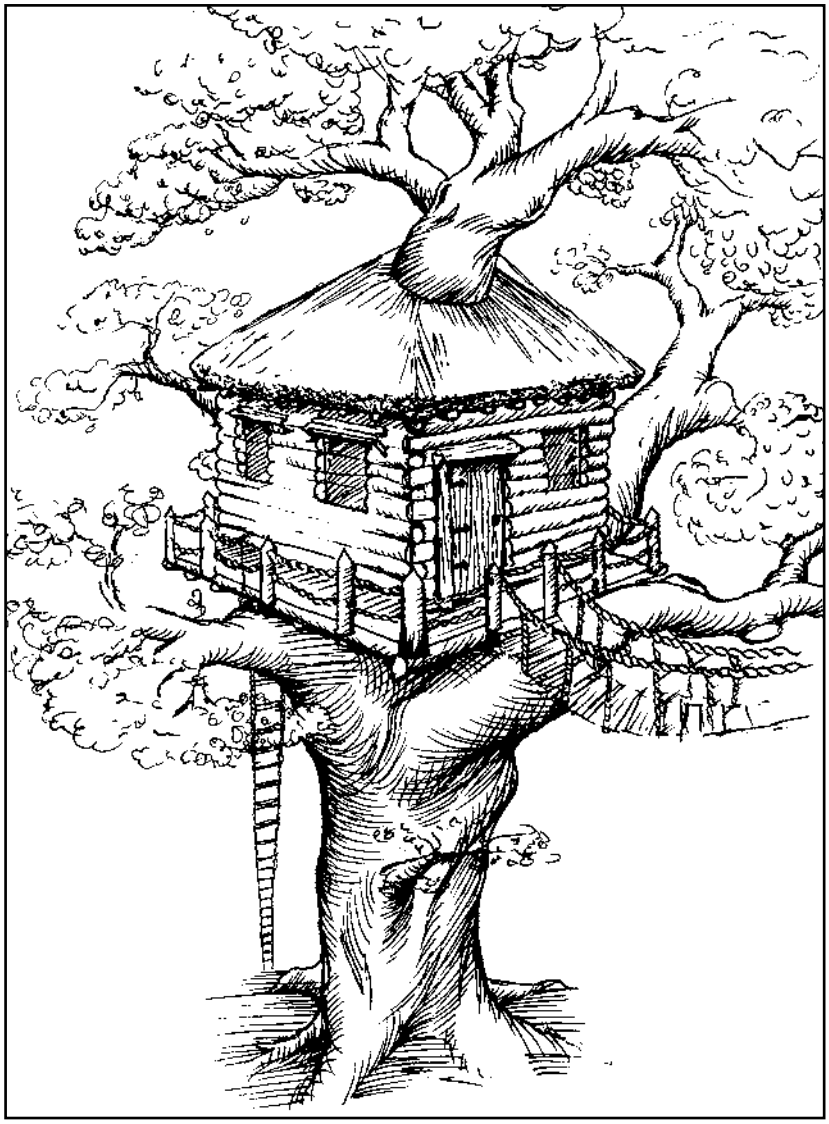
Type: Stand-alone
Skill: Knowledge (architecture & engineering) 5 ranks, Craft (carpenter) 5 ranks, Profession (siege engineer) 5 ranks or Wilderness Lore 8 ranks
Labour Cost: 400 gp
Materials: 200 gp logs or 100 gp sawn timber
Optional Extras: Balcony, Lift, Trunk Inclusion
Hardness: 5
Structure Points: 20
Stability: +2
Special: None
Footprint: 30 ft. square structure adjoining tree trunk of at least 10 ft. diameter

This building is far from being the children's play area implied by the title. A tree house is the typical residence of arboreal humanoids such as wood elves. They are built to last; a single structure can house successive generations of occupants. They will sometimes be the best construction option available in jungles and forests that are plagued at night by wild beasts, as they are very easy to defend against creatures that cannot climb trees. A tree house may be built with multiple doors; typically, there will be a trap door in the floor to allow a rope ladder to be dropped down and at least two doors giving access to rope bridges that lead in turn to other structures. Tree villages are made from interconnected tree houses, strung like a web between the highest boughs.

Balcony: It is common for a tree platform (see above) to be built directly adjacent to a tree house, giving a point from which the ground below may be surveyed. Rope bridges are often attached to these porches instead of being secured directly to the tree house.

Lift: The floor of a tree house may be fitted with a lift, exactly the same as that provided for a tree platform (see above). This is most usually done in the case of storehouses, so that game and fruits collected from the forest below can be hauled up to the storehouse with relative ease.

Trunk Inclusion: Instead of being built next to a tree trunk, the tree house can instead be built around it. This is a more difficult arrangement, requiring one more skill rank than those listed but it does make the structure far more secure, increasing its structure



points to 25 and increasing its Stability saving throw to +6. In such an arrangement, the tree trunk rises through the floor like a central pillar, occupying the middle part of the house.

Tree Fort

Type: Stand-alone
Skill: Knowledge (architecture & engineering) 9 ranks, Craft (carpenter) 9 ranks, Profession (siege engineer) 10 ranks
Labour Cost: 1,000 gp
Maximum Labour per Week: 600 gp
Materials: 800 gp logs or 400 gp sawn timber
Optional Extras: Balcony, Interior Walls, Lift, Trunk Access
Hardness: 5
Structure Points: 200
Stability: +4
Special: None

Footprint: Square or circular fort 80 ft. across surrounding tree trunk at least 20 ft. wide

To build a tree fort requires a huge, sturdy tree and a considerably advanced degree of craftsmanship on the part of the foreman. It is the largest and most robust building that can be made up among the branches. The trunk of the tree forms the central pillar of the fort, entering through the floor and exiting through the ceiling. As those who build tree forts are often concerned for the welfare of the host tree, the boughs and branches are usually incorporated into the design, with the result that the fort has a misshapen, organic appearance as if it had grown out of the tree.

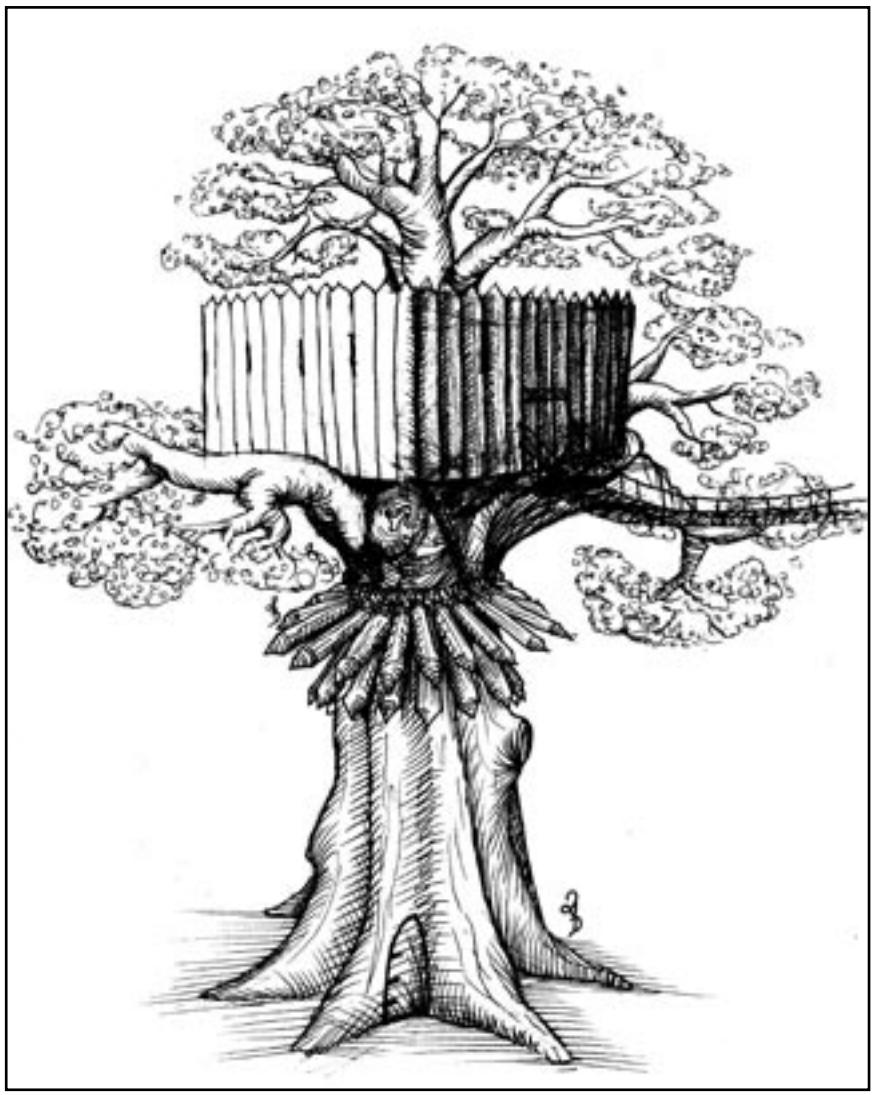
The roof of a tree fort is flat and surrounded by a crenulated barrier four feet high, behind which archers are usually placed. The upper branches of the host tree provide a screening defence against attack from above.

Balcony: The fort may be fitted with a balcony, which is essentially the same as adding two tree platforms (see above) to the construction.

Interior Walls: Internal walls may be added to divide the fort up into separate rooms. Each 10-foot section of internal partition wall costs 2 gp in labour and requires 2 gp in logs or 1 gp in sawn timber.

Lift: The fort may be fitted with one or more lifts as with a tree platform (see above) though this is not often done as to do so weakens the floor as well as taking up valuable room on the floor of the fort.

Trunk Access: If the trunk of the host tree is 40 ft. or more across, it is sometimes possible to create a tunnel up the inside of the trunk that gives ladder access to the fort. A heavy wooden door that may be barred from within seals the bottom end of the tunnel; it is also known for the inhabitants to keep a barrel of rocks near the top end, which they will dump down the shaft to seal off the passage. This is most commonly fitted as a means of emergency



access, for when those members of the community who are out foraging or at ground level for another reason need to be brought up to the fort quickly. To create trunk access for a tree fort without killing the host tree requires the permission and presence of a druid of at least 6th level, along with 8 ranks in Craft (carpenter) or 10 ranks in Knowledge: Architecture & Engineering.

Rough Stone Structures

The following structures are built entirely or mostly from raw stone, being rocks and boulders simply collected from the surrounding area and moved into place. While it is much cheaper than worked stone, raw stone still has an associated value in gold pieces, representing the cost in labour time necessary to collect it up.

Mortar: This option may be applied to any rough stone structure. The use of a simple form of mortar makes a rough stone structure much more sturdy, as the irregular gaps between the rocks are plugged with strong fixative. Preparing mortar properly requires 1 skill rank in Knowledge (architecture & engineering) or Craft: Stonemason. Rough stone walls made with mortar may be built to half thickness; these and all other raw stone structures made with mortar have +20% structure points and a Stability saving throw of +1. To build a rough stone structure with mortar requires 1 gp of labour and 2 gp of mortar per 5 gp of raw stone used, rounded down.

Mortar is much more commonly used when building with worked stone, but some prefer to use it as an adhesive for rough stones. There are several reasons for this. One is that it is cheaper to bring mortar to a site and then make buildings with local raw stone than it is to transport worked stone to the site. This is why the walls of many outlying villages are made from raw stone and mortar alone. Another reason is that some people simply prefer the rustic feel of raw stone structures. Gnomes in particular are noted for their love of simple rough stone cottages. Dwarves sometimes feel the same, though they are only content to live in raw stone dwellings on an individual basis; anything involving the whole dwarven clan or extended family warrants the honour of worked stone. Some dwarven settlements are comprised of several low, small raw stone huts and a single painstakingly worked hall in worked stone where council gatherings, public speeches and the like will take place.

Rough Stone Wall

Type: Modular
Skill: None required: minimum Intelligence ability score 8
Labour Cost: 8 gp
Materials: 6 gp raw stone
Optional Extras: Extra Height, Gate, Mortar
Hardness: 8

Structure Points: 5 per section
Stability: +0
Special: Collapse
Footprint: Stone wall 10 ft. long, 5 ft. high and 2 ft. thick

Structure building is rarely more straightforward than this. To build the rough stone wall, all a group of creatures needs to do is to set rocks on top of one another in such a way as to form a barrier, with the rocks fitting together as closely as possible. If the rocks are too small, the wall will not be sturdy; if they are too big, the wall will have too many gaps in it. Rough stone walls are commonly used by humanoid creatures in the wilder parts of the world as well as by tribal or peasant peoples who use them to enclose livestock and mark territorial boundaries. As it is fairly easy to climb over a rough stone wall, they are more use as a pen for unintelligent animals than as a defence against invaders.

Some do use rough stone walls defensively, usually because there is absolutely nothing else in the area that they can make defences from. They are useful as cover and are hard for unaided human opponents to knock down, though they cannot stand up to a pounding from siege machinery or such creatures as giants for more than a few moments.

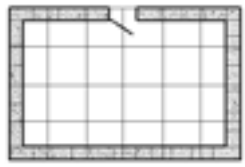
Extra Height: A rough stone wall may be built up to 10 feet high but must be thickened to 4 feet for the structure to be stable. Multiply all labour and material costs by four if this option is chosen. The resulting wall has 20 structure points and a Stability saving throw of +2. This option is usually only chosen by relatively unintelligent creatures who are building primitive defences.

Gate: For a cost of 4 gp in labour, 4 gp in logs or 2 gp in sawn timber, a swinging wooden gate up to 10 feet across may be added in the stone wall. It has a hardness of 5, Stability of -3 and 1 structure point. Such gates are built to keep cattle in, not to keep invaders out. A higher wall may have a taller gate: for double the gate cost, a more sturdy gate may be added, with a hardness of 5, stability of +0 and 5 structure points. Adding a gate requires one skill rank in either Knowledge (architecture & engineering), Craft (carpenter), Profession (siege engineer) or Wilderness Lore.

Collapse: Anyone caught under a collapsing stone wall that is higher than he is should be treated as if he were in the slide zone of a landslide; see *Core Rulebook II*.

Stone Cottage/Outbuilding

Type: Stand-alone
Skill: Craft (carpenter) 1 rank plus any one of the following: Knowledge (architecture & engineering) 1 rank, Craft: Stonemason 1 rank, Profession (siege engineer) 1 ranks or Wilderness Lore 2 ranks
Labour Cost: 300 gp
Materials: 60 gp raw stone plus 10 gp logs or 5 gp sawn timber
Optional Extras: Fireplace & Chimney
Hardness: 8
Structure Points: 40
Stability: +2
Special: None
Footprint: Raw stone rectangular building 20 ft. by 30 ft. with 6 ft. walls; each wall is 2 ft. thick



This structure template covers any simple freestanding raw stone structure, such as a cottage, a pigsty, a food store or game smoking hut, or even a sweat lodge. The walls are made from gathered stones piled one on top of the other, reinforced with wooden bracing posts. The roof is made from wooden beams on which a coating of thatch, turf, brushwood or large leaves is placed, according to whatever is available locally. If the building is to be used for living in, a wooden platform will usually be built under the eaves for bed pallets. In extremely poor communities, animals will share living space with the regular residents, taking the colder part at the bottom of the house with the people sleeping above them.

Fireplace & Chimney: In order to build a fire inside the structure without smoking the place out, a fireplace with attached chimney may be added. This adds 30 gp in labour and 5 gp in raw stone to the overall cost of the construction. Raw stone buildings that do not have fireplaces are usually heated with freestanding braziers.

Intermediate Buildings

The buildings in this section are beyond the competence of amateur builders, imaginative colonists or military engineers. They require experience in the trade. There is a minimum skill requirement not only for the foreman of the project but for the work gang that does the lifting and placing. These buildings are the bread and butter of the professional builder, who earns his living making structures that others cannot.

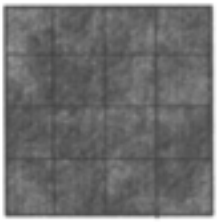
Building Against Natural Stone

Most of the buildings included here depend on worked stone, which is rock cut from a quarry and fashioned into regular blocks. Any worked stone structure may be blended into a mass of natural stone such as a cliff or hillside if the stone is sufficiently strong; sandstone or chalk, for example, would not do. Modular constructions such as walls receive a +1 circumstance bonus to their Stability saving throws if they are built into a natural stone wall. Stand-alone constructions may be built out from a natural stone wall in such a way as to substitute one of the structure's walls for the natural stone surface; for example, you might build a keep out from a mountainside. This reduces the worked stone materials cost of the structure by 10% and gives the construction a +1 circumstance bonus to its Stability saving throw.

Surfacing

Surfacing is the art of placing a permanent surface upon dug-out earth. It is the name given to all techniques of treating the ground so as to make it more durable. Applying surfacing is dealt with as if any other structure were being built; the ground must first be cleared and levelled, though it does not need to have foundations dug. These building formulae are provided for the use of those players who want to attend to every detail of land management, including the building and maintenance of roads between their towns and cities. The cost of surfacing is already factored in to structures with paved floors and such like and does not need to be calculated separately.

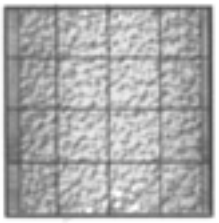
Road, Average



Type: Modular
Foreman Skill: Knowledge (architecture & engineering)) 2 ranks
Builder Skill: Craft (builder) 1 rank
Labour Cost: 10 gp
Materials: 3 gp raw stone
Footprint: 20 ft. square of road

Ordinary roads are dug out of the ground and filled in with a depth of stone and gravel between two raised banks. If this is not done properly, the road is liable to become rutted and boggy. Average roads are adequate for foot traffic but will require annual maintenance after the first year of use by wheeled traffic. See pages 134 and 206 for the cost of maintaining and improving roads. They are not commonly found near cities, where the roads are of better quality, nor in remote outlying rural areas where a 'road' is often no more than a dirt track.

Road, Superior



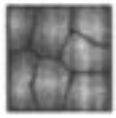
Type: Modular
Foreman Skill: Knowledge (architecture & engineering)) 4 ranks
Builder Skill: Craft (builder) 2 ranks
Labour Cost: 18 gp
Materials: 4 gp raw stone, 6 gp lime
Footprint: 20 ft. square of road

The superior road uses multiple layers of stones and mortar to make a level, hard surface. It can sustain wheeled traffic easily, making maintenance cheaper. Superior roads are the most common to find in and around cities; if found within a city, they usually have pavement to either side.

When building roads of whatever kind across large distances, you may multiply all costs by 265 to calculate the cost for a mile of road 20 feet across.

Paving

Type: Modular
Foreman Skill: Knowledge (Knowledge (architecture & engineering)) 2 ranks
Builder Skill: Craft (builder) 1 rank
Labour Cost: 10 gp
Materials: 5 gp worked stone
Footprint: 10 ft. square of paving



Paving is the art of laying thick stone slabs down upon the ground so as to make a smooth, hard, enduring surface. This is usually done to create a walkway for pedestrian traffic, though it can be done for other reasons, such as to level the floor of a building. A ditch that has been paved at the bottom and walled at the sides can be flooded to create a fortified moat.

Worked Stone Structures

The craft of the stonemason is, ultimately, what makes the difference between a village and a city. Until a culture develops the art of building with worked stone, its constructions will never rise beyond a limited height, nor will they be robust enough to survive the centuries. The simple expedient of cutting stone into regular sized blocks with straight edges enables all of the most impressive and imposing constructions to be built, from a simple dwelling to a full-sized castle.

Stone is usually cut into shape at the point of quarrying. The different shapes and sizes of the blocks will determine the stone's eventual use. As worked stone is a second-generation product and is not found in nature, it must either be shipped in specially or salvaged from the remains of a previous building. Full rules for salvaging are given in Chapter 8, Resources.

All worked stone structures involve the use of mortar as a bonding agent between the blocks unless otherwise stated. It is not common for worked stone structures to be built by laying block on block without anything to stick them together, though some older structures such as ancient temples are built in this way.

Any worked stone structure may be made to a larger size than that which is given here. Doubling any dimension (height, width or length) will double the cost of the construction both in labour and in materials. Tripling any dimension will similarly triple the cost. Structure points increase in proportion to the increase in cost.

Wall, Partition

Type: Modular
Foreman Skill: Knowledge (architecture & engineering) 1 rank or Craft (carpenter) 1 rank
Builder Skill: Craft (builder) 1 rank or Craft (carpenter) 1 rank
Labour Cost: 5 gp
Materials: 2 gp sawn timber
Optional Extras: Door, Panelling, Secret Door
Hardness: 4
Structure Points: 2
Stability: +2
Special: None
Footprint: Interior wall up to 10 ft. long by 10 ft. high and ½ ft. thick

Partition walls are used to divide up the interior of a worked stone building into separate rooms. They are made from a simple timber framework; the gaps are either filled with wattle and daub, which is a mixture of twigs, straw and mud, or panelled across with wooden strips and skimmed over with plaster. They are not intended to be especially strong and will not hold up a ceiling on their own, though portraits and shelves can be hung from them without any difficulties. In between the timbers, they are weak enough to be smashed through after a couple of rounds of resolute hammering; it is also possible to drive a fist or a head right through one.

The gaps between the timbers in a partition wall, over which the mud or plaster is then laid, are convenient places for storing valuables or anything else that you do not want a person searching the room to find. There are many tales of items having been sealed up in partition walls, from skulls to talismans to ancient books to the last will and testament of a previous occupant. An item concealed inside a partition wall when the wall is built is impossible to find without smashing the wall open. A wall that has been broken open to conceal something and then had the hole plastered over or re-daubed may give up its secrets: the DC of a Search or Spot roll to find a resealed patch in a wall is 20 plus one for every ten years since the tampering was done, to a maximum of 30.

Some builders like to place partition walls just inside the exterior stone wall, running parallel to them and leaving a gap of a few feet. This not only makes for better insulation, it creates the 'rat run' kind of secret passageway, which allows covert access to any rooms that it lies adjacent to. Instead of secret doors, spy holes can be fitted. The major disadvantage of this arrangement is that it is harder to build windows into such a wall; a tunnel-like structure has to be built to connect the inner wall with the outer and this blocks off the narrow wall cavity beyond, making it less use as a secret passage. Partition walls are never used outside a building, as they are not water resistant.

Door: An ordinary door or serving hatch may be added in a partition wall at no extra labour cost and at a materials cost of 3 gp in sawn timber per door. A standard interior door has a Hardness of 5, a Stability saving throw of +2 and 2 structure points per door. For other door options, see Chapter 7, Extras & Additions.

Panelling: For a more tasteful effect, wood panelling may be added to a partition wall. (It may also be added to the inside of a standard wall, for which see below). Panelling helps with the insulation of a stronghold and adds +2 to the wall's structure points. A secret door or compartment concealed among panelling receives a +1 to the DC of the check needed to detect it, as the multiple edges involved in a panelling surface are ideal for concealing a movable section. Wood panelling costs an extra +1 gp in labour and +2 gp in sawn timber per side of a section panelled. Note that a partition wall may be panelled on one side and not the other.

A partition wall may be treated with moulded panelling to make it look like a worked stone wall. The most common reason for this is one of subterfuge; secret rooms are created in the space between an interior and exterior wall and, as we will discover below, it is much easier to fit a secret door in a partition wall than in a worked stone wall.

Secret Door: Secret doors are much more easy to fit in a partition wall than in a standard wall, as the materials employed in building a partition wall are lighter and easier to rearrange, while the hollow space between the wall's timbers allows hidden locking or unlocking mechanisms to be set in place. A partition wall is also relatively thin, so a single swinging panel can be used rather than a double-ended passageway as is necessary in standard walls (see below). The other great advantage of partition walls as bearers of secret doors is their speed and ease of construction. So long as there is nobody else about when the wall is built and the constructor is someone you can trust to keep your secrets, nobody else is likely to find out about it. It is harder to keep a secret door secret if it requires the work of five men over as many days. Foremen and builders alike know that the most likely fate for a labour gang enlisted to build a large, impressive secret feature is to end up murdered so that the secret will never be leaked.

To fit a secret door in a partition wall requires the foreman or builder to have 3 ranks in either Knowledge (Knowledge (architecture & engineering)), Craft (builder) or Craft (carpenter); the builder must have at least 3 ranks in Craft (builder) or Craft (carpenter) in any case. There is no extra materials cost, but there is a 20 gp labour cost as secret doors are very tricky to make and fit. The trigger mechanism for the secret door must be specified when it is built. It is next to impossible to fit a secret door so that it is concealed from both sides. When this needs to be done, it is much more straightforward to build a short passageway and place a secret door at each end.

The most usual way to conceal a secret door in a partition wall is to leave the timbers of the wall exposed, a common feature of rustic dwellings and to have one of the intervening areas be a hinged wooden block that can be pushed out of place. A knot in the timber is the most popular catch by which such doors are fastened. For other secret door options, see Chapter 8, Additional Features.

Wall, Standard

Type: Modular
Foreman Skill: Knowledge (architecture & engineering) 1 rank
Builder Skill: Craft (builder) 1 rank
Labour Cost: 10 gp
Materials: 3 gp worked stone, 1 gp mortar
Optional Extras: Door, Secret Door, Window
Hardness: 8
Structure Points: 8
Stability: +4
Special: None
Footprint: Simple exterior stone wall 10 ft. wide, 10 ft. tall and 1 ft. thick.

The worked stone wall is the backbone of all other structures of this kind. Though sturdy, it is not intended for long-term defence. Stone walls are used to form the shells of most permanent buildings, with interior partition walls being most commonly made from wood and plaster (see above).

Interior walls may be built in stone if the builder prefers. However, if there are upper storeys to the building, there may not be a stone interior wall on one storey without another stone wall of the same dimensions being built on the floor immediately below. Stone walls are heavy and need to be supported by more stone wall beneath them, not by floorboards alone!

Other uses of this kind of wall are to enclose gardens or other private areas such as cemeteries, to divide

one person's land from another's or to close off tunnels or doorways permanently.

Door: A single or double door may be placed in a standard wall at no extra labour cost and at a cost of 3 gp in sawn timber per door. A standard exterior door has a Hardness of 5, a Stability saving throw of +4 and 5 structure points per door. For other door options, see Chapter 7, Extras & Additions.

Secret Door: It is possible, though difficult, to fit a secret door in a worked stone wall. The sheer weight of the stone involved makes the undertaking a complicated one, as it is not easy to build a section of stone blocks in such a way that they will swing aside when required. To do this, the blocks would have to sit in a hinged cradle of some kind, which is an impractical solution. What is often done instead is the construction of a light wooden panel fronted to look like stone, which is then cemented into place in a gap in the wall. Moulding plaster and treating it with pigments, or fixing a very thin layer of real stone to the wooden backing are both popular ways to create the fake stone effect. Leaving a gap large enough to include a secret door is bound to attract the notice of the workers, so their silence must somehow be assured if the secret is not to become widely known before the stronghold has even been completed. Including a secret door by this method requires 5 ranks in Knowledge (Knowledge (architecture & engineering)) or 5 ranks in Craft (builder) on the part of the foreman or builder.

A secret door that is made of stone is the hardest kind of all to install. It must be placed at some point in the building where the blocks of masonry are sufficiently large that if one were removed, the gap could admit a person. This is done because the cracks showing the outline of the secret door would stand out a mile if they ran through the centre of the block, so instead it is best to use a single block as the secret panel. One of the blocks in the wall is replaced with a shortened stone facing, mounted upon a previously manufactured swivel or axle so that it can be pushed open easily.

Dwarven ingenuity can create stone secret doors so subtle that they are made full-sized, with the outline of the door tracing through the centre of the wall's blocks and vanishing completely when the door is closed. This and other secret door options are given in Chapter 8, Additional Features.

Window: A shuttered, glassless window can be fitted in any worked stone wall at no extra cost. Ordinary glass windows cost 2 gp in labour and 5 gp in glass per window. Stained glass windows are covered in Chapter 8, Additional Features.

Metal Fence

Type: Modular
Foreman Skill: Craft (builder) 1 rank
Builder Skill: Craft (builder) 1 rank
Labour Cost: 8 gp
Materials: 20 gp worked metal, 4 gp worked stone
Optional Extras: Gate, Ornamentation, Spikes,
Hardness: 10
Structure Points: 8
Stability: +5
Special: Squeeze through
Footprint: Barrier of cross-linked vertical metal bars, 10 ft. wide by 10 ft. high, ½ ft. thick

This type of metal fence often surrounds expensive housing or private gardens. It is made from tall metal bars approximately six to eight inches apart, secured by crossbars welded in place. The end bars of each section are secured in heavy stone slabs, which may be left partly uncovered or buried in the soil, or affixed to worked stone pillars which are placed at regular intervals to provide a bracing point, which is the more popular option. Metal fencing is widely considered to be a more picturesque kind of barrier than a simple stone wall. It is certainly easier to see through. Metal fences are usually made out of wrought iron, coated with enamel as a proof against rust. Bending the bars requires a Strength ability score check against a DC of 24.

The fence does not have to be laid in straight lines. The path of a metal fence can curve in and out as the builder desires.

Gate: A single or double-doored gate (the more common style) may be placed anywhere in a metal fence. This requires a worked stone gate post on any side where a hinge is to be placed; so, a double-doored gate requires two gate posts, whereas a single door requires but one. A metal gate has 10 structure points, a hardness of 10 and a Stability saving throw of +7. It may be fitted with a lock if the builder so desires. For additional security, or as a substitute for a lock worked into the gate, a chain wrapped around the bars and fastened with a padlock may be used to hold the doors shut. Adding a gate to a metal fence costs 10 gp in labour, 25 gp in worked metal and 4 gp in worked stone per gate post.

A metal gate may be used instead of a wooden one in a worked stone wall or in a fortified wall. If this

is done, the gate has no worked stone materials cost, as its hinges are fastened to the stone of the wall on either side.

Ornamentation: As a display of wealth and power, a metal fence may be ornamented. To do this, a builder will usually incorporate scrollwork, decorative ironwork and the like into the metal parts, paint the spikes (if there are any) gold or silver and place stone sculptures on the worked stone posts. Dragons, griffins and lions are popular choices here. Ornamentation incurs no additional labour costs, as the decoration is incorporated into the materials before they are assembled, but it does incur an additional cost of 5 gp in worked metal and 3 gp in worked stone.

Spikes: The tops of the bars on a metal fence may be, and usually are, tipped with wrought iron spikes. This feature is partly ornamental but is mainly intended to dissuade intruders from trying to climb over the fence. It is not always successful, as a blatant display of defensiveness may give would-be thieves the impression that there must be something worth stealing behind such an imposing barrier.

Any character who attempts to scale the fence and climb over the top, or who engages in combat while part of his body is directly over the spikes must make a Balance skill check (DC 15) or suffer 1d3 attacks from the spikes, which attack at +10 melee and inflict 1d4+1 damage per spike. The same skill check must be made by any character who falls on to the spikes or is knocked on to them. Adding spikes to a section of metal fence costs an extra 5 gp in worked metal.

Squeeze Through: The gaps in a metal fence are too narrow to allow a creature of Medium size to fit through, unless its body is extremely pliable. Any creature of Medium size attempting this must make an Escape Artist check at DC 30. A Small creature, such as a halfling, may attempt to squeeze through the bars with an Escape Artist check at DC 20. The use of oil, grease or similar lubricants adds a +2 circumstance bonus to this skill check.

House, Small

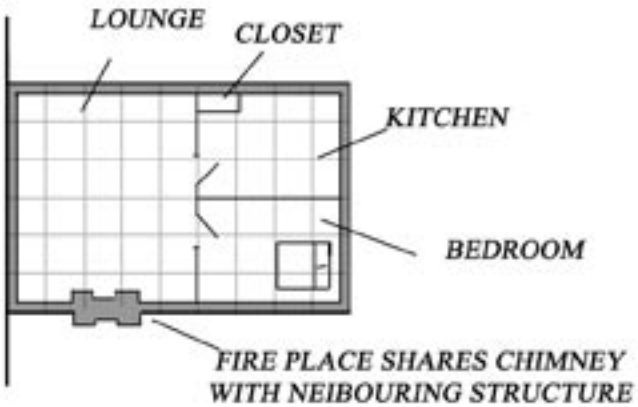
Type: Stand-alone
Foreman Skill: Knowledge (architecture & engineering) 2 ranks
Builder Skill: Craft (builder) 3 ranks
Labour Cost: 400 gp
Maximum Labour per Week: 300 gp
Materials: 50 gp worked stone and 12 gp mortar, plus 10 gp logs or 5 gp sawn timber
Optional Extras: Extra Storey, Cellar, Fireplace & Chimney, Glass Windows, Interior Walls, Outbuilding
Hardness: 8
Structure Points: 45
Stability: +5
Special: None
Footprint: Worked stone rectangular building 30 ft. by 40 ft. with 8 ft. high walls; each wall is 1 ft. thick

This modest house is the kind of dwelling referred to in the equipment lists in *Core Rulebook II* as 'House: Simple'. Its retail cost of 1,000 gp gives some idea of the profits to be made in the building trade, as the overall cost to build a small house with privately hired labour and materials is a mere 477 gp. It is a basic foursquare house with a peaked roof made from timbers over which a rainproof surface of tiles or lead may be laid; tiles are much more common in cities, as lead tends to be stolen, being pulled off surprisingly often for use as impromptu sling bullets! The 'loft' or space beneath the roof is usually used for storage and is reached by a trapdoor and ladder.

Although such details are not customarily mentioned in fantasy roleplay, it behoves us to mention that the small house has no interior privy, nor does it have a washroom. An indoor lavatory is very much a modern convenience; one assumes that in a fantasy setting, the pseudo-mediaeval custom of having a shared outdoor privy for a row of houses would be commonplace. Baths are usually taken either in a public bathhouse or in a portable tin bath brought into the living room, with the water being heated over the fire.

The exterior door in a house of any size is equivalent to that detailed in Wall: Standard (see above).

Cellar: One or more cellars may be included beneath the property. Cellars may be no bigger than the property's overall footprint and no deeper than



one floor down; the foundations must be dug deep enough to allow for any planned cellars. Access to the cellar may be given by a staircase or by a trapdoor through which a ladder is inserted.

Every 10-foot square of cellar space costs 15 gp in labour and 8 gp in worked stone. If desired, the builder may divide up the cellar using partition or worked stone walls. Cellars are used to store goods that must be kept cool or in darkness; the most common items found in cellars are wine, hanging game and old furniture.

Extra Storey: Up to two additional floors may be added to the house, access to the upper floors being provided by staircase. The upper storey of a building does not have to be accessible from the bottom storey; it is quite common in cities for each floor of a building to be a separate flat, accessed by a staircase common to all levels. Each extra floor has the same ground area as the bottom layer and costs three-quarters of the original price in labour and materials.

Fireplace and Chimney: It is very unusual for a worked stone house not to have these features, but they are included as optional extras because some small houses are built in climes too warm to need them. A fireplace and chimney costs 10 gp in labour and 5 gp in worked stone to include. In heavily populated areas of the city, where houses are built side by side sharing common walls – 'terraced' housing as it is known – it is usual for adjoining houses to share a common chimney.

Glass Windows: Houses are not built with glass windows as standard. Windows are simple openings in the wall, closed with wooden shutters. If the builder wishes to substitute glass windows for these, which is a sensible option in cold climates, he may do so; the costs for fitting windows are given in the entry on Worked Stone Wall above.

Interior Walls: The interior of the house may be divided up with partition walls or with standard walls, for which see above. Remember that any storey on which a standard wall is built must have a standard wall beneath it in the same position, for support.

Outbuilding: Any size of house may be built as an outbuilding instead of a dwelling, which reduces the labour and materials cost to half the stated value. Outbuildings are hollow shells, with only a roof and no partition walls; if any internal walls are needed, they are made from worked stone. Outbuildings are intended as places for the kind of work that needs to be done away from residences, for storage and for animal berthing. The primary difference from ordinary construction when making an outbuilding is that foundations only have to be dug directly beneath the walls.

Outbuildings with more than one storey may either have a floor to the upper storeys or not, as the builder chooses; he may build a floor part way across the building, as is done in some barns. Outbuildings may also have a larger doorway than usual at no extra cost. This is a common option when the outbuilding is used for such purposes as sawn timber storage, since long pieces of wood have to be gotten in and out of the building.

The floor in an outbuilding is usually bare earth or a layer of rough stones and the walls do not have windows; a grille or two to let in the light is usually sufficient. They are not supposed to be habitable, but can be slept in overnight without too much discomfort so long as the sleeper brings plenty of bedding. Outbuildings cannot be converted into houses without expending the additional labour cost.

Typical outbuildings of equivalent size to a small house are a smithy or forge, a feed store, a tack store (a place where saddles, spurs, reins and other equipment for horse riding are kept) or a storehouse for agricultural implements such as scythes and rakes.

House, Medium or Shop

Type: Stand-alone
Foreman Skill: Knowledge (architecture & engineering) 3 ranks
Builder Skill: Craft (builder) 3 ranks
Labour Cost: 700 gp
Maximum Labour per Week: 300 gp
Materials: 80 gp worked stone and 20 gp mortar, plus 16 gp logs or 8 gp sawn timber
Optional Extras: As House: Small, plus Frontage Conversion
Hardness: 8
Structure Points: 60
Stability: +5
Special: None
Footprint: Worked stone rectangular building, 40 ft. by 60 ft. with 18 ft. high walls; each wall is 1 ft. thick; see floor plan

This structure is the default standard accommodation for most areas of a prosperous city and for the central parts of major towns. It can be occupied comfortably

by a family or used for other purposes such as the office of a business, a bordello, a gambling house or the meeting place of a small guild. In order to make the place easier to keep warm, floorboards are laid over the space between ground level and the bottom of the foundations.

Frontage Conversion: This option converts the whole ground floor front wall of the house into a large window display area, enabling the building to be used as a shop. Most shops are similar in their needs, requiring nothing more ambitious than storage space and a sales point, so they do not need to be built to a specific plan.

A building of this kind used as a shop rather than as a house will usually have a ground floor divided into two equal sections, the one at the front being used for display and sales, while the one at the back is used for storing stock. Many shops have additional storeys above them that are used for living accommodation, either by the owner of the shop or by a private tenant.

Extra Storey: One extra storey may be added to the large house; this costs half the labour and materials costs again to build.

Outbuilding: This structure may be built as an outbuilding, like the small house. Typical outbuildings of this size are stables and cow byres. Stone outbuildings are preferred when housing animals, as they are much more stable and strong and less prone to fire.

Tavern

Type: Stand-alone
Foreman Skill: Knowledge (architecture & engineering) 3 ranks
Builder Skill: Craft (builder) 3 ranks
Labour Cost: 1,200 gp
Maximum Labour per Week: 500 gp
Materials: 200 gp worked stone and 40 gp mortar, plus 24 gp logs or 16 gp sawn timber
Optional Extras: Extra Storey, Single Storey
Hardness: 8
Structure Points: 100
Stability: +5
Special: None
Footprint: Two-storey building with cellar, 60 ft. by 80 ft.

Unlike the example shop given above, taverns have to be built as such, serving no other purpose. The ground floor must contain at least one spacious room for communal drinking and room for a bar, the cellar must have enough room to store barrels, the kitchen must be large enough to cook for several dozen diners and the upper storey must have enough space for temporary residents to sleep. A house cannot easily be used as a tavern, though enterprising minds will certainly do so if there is no other option available.

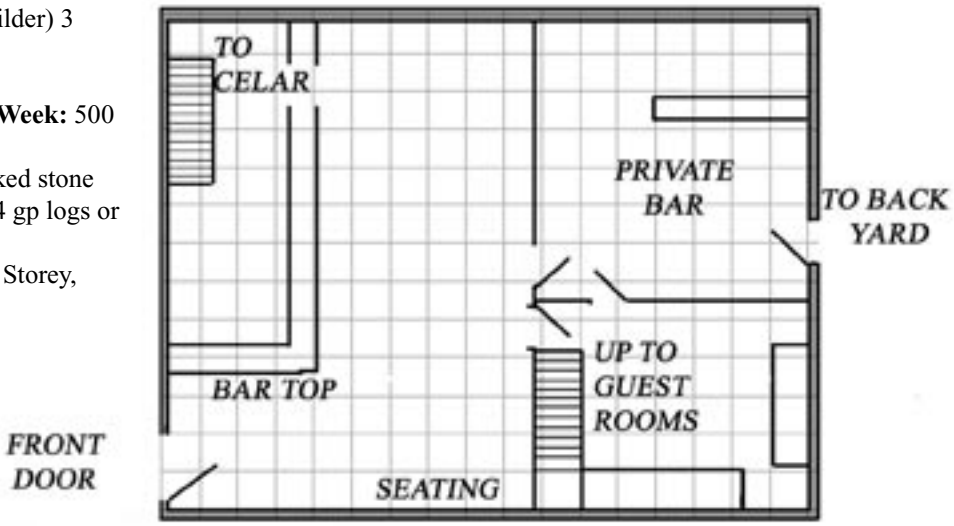
The dimensions and the floor plan of the tavern may be changed to fit specific design requirements but must include room for a bar, a cellar and a kitchen.

Extra Storey: Up to two additional floors may be added to the tavern (which comes with one extra floor as standard), access to the upper floors being provided by staircase. Each floor has the same ground area as the bottom layer and costs 400 gp in labour, 100 gp in worked stone and 20 gp in mortar to build.

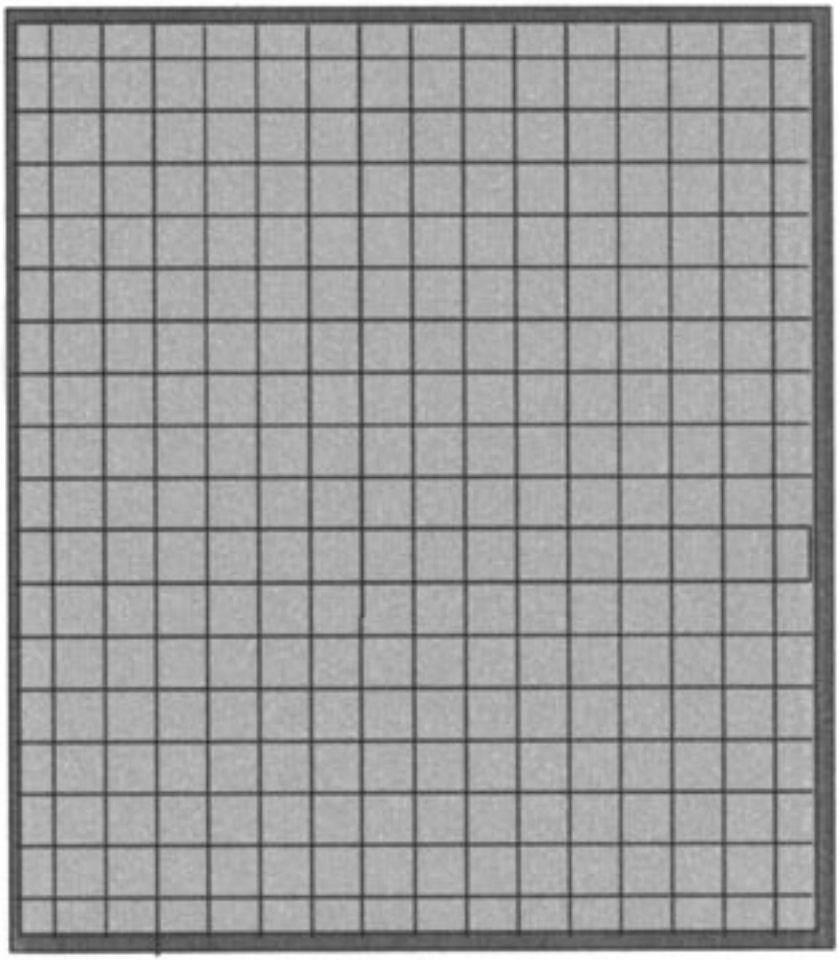
Single Storey: Instead of having the guest rooms above the ground floor, the builder may opt to extend the ground floor to serve this purpose. If this option is chosen, relocate the upper storey rooms, placing them on a level with the ground floor and changing the floor plan accordingly, joining them with a doorway instead of a staircase.

House, Large

Type: Stand-alone
Foreman Skill: Knowledge (architecture & engineering) 3 ranks
Builder Skill: Craft (builder) 3 ranks
Labour Cost: 1,200 gp



Maximum Labour per Week: 500 gp
Materials: 300 gp worked stone and 40 gp mortar, plus 24 gp logs or 16 gp sawn timber
Optional Extras: As House: Medium plus Conservatory, Extra Storey, Gardens
Hardness: 8
Structure Points: 100
Stability: +5
Special: None
Footprint: Two-storey building with cellar, 80 ft. by 100 ft.



Houses of this stature are restricted to the gentry, who pass them down from generation to generation and the wealthy merchant classes who can afford to have them built to their own specifications. A large house is always of at least two storeys, the upper storey being given over to the large bedrooms of the family while one wing of the lower is used for servant accommodation and the other for dining and parlour space. The design of a large house of this kind always assumes the occupying family or coterie will have servants. The large house template may also be used to represent a guesthouse or small hotel.

It sometimes happens that an investor will buy a large house and divide up the large rooms into smaller ones using partition walls, creating several small flats under one roof. This often happens in cities where the general level of prosperity has gone down and huge houses with servants' quarters are no longer needed, but many more small families need to be housed. The nobility frown upon this practice, as it turns grand houses into rabbit warrens for the poorer classes, but it is extremely profitable for those who undertake it.

Conservatory: For the price of 100 gp in labour, 100 gp in glass and 10 gp in sawn timber, the builder may add a conservatory to the property. This is a greenhouse-like room measuring no more than 30 ft. square that is used for propagating plants and having tea in on sunny days. Mages, alchemists, herbalists, professional potion brewers and other such worthies find a conservatory very useful, as they can use it to cultivate their herbs and exotic plants in without having to trust to erratic or usurious suppliers. To make a conservatory, both foreman and builders must have at least 2 ranks in Craft (carpenter).

A freestanding conservatory can be used as a summerhouse, or as it is sometimes called, a gazebo. This should not be confused with the enigmatic monster of the same name.

Extra Storey: One extra storey may be added to the large house; this costs half the labour and materials costs again to build.

Gardens: If there is room enough around the house, an ornamental garden may be cultivated there. This is a popular feature among the extremely rich, who are thus provided with their own microcosm of nature in the midst of the city. Every 10 ft. square of gardens costs 15 gp in labour to prepare and contains such features as flowerbeds, arboretums, rose walks, sculpted hedges, rock gardens and hedgerow mazes.

Outbuilding: Outbuildings of this size are almost always hay barns or granaries, though they could be used to store extremely large animals if these were a part of rural life in the fantasy world.

Industrial Building

Type: Stand-alone
Foreman Skill: Knowledge (architecture & engineering) 5 ranks plus consultation from Craft skill (see below)
Builder Skill: Craft (builder) 3 ranks
Labour Cost: 1,600 gp
Maximum Labour per Week: 300 gp
Materials: 150 gp worked stone and 40 gp mortar, plus 30 gp logs or 15 gp sawn timber
Optional Extras: By industry type
Hardness: 8
Structure Points: 200
Stability: +6
Special: Construction allows production of worked resources
Footprint: Worked stone rectangular building with two storeys, 80 ft. by 60 ft. with 30 ft. high walls; each wall is 2 ft. thick

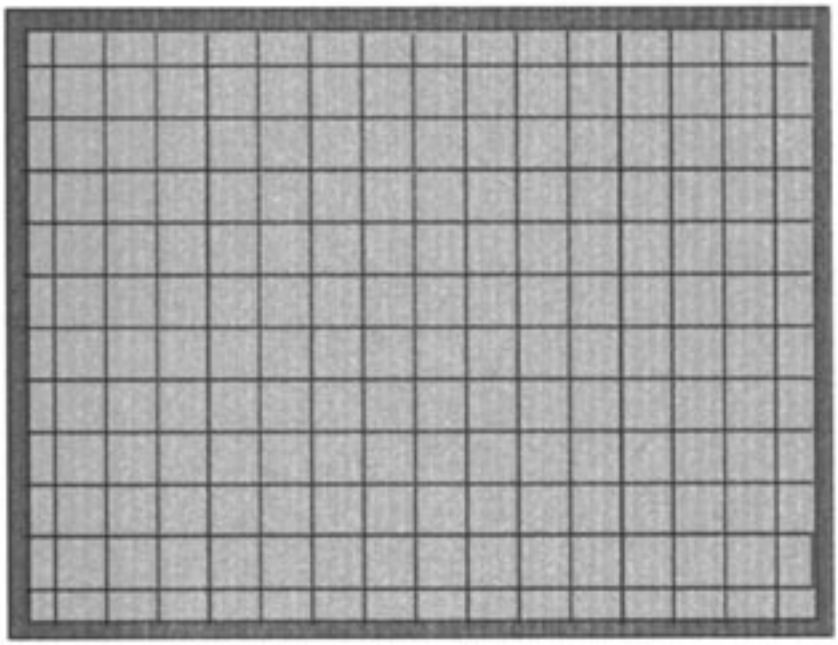
A single template is provided for all industrial buildings, though their layout and contents will vary according to the purpose to which they are set. As a rule, they are blocky, robust, inelegant structures, designed to be functional rather than ornamental. City ordinances usually require industrial buildings to be situated a minimum distance (usually half a mile) from residential areas.

Although the fantasy game setting does not allow for industry in the fully mechanised sense, there are nonetheless refining and manufacturing processes that require an enclosed building with lots of empty space, even in a pre-industrial world, and it is these that this building type is based upon. The following list gives an indication of the kind of uses to which the builder may put an industrial building. Most of them have the goal of converting one kind of resource into another; further information on the use of industrial buildings can be found in Chapter 13, Resources and Goods

You will note that all industrial building uses require the advice of an expert on the kind of craft to be performed in the building. This is because the equipment required and its proper arrangement are highly technical matters. It may not even be possible for a kingdom or region to build a given industrial building because a consultant of suitable rank cannot be found.

As industrial developments were, historically speaking, often guarded as state secrets, you may wish to extend similar treatment to industrial processes in your campaign world. If one kingdom knows how to smelt copper while another does not, the first kingdom will not simply hand over the information. A proper deal with mutual benefits must be struck. (This is exactly what happened in Elizabethan England. The art of copper smelting had been lost and a deal had to be made whereby German experts would be sent over to teach the English how to do it.) Optional rules are given in later chapters for 'technology trees' and for determining the available industrial techniques in a given nation.

Industrial buildings are frequently found on the outskirts of the town or city, on the sides of rivers. Water is useful to industry for many reasons; the flow of the river can power the machinery inside the building, large quantities of water are needed to cool down hot metals and the river can serve to transport fuel and raw materials to the building and carry produce away. A nearby source of water is also useful for lowering the risk of fire, an all too common occurrence in industrial areas.



All machinery within an industrial building is assumed to be manually powered, animal powered or water powered unless otherwise stated. These power sources represent the very lowest forms of technology available and would be suitable for a low fantasy campaign, or for the less magically advanced parts of the world in a high fantasy campaign. They would also be found in young, recently colonised countries that as yet have few high-level mages and clerics among the population, or in places where magic is viewed with superstition and is forbidden. A later chapter addresses more advanced and thaumaturgic sources of power for machinery, such as the dragon-driven steam engine and golem labour.

Within an industrial building, the lower floor is usually used for manufacturing while the upper floor is used to store the product and any ingredients that are used to prepare it. For ease in loading and unloading, some industrial buildings have hatches in the walls of their upper storeys, with winches immediately above them so that goods may be hauled up or lowered down.

If no worked stone is available, such as in an early colony, the industrial building may instead be made from 1,000 gp in sawn timber, in which case it has 130 structure points, a hardness of 5 and a Stability saving throw of +4.

Brewery: Breweries turn hops, water and other ingredients into beer. The central feature of a brewery is the group of huge oak vats in which the fermentation takes place. Not all brewing takes place in industrial buildings; dedicated family brewers make their beer at home and the cottage industry will always provide part of the alcohol consumed in the world's taverns, but such is the demand for the stuff that brewing operations on a large scale have been established for many decades in most kingdoms. Some breweries produce wine instead of beer; these are fitted with special presses in which grapes can be trodden down and their juice extracted. Others are distilleries rather than breweries, keeping the processes going which turn such ordinary foodstuffs as grain and corn into spirits.

Outfitting a brewery requires 500 gp in labour and 250 gp in sawn timber. The architect must receive guidance from a person with at least 5 ranks in Craft: Brewer in order to make the plan properly, as his field is limited to making buildings stand and he is not assumed to have the technical knowledge necessary to make a brewing plant. This person, or another with the same degree of skill, must also be on hand during the building process to make sure the components are fitted properly.

Foundry: Foundries are used to cast metal items of unusual size, too big for an ordinary forge to handle. At the level of technology available in most fantasy-based campaigns, foundries will be extremely uncommon. They will be used to make such items as ships' anchors, girders, bronze statues, cathedral bells and war machine parts. If cannons are allowed in your campaign, they too will be made in foundries.

Outfitting a foundry requires 2,000 gp in labour, 3,000 gp in worked metal, 300 gp in worked stone, 30 gp in mortar and 200 gp in sawn timber. The architect and foreman for the project must receive the advice of a person with at least 5 ranks in Craft: Blacksmith, Craft: Weaponsmith or Craft: Armoursmith.

Glassworks: In a glassworks, white sand and lime are melted down to produce glass. The white-hot molten blobs are then turned into products immediately, as the glass cannot be reworked once it has cooled down. A portion of the glass is made into panes by being rolled out and spun on a disc to spread it out thinly. The remainder is blown, shaping it into vases, alembics, bottles and the familiar phials in which potions are stored.

Outfitting a glassworks requires 1,500 gp in labour, 2,000 gp in worked metal, 300 gp in worked stone, 30 gp in mortar and 200 gp in sawn timber. The architect and foreman for the project must receive the advice of a consultant with at least 5 ranks in Craft: Glassmaking or Alchemy.

Laundry: Industrial laundry buildings are popular in large cities, where access to washing water can be difficult. Many professionals do not have time to see to their own laundering and choose instead to have it taken care of by a laundry service. A laundry facility in the fantasy milieu is a dangerous array of tubs of boiling water and soapy lather, clattering conveyors and grinding mangles. It is a hazardous place to fight or explore, as the machinery intended to wring water from wet clothes can do damage to limbs as well. Any character whose clothing comes near a working mangle must make a Reflex saving throw at DC 15 or suffer a Grapple attack from the mangle, which attacks at +5 melee. If the character is caught, they suffer 1d4+3 crushing damage on every round that they fail to pull themselves free.

Outfitting a laundry requires 1,500 gp in labour, 500 gp in worked metal, 500 gp in pottery, 300 gp in worked stone, 30 gp in mortar and 600 gp in sawn timber. The architect and foreman for the project must receive the advice of a consultant with at least 5 ranks in Profession: Launderer or Profession: Inventor.

Loom: Mechanical looms weave cloth more quickly and in greater quantities than hand looms. They are extremely unpopular in rural settlements, as they take the weaving work away from the cottage industries. Some rural people in areas that have no truck with magic are suspicious of loom-woven cloth, thinking it to be too fine to be of mortal manufacture and will not tolerate its presence.

Outfitting a loom requires 1,500 gp in labour, 1,000 gp in worked metal, 300 gp in worked stone, 30 gp in mortar and 600 gp in sawn timber. The architect and foreman for the project must receive the advice of a consultant with at least 5 ranks in Craft: Tailoring or Profession: Inventor.

Oil Press/Refinery: Oil is found all over the place in fantasy gaming and has many different uses, from keeping weapons free from rust to setting enemies on fire, but nobody spares much thought for where it comes from. The oil press is used for extracting oil from olives or other sources of vegetable oil such as corn. It can also be used to refine whale oil, a necessary process as a good deal of oil comes from sea creatures. As a rule, mineral oils are not used in the fantasy environment, which represents a pre-industrial society in which magic makes up for a lot of what industry and technology supply in the real world.

Outfitting an oil press or refinery requires 1,500 gp in labour, 2,000 gp in pottery, 300 gp in worked stone, 30 gp in mortar and 400 gp in sawn timber. The architect and foreman for the project must receive the advice of a consultant with at least 5 ranks in Alchemy.

Pottery: Potteries are vital to the economy of all nations, both the primitive and the advanced. The fired clay pot is the cheapest means of storing produce of many different kinds, whether it us solid like grain, sugar or corn or liquid like oil, vinegar or honey. Wooden barrels or sacks are sometimes used to transport produce but pottery is still the best substance to store perishables in. Earthenware containers can be as large as a man-sized gourd or as small as an ointment pot. Pottery items are also used in kitchens, to serve food and to eat and drink from. Pottery is by far the most common substance to make mugs, bottles and plates from in a fantasy milieu; glass is relatively expensive, as is metal.

The central feature of a pottery is the huge kiln in which earthenware items are fired. An industrial pottery will only make items too large for a smaller domestic kiln to cope with, like life-size statues or storage bins. Potteries are also used to make kiln-fired items *en masse*, such as tiles or bricks.

Outfitting a pottery requires 1,500 gp in labour, 500 gp in worked metal, 2,000 gp in worked stone, 100 gp in mortar and 200 gp in sawn timber. The architect and foreman for the project must receive the advice of a consultant with at least 5 ranks in Craft: Pottery.

Printing Press: It is entirely up to the Games Master whether he wishes there to be mechanised printing in the campaign world. We suggest that the prevalence of written material in the average campaign is so great that there is likely to be some printing taking place, even if it is not as widespread as it would have been in (for example) seventeenth century Europe.

The average printing press is a cumbersome contraption, more suited to producing single page documents such as handbills, religious tracts or 'wanted' posters than compact books. It must be fed with paper, as parchment is too uneven (and too expensive) to use in mass printing.

To install one requires 1,500 gp in labour, 2,000 gp in worked metal and 200 gp in worked stone. The architect and foreman must also be advised by a consultant with at least 10 ranks in Knowledge (Knowledge (architecture & engineering)), Profession: Printer or Profession: Inventor.

Sawmill: Sawmills are not huge mechanised factories with whizzing circular blades, but large workshops where many workers can cut large pieces of wood into shape more easily, with one team standing in a pit holding one end of their saws while the other team cuts from above. This method represents the crudest, most labour-intensive method of cutting logs in to lumber and is called the 'saw-pit' type of sawmill.

Some cultures employ powered saws to cut the wood, the sources of power varying according to the region. When they are mechanised at all,

sawmills are usually worked by water power. Some civilisations have developed wind-powered sawmills, which are more efficient in terms of labour but less able to produce large amounts of sawn timber at once. (Wind-powered sawmills are covered under Windmills: see below.) Sawn timber is primarily used for making buildings. Its other important use is in the shipbuilding industry, as regularly sawn planks are crucial when putting a sound ship together.

Outfitting a saw-pit style of sawmill costs only 300 gp in labour and 200 gp in sawn timber. No special qualifications are needed. Building a water-powered sawmill requires the building to be set next to a strong river. It costs 800 gp in labour and 600 gp in sawn timber; the architect and foreman must receive the advice of a consultant with at least 10 ranks in Knowledge (architecture & engineering), Craft (carpenter) or Profession: Inventor if he does not have this qualification himself.

Smelter: Smelters extract metal from ore, a far from straightforward process which involves large amounts of heat and separate furnace chambers. A given smelter must be dedicated to the production of one kind of metal only, as different ores require different kinds of treatment to extract the purest quality of metal. A smelter can be built to extract tin, lead, iron, copper, silver or gold. This is of course a severe oversimplification of the extraction process but we trust the reader will forgive our stretching of the laws of chemistry to better serve the interests of what is, after all, a game!

Outfitting a smelter requires 2,000 gp in labour, 3,000 gp in worked metal, 300 gp in worked stone, 30 gp in mortar and 200 gp in sawn timber. The architect and foreman for the project must receive the advice of a person with at least 8 ranks in Alchemy, Craft: Blacksmith or Knowledge: Metallurgy.

Tannery: Tanneries are foul-smelling buildings in which piles of animal pelts are treated with various solutions to turn them into workable leather. It is common for a tannery to be built on a stream or river, to take advantage of the current. This is used to power the simple machines that scrape the fat, hair and other residue from the pelts. Manually powered tanneries do exist but are less common than water-powered ones. Workers at home do some of the tanning, but there is simply too much leather in the world for it to be entirely home-made. Tanneries produce softened hides, not finished leather products.

Outfitting a tannery requires 1,500 gp in labour, 2,000 gp in pottery, 300 gp in worked stone, 30 gp in mortar and 400 gp in sawn timber. The architect and foreman for the project must receive the advice of a consultant with at least 6 ranks in Craft: Leatherworking.

Warehouse: The most straightforward use of an industrial building is as a simple storage facility. Space within the warehouse is rented to merchants who use it to store their stock. Warehouses are often close to other industrial buildings, as it is helpful for their owners to have storage space nearby. A typical warehouse will have several levels of shelving up the walls, with movable ladders for access and a winch system so that cargo can be raised and lowered. They can be dangerous places, especially if they are in a bad state of repair, as there are a great many full packing crates and bales piled up on the walls that can easily be sent crashing down on one's head by an enemy or simply by carelessness.

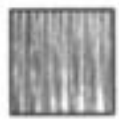
Outfitting a warehouse requires 800 gp in labour and 800 gp in sawn timber. No special qualifications are needed.

Water Mill: This is the kind of mill used to grind grain into flour or corn into meal. The mechanism is essentially very simple. A rotating wheel, powered by the force of the current, drives a set of granite grindstones, with the material to be ground being poured in from a hopper at the top. Water mills are very popular in country communities as they save a good deal of labour, the alternative being a tedious process of hand-grinding.

Adapting an industrial building as a water mill costs 800 gp in labour and 600 gp in sawn timber; the architect and foreman must receive the advice of a consultant with at least 7 ranks in Knowledge (architecture & engineering), Craft (carpenter) or Profession: Inventor if he does not have this qualification himself.

Wharf (Stone)

Type: Modular
Foreman Skill: Knowledge (architecture & engineering) 5 ranks
Builder Skill: Craft (builder) 3 ranks
Labour Cost: 100 gp
Materials: 40 gp worked stone, 10 gp mortar
Optional Extras: None
Hardness: 8
Structure Points: 20 per section



Stability: +8
Special: Storm Damage
Footprint: 10 ft. square section of riverbank or coast

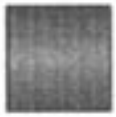
A wooden jetty can bear only relatively light loads and is in danger of being washed away by storms or floods. Converting a section of riverbank or coast to a stone wharf provides a secure, long-lasting platform for ships to load and unload cargo and passengers. The wharf section as given here is 10 feet deep; extending the wharf to a further 10 feet of depth doubles the cost, extending it a further 10 feet triples it, and so on. Building a firm stone base under the waterline is a complicated and messy process, requiring a relatively high degree of engineering ability.

Sections of stone wharf may have mooring posts or rings added at regular intervals at no extra cost; these are for docked ships to tie themselves to. A section of stone wharf may also be used as a base for other structures that you wish to build next to water, such as a fortified wall or a tower.

Storm Damage: An exposed stone wharf that is more than 50 years old or which has suffered structural damage in any part without being repaired must make a Stability saving throw during extremely severe storms (such as a tornado) against DC 15 or suffer 1d6 points of structural damage per hour of the storm.

Bridge

Type: Modular
Foreman Skill: Knowledge (architecture & engineering) 5 ranks
Builder Skill: Craft (builder) 3 ranks
Labour Cost: 100 gp
Materials: 40 gp worked stone, 10 gp mortar
Optional Extras: Aqueduct
Hardness: 8
Structure Points: 20
Stability: +8
Special: Storm Damage
Footprint: 10 ft. square section of stone bridge, rising up to 10 ft. above ground level



This represents a permanent stone bridge of the kind used to span rivers and other depressions in the land. To build a bridge across a gap more than 400 feet wide or more than 200 feet above ground, the architect must have at least 8 ranks in Knowledge (Knowledge (architecture & engineering)), as basic techniques do not work across greater distances.

Aqueduct: An aqueduct functions like a bridge for water, or a suspended canal. It is used to bring water across uneven ground to towns and cities that need a bigger supply and to broaden the country's waterway system. An aqueduct has the same labour and materials cost as a bridge but the architect must have at least 6 ranks in Knowledge (Knowledge (architecture & engineering)).

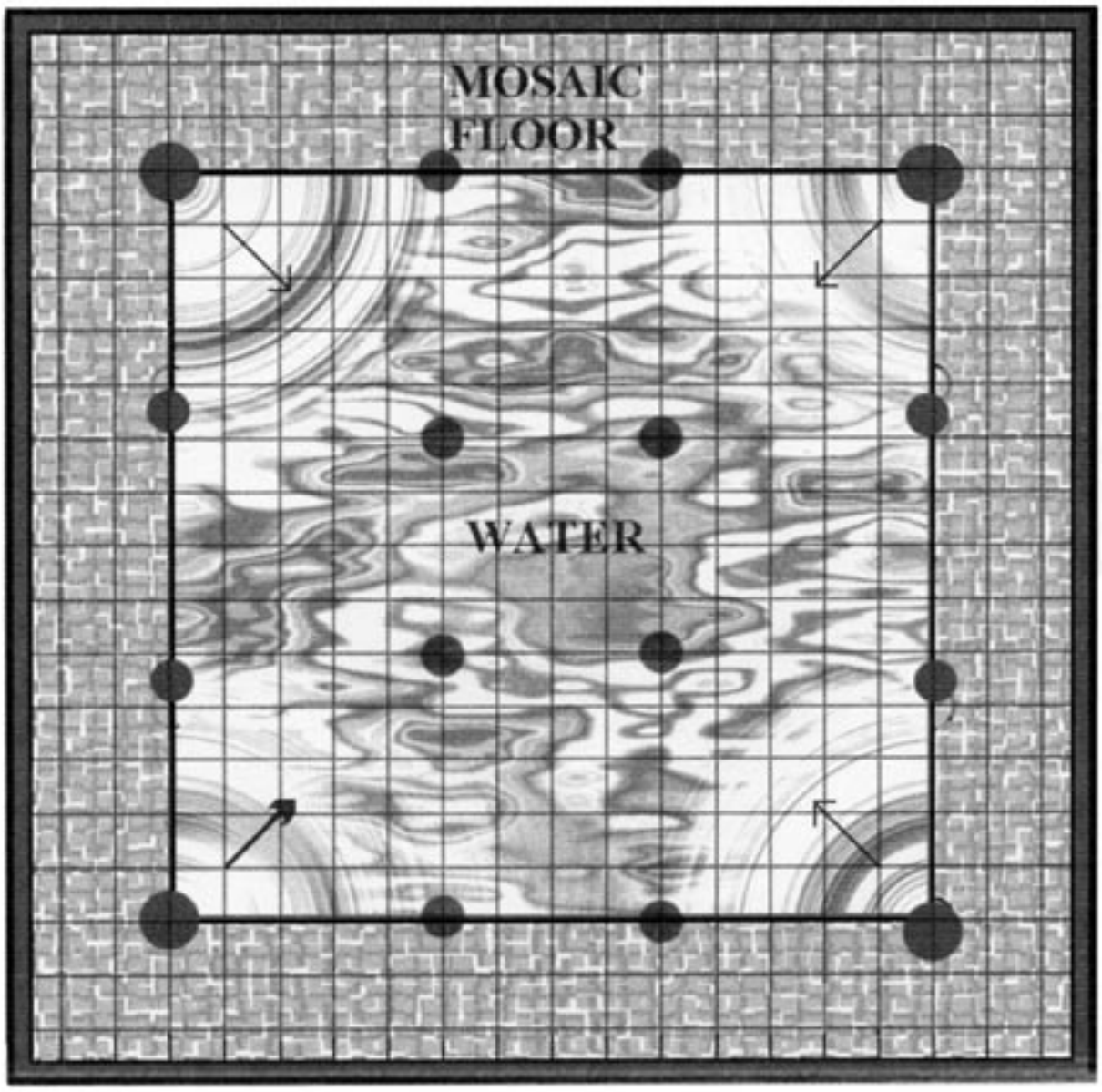
Storm Damage: A stone bridge that is more than 50 years old or which has suffered structural damage in any part without being repaired must make a Stability saving throw during extremely severe storms (such as a tornado) against DC 15 or suffer 1d6 points of structural damage per hour of the storm.

Bathhouse

Type: Stand-alone
Foreman Skill: Knowledge (architecture & engineering) 3 ranks
Builder Skill: Craft (builder) 3 ranks
Labour Cost: 2,000 gp
Maximum Labour per Week: 300 gp
Materials: 600 gp worked stone and 40 gp mortar, plus 15 gp sawn timber
Optional Extras: Ornamentation, Steam Room
Hardness: 8
Structure Points: 200
Stability: +6
Special: None
Footprint: See floor plan

Public and private bathhouses are a common feature in many cultures, customarily made from costly marble when the money is there and from tiled quarry stone when it is not. In the fantasy setting, plumbing is not usually sufficiently advanced to pipe water into homes; water for drinking and bathing alike is usually taken from a communal pump or from a nearby river. The citizens of a city would use the example bathhouse given here to take a weekly or bi-weekly dip. Bathhouses are dens of gossip and vice; it is common to find bathhouses used as alternative brothels, especially when the laws of the city disallow the running of houses of ill repute.

A bathhouse must be built on or near to a source of water. This does not have to be a river; if the city has an artificial water supply, such as an aqueduct or piped-in water from a reservoir, this can be used instead. The water in the baths is heated by an



underground furnace system called a hypocaust, which can be fed with logs or coal.

Ornamentation: The most luxurious bathhouses are decorated with mosaics of rampant gods, tritons, scenes of underwater life and other such artistic endeavours. The fittings are of precious metal and the baths lined in fine marble. Ornamentation has no practical purpose, but is guaranteed to impress any visitor. To ornament a bathhouse costs up to 3,000 gp in labour and 3,000 gp in costly decorative materials such as gold, silver and precious stones.

Steam Room: This is a special sauna facility. Sweating is good for the constitution and at the Games Master's discretion may help to purge poisons, stave off disease or supplement a character's natural healing rate. Public steam rooms are tacitly acknowledged as places to do business, whether the businessmen in question are city officials, merchants or rogues. They are also likely places for assassinations, as the steam obscures vision (making it easier to conceal the assassin's identity) and a man who is wearing only a towel is not well equipped to defend himself.

Windmill

Type: Stand-alone
Foreman Skill: Knowledge (architecture & engineering) 4 ranks
Builder Skill: Craft (builder) 3 ranks
Labour Cost: 800 gp
Maximum Labour per Week: 300 gp

Materials: 200 gp worked stone and 20 gp mortar, plus 200 gp sawn timber and 50 gp worked metal
Optional Extras: Sawmill adaptation
Hardness: 8 (base) 5 (turret)
Structure Points: 10
Stability: +2
Special: Round structure
Footprint: See floor plan

The windmill is an ingenious and widely used structure that taps the power of the wind to work machinery. Windmills are, of necessity, composed of worked stone at the base and wood at the top. The design given here is a tower mill, in which the upper turret (made from wood) swings round to catch the wind, while the lower tower section (made from stone) remains static and fixed. The bottom floors of the tower are used as accommodation for the miller and his family. The primary purpose of a windmill is to grind grain or corn, though they can be adapted for other purposes.

Sawmill adaptation: Building a windmill as a wind-powered sawmill costs an extra 50 gp in worked metal but reduces the worked stone cost to 50 gp. It cannot be used for living in, as all the space inside the mill is taken up with machinery.

Round structure: The circular cross-section of the windmill means that catapult boulders and other roughly spherical missiles bounce off it. The structure suffers only half damage from attacks from boulders and similar projectiles, whether thrown by a creature or a war machine.

Well

Type: Stand-alone
Foreman Skill: Knowledge (architecture & engineering) 4 ranks
Builder Skill: Craft (builder) 3 ranks
Labour Cost: 300 gp
Maximum Labour per Week: 100 gp
Materials: 80 gp worked stone and 10 gp mortar
Optional Extras: Pump, Well-house
Hardness: 8
Structure Points: 5
Stability: +4
Special: Contamination
Footprint: Circular well shaft 10 ft. across, rising 10 ft. above ground level.

A well house is in many ways the heart of a whole settlement. Usually found at the centre of the village, town or city district, it supplies the citizens with the water they need to survive and maintain basic standards of hygiene. Finding a suitable site for a well is a difficult matter; often the only thing that can be done is to drill down and see what you find. The skill of finding underground water by instinctive means, a practice known as dowsing, can be attempted by making a Wilderness Lore check against a DC of 15. The depth of a well will depend on how deep down the groundwater is, but will usually be at least eighty feet.

Pump: A well may be fitted with a pump instead of the more typical bucket, winch and rope arrangement. To install a pump requires at least 6 ranks in Knowledge (Knowledge (architecture & engineering)). The main benefit of a pump is that the well can be largely covered over, reducing the risk of anything or anyone falling in and injuring themselves or contaminating the water supply.

Well-house: A well-house may be built around a well in order to control access. This is not a popular move and is usually done when the owner of the well wishes to charge a fee for using it, a quick and easy way to make money out of people's need. The well-house is a 20 ft. square structure with a wooden roof and a single door. It costs 20 gp in labour, 30 gp in worked stone, 8 gp in mortar and 8 gp in sawn timber to build, has 4 structure points, a Stability saving throw of +4 and a hardness of 8.

Contamination: The threat of a contaminated well is a source of great horror to a community, as the well is such an important lifeline. Contaminating a well by neglect or on purpose exposes its dependents to the risk of disease and usually carries a sentence of death or life imprisonment in most law-abiding communities. If a freshly dead body or piece of meat is dropped into a well, it has a cumulative +20% chance per day to contaminate the water. The corruption in the water may be smelled or tasted (whether or not the water is fully contaminated) by making a successful Spot check at a DC of 20 or a Wilderness Lore check at a DC of 10. Removing the contaminant before the water is tainted removes any further risk.

If the water has become contaminated, anyone who drinks from it must make a Fortitude saving throw against DC 16 or contract blinding sickness (see *Core Rulebook II*, page 74). It is possible to poison the water in a well deliberately. The poison must be of the ingested type and five times the usual dose must be dropped into the water for the full effects of the poison to take hold on a drinker. If an inadequate

amount of poison is added, the DC of the saving throw is reduced by 5 and the effects are halved.

Watch Station

Type: Stand-alone
Foreman Skill: Knowledge (architecture & engineering) 5 ranks
Builder Skill: Craft (builder) 3 ranks
Labour Cost: 700 gp
Maximum Labour per Week: 300 gp
Materials: 100 gp worked stone and 20 gp mortar plus 30 gp worked metal
Optional Extras: Jail Cells
Hardness: 8
Structure Points: 60
Stability: +5
Special: None
Footprint: See floor plan

The watch station is the police station of the fantasy setting. It is used as a base of operations for city watchmen; a place where they can question prisoners, rest, re-equip themselves and keep an eye on the city below. A typical watch station will include sleeping rooms for the watch officers, a briefing room with a map of the city showing where recent crimes have been committed, a filing room where records of criminals and their activities are kept, a mess for dining in and a lounge where the watchmen can relax. The place may be well or poorly outfitted, depending on how much the city officials choose to invest in their defenders' welfare. All windows in a watch station are securely barred.

Jail Cells: Not all watch stations are equipped to incarcerate prisoners; it will usually only be the larger stations that have this facility. If the builder wishes to add a jail cell, it will cost 10 gp in worked stone, 3 gp in mortar and 10 gp in worked metal per 10-foot cubical cell. Each cell is a basic block of worked stone with one wall composed entirely of bars in the centre of which is a lockable metal door. There is usually one glassless window fitted with bars. The walls and roof of a jail cell have 30 structure points and a hardness of 8; the barred section has 10 structure points and a hardness of 10.

Mansion

Type: Stand-alone
Foreman Skill: Knowledge (architecture & engineering) 8 ranks
Builder Skill: Craft (builder) 5 ranks
Labour Cost: 400,000 gp
Maximum Labour per Week: 4,000 gp
Materials: 20,000 gp worked stone and 2,000 gp mortar, plus 3,000 gp sawn timber and 8,000 gp glass
Optional Extras: As House: Large
Hardness: 8
Structure Points: 400
Stability: +5
Special: None
Footprint: See floor plan

This place of residence is in a class apart from ordinary town or city houses, however large they may be. A mansion is always located in the countryside or on a large stretch of private land within the city borders, as it is a vast and palatial place needing a lot of space to build and must be surrounded by a garden estate to be properly termed a mansion. Only the richest citizens can afford to buy or commission such a property as this. The architecture itself is styled so as to be beautiful, with classic regional or cultural styles being emulated as the builder decides; one might have a mansion in elven style, with decorative leaves in the ironwork, pastel interiors and delicate fluted columns in the porch, or in the dwarven, with robust and stocky buttresses, polished granite surfaces underfoot and all the doors in dark, thick wood.

There are dozens of rooms in an average mansion, or 'stately home' as they are sometimes called when owned by a noble family of long standing. It is highly unlikely that any of these rooms will be in use at any one time; the family in residence will use barely one tenth of the mansion's overall room. Mansions are built to show off wealth and to host extravagant parties, not to accommodate as many people as possible. Most of the guest rooms will not be used unless there is a ball or similar social function being held, in which case they will be allocated to the guests according to who is most in favour with the hosts, with the most spacious and opulent rooms being given over to the hosts' best friends of the moment.

Noble or merchant families typically occupy mansions but private interest groups will occasionally buy them up. A particularly prosperous magician's guild or cabal might make its home in a mansion, which would offer plenty of experimenting space as well as enviable seclusion. Religious cults, which can generate staggering amounts of money in a short space of time simply by converting the right people, also buy mansions from gentry who have fallen on hard times and use the vast buildings to house their acolytes and carry out strange ceremonies.

Mansions are very expensive to maintain and staff and it is a sad fact that most players are likely to encounter a mansion in a ruined state than in a prosperous one. Dilapidated mansions are a classic adventure setting, with the precarious architecture offering additional challenge on top of whatever monstrous creatures or undead horrors have made their homes in the place while it lay in a state of neglect.

Civic Building

Type: Stand-alone
Foreman Skill: Knowledge (architecture & engineering) 6 ranks
Builder Skill: Craft (builder) 4 ranks
Labour Cost: 3,000 gp
Maximum Labour per Week: 300 gp
Materials: 300 gp worked stone and 70 gp mortar, plus 50 gp logs or 25 gp sawn timber
Optional Extras: By function (see below)
Hardness: 8
Structure Points: 90
Stability: +8
Special: None
Footprint: See floor plan

Civic buildings are the centrepieces of a city or town's administration. They are used for purposes of local government. Funds to build them come from the city authorities, who will usually make use of locally raised tax revenue to build and maintain the civic buildings; on occasion, a local philanthropist will donate money to the upkeep of civic buildings or even give over a building of his own for public use, as this act of generosity benefits everyone in the region.

The residents of a conurbation will invest a good deal of pride in their civic buildings (if they are on good terms with the government, that is) and it is a source of shame if they fall into disrepair. As they are intended to persist from generation to generation, they are built to last; the civic buildings are often the oldest ones in a given area. The architect of a given civic building will be expected to make it and its features somehow emblematic of the region and of the principles for which the building stands. For example, a town hall might have the city's crest above the doorway, or a statue of the city's alleged founder in the entrance hall. A figure of the local god or goddess of justice could surmount a court of law.

Not every settlement will have any civic buildings in it. Small or primitive settlements are more likely to leave everything up to the local chieftain or religious figure to sort out; these will address the matters of government from the longhouse or other similar central structure. Small towns are not likely to have law courts of their own. They will send criminals to the law courts of the nearest city for trial.

The civic building template above must be adapted according to the purpose of the building, with additional costs as follows:

Town Hall: This is where the city's governors meet to discuss business, such as the level of crime in the city (or town) and what can be done about it, the state of repair of the roads, the local tax rate and whether there should be a local byelaw passed forbidding the use of magic in public places. Even if the city is ruled over by a single individual, he or she is likely to have advisors, or lackeys at the very least. Other concepts equivalent to that of the town hall are the Forum, where senators debate in a republic, or the Council Chambers where town elders meet. To outfit a civic building as a town hall requires that the main room is turned into an audience chamber (or debating room) at a cost of 300 gp in labour, 100 gp in worked stone and 100 gp in sawn timber. The audience chamber is fitted with comfortable chairs, a podium and a seat of office. One of the auxiliary rooms is converted into a clerk's office, the other into a chamber of records.

Law Court: Those accused of crimes against the laws of the land are brought here for trial. This process will of course depend on the beliefs prevalent in the region; some cultures do not have law courts at all, giving the whole process over to the clerics, while others give single individuals the power of judge, jury and executioner in one person. In the standard 'stock fantasy' model, the law court involves a secure chamber (sometimes with a public gallery) with a place for the judge to sit, a place for the accused to be held and a witness box for witnesses to testify. One of the auxiliary rooms is made into a holding cell, a featureless stone box with a wall of bars identical to the jail cell from the Watch Station template (see below) and the other is designated as the office of the clerk of court. To fit a civic building out as a law court costs 400 gp in labour, 200 gp in sawn timber and 50 gp in worked metal.

Public Library: A relatively uncommon sight owing to the scarcity of printed material in many campaign worlds and the minimal level of literacy in the population, public libraries are nonetheless found in some major cities, where they are seen as valuable resources. For more information on public libraries and libraries in general, we refer you to

Encyclopaedia Arcane: Tomes and Libraries also by Mongoose Publishing. The main room in a public library is converted to the library itself, being lined with shelves that are then stacked with books, while the two auxiliary rooms are made into a filing room and a reference room. This costs 50 gp in labour and 10 gp in sawn timber.

Registry Office: The registry in a city or town is where its written records are kept. This building also often doubles as the city's treasury, the storehouse of goods and tax monies from which a portion is forwarded on to the overall ruler of the area. A registry will contain records of all births, marriages and deaths within the catchment area, maps showing territorial boundaries, lists of properties and who the owners are and an account of all shipping that has been manufactured in the region or is currently docked there. The central room of a registry office is a maze of cabinets, shelves and bookcases, while the auxiliary rooms are used for filing and public inquiries. To outfit a civic building as a registry office costs 50 gp in labour and 10 gp in sawn timber. The registry office, when there is one, is usually built adjacent to the town hall.

Produce Exchange: Found only in cities and large towns, a produce exchange is a sanctioned marketplace where traders (usually farmers) come to sell their wares. Cultivated produce is sold here; this can be anything one could grow in a field, such as grain, corn, tobacco, vegetables, fruit or even hay. However, no produce actually changes hands within the exchange. Everything is done on an advance order basis. Each trader is allocated a booth, to which they bring a sample of their produce, such as a bag of corn, a trestle table full of leeks or a sack of potatoes. Merchants then make an order in bulk, basing their offered price upon their assessment of the quality of the sample. Naturally, the farmers are at pains to provide the best possible samples from their crops that they can; to cheat by providing sample produce that is not from your crop is a serious offence.

The exchange is a noisy place, full of furious haggling and shouted offers and is in a sense the place where the city meets the country, with all the friction you could expect from such a meeting. A good deal of marketplace gossip is traded along with the goods, making the produce exchange an informative place to hang around for the day. Produce exchanges make money for the local government, as the traders pay a daily rent for use of the stalls. The produce exchange does not open on every day of the week; on some days, at the Games Master's discretion, it can be used as a more conventional indoor marketplace.

All that is required to make a civic building into a produce exchange is the building of trade stalls around the periphery of the central room, a process that costs 100 gp in labour and 30 gp in sawn timber. One of the auxiliary rooms is used as an office to arrange the allocation of stalls and the other is used to store trestle tables, chairs and other temporary furniture.

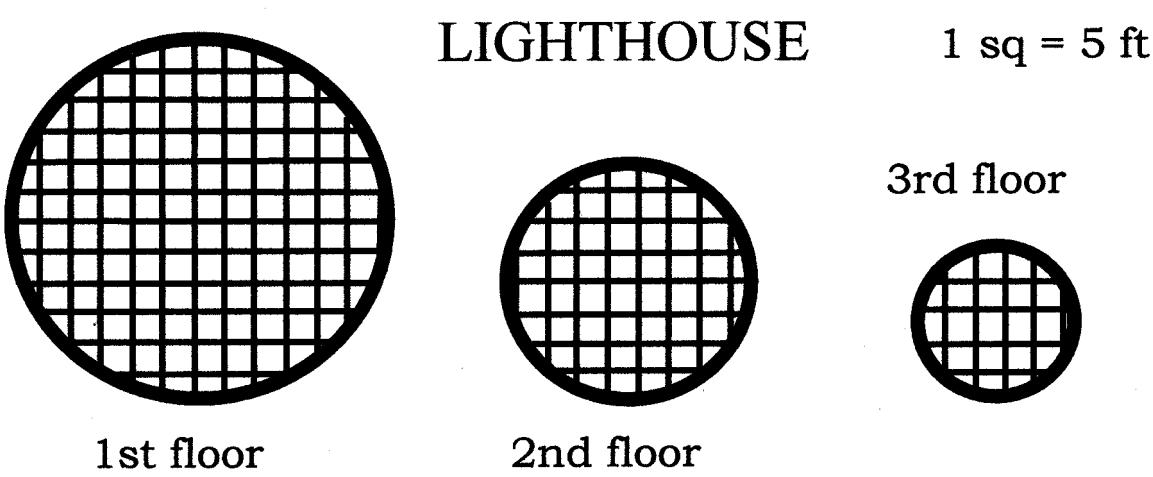
Theatre: Though not strictly a civic building, the theatre is usually a source of civic pride for any city that possesses one. Theatres are only found in cities that prize the arts and appreciate performance. Those cities that are not so inclined leave public entertainment to the taverns, which are a more conventional venue for performances. The kind of event staged in a theatre will depend upon the aesthetic sensibilities of the population. Some cities will encourage high operas, others heroic drama, while others allow commoners into the place to listen to a popular comedian.

Adapting a civic building as a theatre requires the placement of a stage and associated machinery (such as flying harnesses, a minstrels' pit and trap doors) at one end of the central room and providing seats for the paying public. One of the auxiliary rooms is made into a dressing room, the other into a ticket office. This costs 220 gp in labour and 50 gp in sawn timber.

Lighthouse

Type: Stand-alone
Foreman Skill: Knowledge (architecture & engineering) 5 ranks
Builder Skill: Craft (builder) 3 ranks
Labour Cost: 800 gp
Maximum Labour per Week: 300 gp
Materials: 200 gp worked stone and 20 gp mortar, plus 50 gp glass and 50 gp worked metal
Optional Extras: Rotating lantern
Hardness: 8 (base) 1 (turret)
Structure Points: 8 (base) 1 (turret)
Stability: +2
Special: Round structure
Footprint: See floor plan

Lighthouses are towers on coastal cliffs that shine bright light out to sea, warning ships of hazardous rocks nearby and giving them a landmark by which to navigate. Some lighthouse lamps burn oil, but



most have a central reflective dish in which are several crystal spheres on to which a cleric, wizard or sorcerer has cast *continual flame*. Lighthouse lamps are more efficient if they rotate, as this makes them easier to identify and lights up a greater area.

The light from a lighthouse is projected in a strong beam 50 ft wide at the base and 200 ft long. Anything within this area is brightly lit. The light may be seen from up to two miles away on a clear night, one mile away if the weather is rainy, half a mile away if there is heavy rain or sleet and 500 ft. away if there is fog.

Rotating Lantern: A clockwork mechanism can be used to make the lantern rotate. The lighthouse keeper must wind the device once per day to prevent it running down. To install such a mechanism requires 5 gp of labour, 20 gp of worked metal and the intervention of an engineer with at least 8 ranks in Knowledge (Knowledge (architecture & engineering)).

Round structure: The circular cross-section of the lighthouse means that catapult boulders and other roughly spherical missiles bounce off it. The lighthouse suffers only half damage from attacks from boulders and similar projectiles, whether thrown by a creature or a war machine.

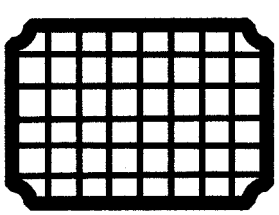
Mausoleum

Type: Stand-alone
Foreman Skill: Knowledge (architecture & engineering) 3 ranks
Builder Skill: Craft (builder) 4 ranks
Labour Cost: 800 gp
Maximum Labour per Week: 300 gp
Materials: 50 gp worked stone and 12 gp mortar
Optional Extras: Marble, Statuary
Hardness: 8
Structure Points: 45
Stability: +5
Special: None
Footprint: Worked stone rectangular building 30 ft. by 40 ft. with 8 ft. high walls; each wall is 2 ft. thick

Mausoleums are monumental stone buildings intended to house several coffins. They are effectively tombs for a whole family rather than one individual. A family mausoleum will usually be situated in the grounds of a large house or mansion, though they will sometimes be found in parts of a cemetery set aside as private burial plots. Their purpose is threefold: to provide an impressive memorial to the dead, to store several bodies in one place for the sake of convenience and to keep the remains of family members (and any valuables they were buried with) secure.

Unlike tombs, which are closed by stone slabs and not opened again once used unless to bury a husband, wife or child alongside the deceased, mausoleums have doors. They are opened every time a family member needs to be interred. Within the mausoleum, stone shelves on the walls support the coffins. The door of a mausoleum is robust and thick, with 15 structure points, a hardness of 5 and a Stability saving throw of +6.

Marble: Ordinary mausoleums are made from whatever stone comes to hand, but the most impressive ones are fashioned from marble, with black marble being the most prestigious material to use; this is usually reserved for the nobility. If marble is used to make a mausoleum, the cost of the worked stone increases to 400 gp.



Statuary: The mausoleum is a memorial as well as a repository. They are usually fitted with statues of a suitably sombre demeanour, such as grave-faced sentinel lions, griffins, angels in attitudes of mourning, heraldic beasts, robed figures and images of the Grim Reaper. The cost of statuary should be negotiated with an artisan; it is not an inherent part of the building process, but is included here because the architect needs to know where the statues' bases will be and what will hold them in position.

Shot Tower

Type: Stand-alone
Foreman Skill: Knowledge (architecture & engineering) 3 ranks
Builder Skill: Craft (builder) 2 ranks
Labour Cost: 300 gp
Materials: 150 gp worked stone and 10 gp mortar
Optional Extras: None
Hardness: 8
Structure Points: 4
Stability: +2
Special: Round structure
Footprint: Round tower 20 ft. across and 50 ft high

This structure will only be found in campaigns where gunpowder weapons are prevalent. A shot tower is a hollow cylinder used for making lead shot. Molten lead is poured in dribbles from the top of the tower into a basin full of water at the bottom. As the lead falls through the air, it forms into small spheres that are then quenched in the water. A shot tower is the most economical and rapid method of producing lead shot, short of using magic.

Church/Temple

Type: Stand-alone
Foreman Skill: Knowledge (architecture & engineering) 5 ranks
Builder Skill: Craft (builder) 4 ranks
Labour Cost: 1,200 gp
Maximum Labour per Week: 500 gp
Materials: 300 gp worked stone and 40 gp mortar, plus 24 gp logs or 16 gp sawn timber
Optional Extras: Crypt, Steeple
Hardness: 8
Structure Points: 120
Stability: +5
Special: Consecration
Footprint: See floor plan

Churches and other temples are buildings specially made for the purpose of worship and consecrated to the service of a given deity or deities. The building instructions given here will suffice for several different designs of temple. The different floor plans from which you may choose are given below. Temples are usually arranged around a focal point, most commonly an altar, where the ceremonies of the religion are carried out. It is likely for statues of the deity or deities concerned to be present. Depending on the nature of the faith, these images may be objects of worship in their own right (as is usually the case with more basic or pagan faiths) or holy icons that remind the congregation of aspects of their religion but do not receive adoration.

In temples to good-aligned deities, there is almost always a font or similar water receptacle, which is used in the production of holy water. This will then be sold to the general public at cost, as it can only be used for purposes the temple approves of, such as the destruction of undead.

Even if a temple has been built for use as such, it is not considered to be a temple proper until it has been ceremonially consecrated by a cleric of the religion. This ritual involves a special use of the consecrate spell in which the image or symbol of the deity upon the altar is formally blessed and his or her favour beseeched. (Evil temples will of course use a desecrate spell instead.) If the followers of a religion

wish to cease using the building for any reason, the place is ritually deconsecrated, which is not the same thing as desecration. Deconsecration only returns the temple to the status of a mundane building in the eyes of the religion's adherents. A temple may be consecrated to the service of more than one deity from the same pantheon, but not to gods of different pantheons or to contending deities within the same pantheon unless this is a specific feature of the religion.

As the temple is usually a material symbol of the faith, it is built as strongly and stably as possible, for the weakness of the gods' house would be seen as an indictment upon the religion. Some religions observe special taboos concerning the building of temples; some will not permit anyone who is not a member of the faith to have any part in the design or construction of the building, but these are relatively rare. The fantasy world environment is usually a cosmopolitan one. Some pragmatic cities even have a collection of generic temples that may be rented out to any religion willing to pay the asking price. Once hired, the temple may then be fitted out as its new tenants see fit and duly consecrated.

Bell Tower: It is common for places of worship in rural areas to have a bell tower, so that the ringing of the bells can call the faithful to worship. The bells may also be rung in other circumstances, such as to celebrate an important event or sound a warning to the settlement. Bell towers are not so common in cities, as the noise they make is undesirable to many of the city's residents, who may not even be followers of the religion. In some cultures, the bell tower is unknown and a minaret is used instead, this being a tower from which a high priest or his assistant calls the faithful to prayer with his voice alone. Adding a bell tower to a church or temple costs 70 gp in labour, 30 gp in worked stone, 5 gp in mortar and 10 gp in worked metal.

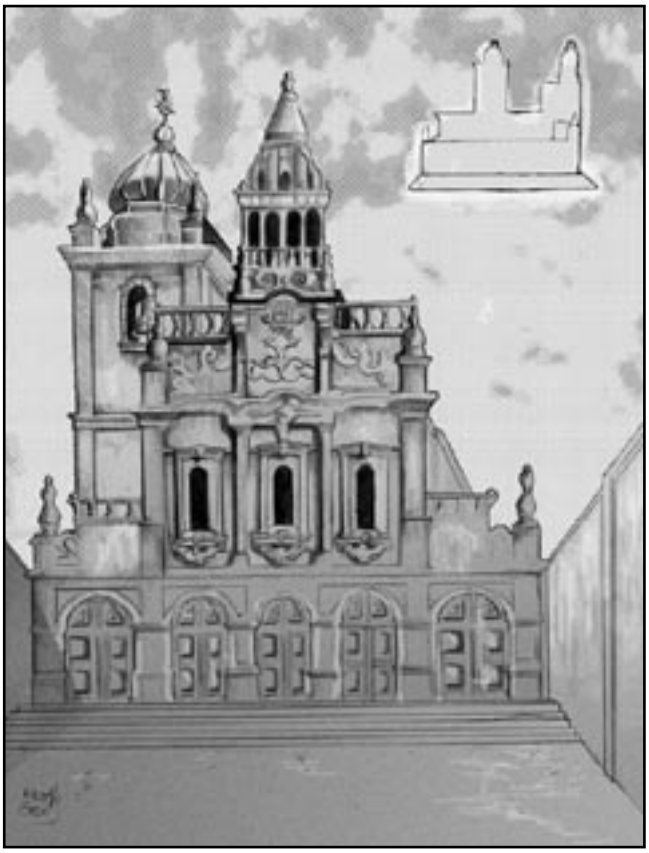
Crypt: A temple or church may have a crypt installed beneath it. Crypts are used to store the bodies of venerated individuals such as saints or heroes of the religion. It is also customary to bury former high priests (or other significant clergy as appropriate) in the crypt when they die. The crypt is built as if it were a cellar; however, the need for berths on which to rest coffins, sarcophagi, urns of ashes and other stone burial emplacements increases the cost in materials for every 10 ft. square section by 3 gp in worked stone. Some necromantic religions see nothing unusual about holding rituals of worship in the temple's crypt.

An ossuary is a particularly spectacular kind of crypt in which bones, and only bones, are stored; piles of femurs, pelvises and skulls are heaped up the walls and sometimes even made into decoration. Ossuaries are usually only found beneath long-established temples, as there are not many religions who can boast enough dead among their faithful to fill an ossuary. Necromancers are known to raid ossuaries to gather skeletons for their animate dead spells.

Consecration: At the Games Master's discretion, a temple or church may be considered to have a permanent consecrate (or desecrate) effect operative within its precincts. This makes the local church the logical refuge for characters who are being assailed by undead. If this rule is adopted, the consecration lasts only as long as the place is kept clean and holy (or unholy, in the case of evil temples). Unlike the consecrate spell, any purposeful act of defilement of the temple or church breaks the effect.

Cathedral

Type: Stand-alone
Foreman Skill: Knowledge (architecture & engineering) 10 ranks
Builder Skill: Craft (builder) 7 ranks
Labour Cost: 200,000 gp



Maximum Labour per Week: 4,000 gp
Materials: 10,000 gp worked stone and 1,000 gp mortar, plus 3,000 gp sawn timber and 8,000 gp glass
Optional Extras: As Church/Temple
Hardness: 8
Structure Points: 300
Stability: +6
Special: Reverberation, Consecration
Footprint: See floor plan

The cathedral is the most grandiose, immense and splendid religious structure available from the standard structures list. Several different floor plans are provided below to give an indication of the kind of design that is used. Cathedrals are built at a towering height, with a huge echoing expanse of open space between floor and ceiling. This is partly done to display the impressive architecture beneath the eaves and partly for acoustic reasons.

Reverberation: The acoustic space within a cathedral enhances sonic effects, causing vibrations to build and reinforce one another. Any sonic effect produced within a cathedral has the DC of the saving throw to resist its effects increased by +2; spellcasters attempting to overcome a creature's spell resistance with a sonic spell gain a +2 circumstance bonus to their opposed caster level check.

Consecration: If the Games Master wishes to have the cathedral act as a focus of divine force, the following rule is suggested. The cathedral's energies amplify all divine spells cast by clerics (or other followers) of the deity, if these spells are of one of the deity's domains. Amplified spells are treated as if they had been empowered as per the Empower Spell metamagic feat.

Prison

Type: Stand-alone
Foreman Skill: Knowledge (architecture & engineering) 8 ranks
Builder Skill: Craft (builder) 6 ranks
Labour Cost: 10,000 gp
Maximum Labour per Week: 1,000 gp
Materials: 2,000 gp worked stone and 900 gp mortar, plus 2,000 gp worked metal
Optional Extras:
Hardness: 8
Structure Points: 400
Stability: +6
Special: Escape Attempts
Footprint: See floor plan

Prisons are built to hold large numbers of felons as securely as possible. Although they are thick-walled structures, they do not count as fortifications. All of the windows in a prison are barred. In order to prevent any escapees from getting very far even if they do somehow manage to escape, builders usually surround prisons with standard walls, metal fences or ditches. They are not often built within the bounds of cities, as the residents do not like being made to share their city with such a depressing structure as a prison; it is more common to find them on the outskirts of the city. The most efficient prisons are built on islands, as these are nigh-on impossible to escape without magical assistance.

Escape Attempts: On the off chance that an imprisoned character wishes to attempt to dig his way out of his cell by scraping at the mortar with an improvised tool of some sort, the following rule is suggested. The tool used must be metallic and of a suitable shape. Every day of surreptitious

chiselling and scraping inflicts 1 hit point of damage plus the character's Strength ability score bonus upon the mortar around a single stone block in the cell. Characters with the stonecunning racial ability may add +2 to the amount of damage done. Depending on the age of the prison, this mortar may have between 20 and 100 hit points. (Hardness is not taken into account, as the act of chipping is one of steady abrasion rather than sudden damage.) Once all the mortar around a block has been chipped away, an attempt may be made to remove it, which requires a Strength check against a DC of 20. If the character has any ranks in Craft: Stonemason, he may add these ranks to the amount of damage he inflicts.

Filing through metal bars is handled in the same way, if the imprisoned character is able to get hold of an abrasive item such as a file. Any ranks in Craft: Blacksmith, Craft: Armourer or Craft: Weaponsmith may be added to the damage dealt. Wooden obstructions, such as may be found in cheaper prisons or less secure cells, may be filed or sawn away in a similar manner, with the character's ranks in Craft (carpenter) being added to the damage done.

These attempts make noise and may possibly attract attention. For every day of tunnelling, the character must attempt a Dexterity check at DC 10 in order to go about his work without causing the chisel to crack the mortar too loudly or the file to screech against the metal bars. Failure means that any nearby guards are entitled to a Listen check at a DC of 15 minus the amount by which the Dexterity check failed.

Amphitheatre

Type: Stand-alone
Foreman Skill: Knowledge (architecture & engineering) 8 ranks
Builder Skill: Craft (builder) 6 ranks
Labour Cost: 500,000 gp
Maximum Labour per Week: 5,000 gp
Materials: 80,000 gp worked stone and 9,000 gp mortar, plus 3,000 gp sawn timber
Optional Extras: None
Hardness: 8
Structure Points: 500
Stability: +5
Special: None
Footprint: See floor plan

An amphitheatre is a large public stadium arranged in several descending tiers. The Coliseum of ancient Rome is the most well known example. The city's governors almost always pay for amphitheatres, drawing upon tax money to do so; this is a wise investment, as the public are guaranteed to flock to them to watch their favourite gladiators, clowns or open-air dramas. The city's coffers are replenished adequately from ticket sales. Depending on the prevailing culture, amphitheatres are sometimes used for the performance of important religious rituals or the execution of notorious criminals.

The shock of water being dashed across his face brought Herutio back from the depths of unconsciousness, although he was still far from fully alert as a heavy door slammed in front of him.

He leant across to wipe the water away, but found that he could not. His arms remained uncomfortably extended on either side, forming the shape of a raised crucifix. Behind him, Herutio could feel another kind of dampness – in this case that of a damp wall pressing into his back.

Confusion filled his mind. Where was he? He searched his memory for his last thoughts, and remembered the duke's reception. He had been drinking sweetened wine, unwatered because it had been a celebration. After all, it wasn't every day that one completed building the largest castle in the land, placing the King's own seigniory to shame.

The architect's eyes were slowly becoming used to the light now and he realised that he was indeed within a prison cell. How bizarre! Presumably this was some sort of joke on the part of his duke? Some witty party game that would end with the guests bursting in laughing.

* * *

Two hours later it was clear that this was no game. Herutio knew his location well. After all, he had conceived and built it. The duke's new castle had two dungeons – one transparent one, where run-of-the-mill prisoners would be kept, and a second, secret crypt, deep below the castle, where the duke could hold those who he might wish to deny knowledge of.

It was in one of these cells that Herutio now found himself. He hollered, relatively calmly at first, but soon with an air of gruelling desperation. His calls went unanswered.

Herutio knew then that he was never leaving this place. He cursed himself for his own arrogance, and for not understanding the real meaning of 'secret'

Fortifications

Up to this point, we have dealt with those stone structures that may be fairly robust when compared to wooden ones and may offer shelter from attacks but are not intended to fulfil a primarily defensive role. In this second section, we will address the use of worked stone to build freestanding defences and structures intended to withstand invasion.

Building fortifications is understood in all civilised countries to be a preparation for war. For this reason, the governing power in the land will generally be very careful to regulate the building of fortifications. You cannot simply raise a tower on a piece of land and expect this to be accepted, any more than you could raise a private army and expect the local lord to have nothing to say about it. If you are the absolute sovereign of the land , then you may of course build what you like, but if you are not, then you will have to approach the proper authorities for permission to build any fortification. This is true even if you are holding a piece of land as a noble on behalf of the Crown.

The standard procedure by which fortification building is handled is the issuing of a license to fortify by the governing power concerned. This will only cover the building of specific structures and is not a *carte blanche* to fortify as you will. In general, governing powers are happy to approve fortification plans as they lead to greater security for the kingdom as a whole. However, if they have reason to be suspicious of your motives, they may think you are building a power base and will disallow your application.

Building fortifications without a license is a very serious crime and in some lands is equivalent to treason. On the part of a titled noble, it is adequate grounds to have your title stripped from you and your lands given to another. On the part of a commoner, it is grounds for execution. Bear in mind that only the structures listed in this section count as fortifications. Unless you are building in a city, in which case you will have to secure planning permission, you can generally build what you like, so long as it is not a fortification.

Fortifications may be built in the public interest, such as the wall placed around a city, or in someone's private interest, such as the fortification of a lord's manor house, or in service to a military plan authorised by the governor of the land, such as when a fortress is built in border territory. Fortifications built in the public interest are very likely to be approved, as they are of clear benefit to the kingdom and it is unlikely that an attempt to build a power base to rival the land's current ruler would involve civilians. Fortifications built to serve private interest are much less likely to be approved; the usual argument advanced is that one's property is in danger from brigands or monsters, or that the local populace are rebellious troublemakers. Some applicants even attempt to pass off proposed fortifications as mere 'structural improvements' or 'landscape features'. Others try to claim that a private fortification is in fact in the public interest, offering such arguments as 'battlements around my gardens would give the people of the town a safe place to retreat to in the event of siege'. Military fortifications are usually built in response to instructions originating from the land's governor and passed down through the chain of command; these do not require approval as they

What Counts As 'Fortification'?

A given ruler will have his or her own ideas of what may or may not be built, depending upon how paranoid he or she is and how widely accepted and welcomed the current regime is. The more the regime in power has to fear, the tighter the restrictions on building will be.

The Games Master may wish to adjust the definitions of 'fortification' to fit in with the campaign world. The basic idea is that building fortified emplacements will be seen as a threat to the current governing power of the land, while building ordinary structures will not. In the history of the real world, the identifying mark of a fortification was crenulation, the distinctive up-and-down appearance of the top of a castle's wall. This works well as a rule of thumb for low fantasy campaigns, too.

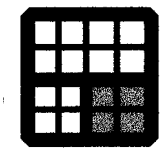
In a higher fantasy campaign, structures counting as 'fortification' could be:

- † Any structure built using constructor's crystal (see Chapter 7, Extraordinary Strongholds)
- † Any building incorporating war machines, magical or mundane
- † Any structure whose construction involves or necessitates the use of magic
- † Anything built to a height of over 40 feet, or with walls more than three feet in thickness
- † A structure not intended to be occupied by humans (e.g. built to giant proportions or staffed with constructs)
- † Any wall with arrow slits instead of windows
- † All above-ground buildings of dwarven manufacture that are larger than a medium-sized house

are already authorised, being built on the initiative of the overall ruler rather than the occupant of the land.

Wall, Fortified

Type: Modular
Foreman Skill: Knowledge (architecture & engineering) 5 ranks, Profession (siege engineer) 8 ranks
Builder Skill: Craft (builder) 3 ranks
Labour Cost: 400 gp
Materials: 300 gp worked stone, 50 gp raw stone, 100 gp mortar
Optional Extras: Arrow Slits, Buttress, Internal Passage
Hardness: 8
Structure Points: 60
Stability: +8
Special: Cover
Footprint: Exterior stone wall 20 ft. wide, 20 ft. tall and 20 ft. thick.



Fortified walls are what you will be building around cities and castles. They are not intended to act as the walls of structures but rather as a major defensive barrier, built so as to enclose other buildings. Single isolated blocks of fortified wall (resembling worked stone cubes) with internal passageways and arrow slits are sometimes built as bunkers or missile fire stations for guard posts. They are not built entirely from worked stone blocks but are instead made from a core of rubble and mortar around which a surfacing of worked stone or 'ashlar' is fitted.

The top of the fortified wall is called a wall walk, as it is used as a thoroughfare by the defenders. The wall walk has a parapet on the outside of it. A parapet is a stone wall four feet high, for the protection of the soldiers.

Arrow Slits: These are narrow gaps in the fortified wall intended for archers and crossbowmen to fire through. They must, of course, be used in conjunction with an internal passage. They must be at least five feet apart. The builder must decide whether to make these slits horizontal or vertical. A vertical slit limits the arc of fire to 30 degrees directly ahead of the slit in the horizontal plane and 140 degrees in the vertical, whereas a horizontal slit reverses these attributions. It is most common for a horizontal slit to be placed in a wall near the ground, where the ability to target opponents on a level plane is most important, whereas vertical slits are placed in higher walls and towers so that archers may fire down on to approaching enemies.

Arrow slits are a very popular way to allow missile fire against invaders from a defensive emplacement; the limitations upon the arc of fire are seen as an acceptable trade-off, given the amount of cover available to the archer. Any section of wall that contains arrow slits has its structure points reduced by 3 per arrow slit, as the V-shaped chunk taken out of the wall weakens the structure slightly.

Bastion: A bastion is only included in a fortified wall if it already includes an internal passage. The bastion is a square or round outward bulge in the wall, extending 10 ft. forwards and with the same statistics as an ordinary section of wall. Bastions are fitted in order to eliminate blind spots in the wall's defence and set up a field of crossfire. A bastion costs the same in labour and materials as an additional section of fortified wall. No more than one bastion may be built for every 100 ft. of wall length.

Buttress: A buttress is a broad-based stone brace built up the side of a wall in order to strengthen it. To fit a wall with buttresses costs 120 gp in labour and 10 gp in worked stone and increases the structure points of the section of wall by 20%. If the wall is built to greater than usual height or breadth, the buttress must also be increased in size for the increase in structure points to apply.

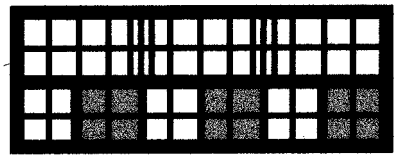
Internal Passage: For no extra cost, a five-foot wide passageway may be built inside the wall to allow archers and other defenders to move under cover and use arrow slits. This passage may be from eight to sixteen feet high as the builder wishes. The presence of an internal passage lowers the Stability saving throw of the fortified wall to +6, as a hollow structure is less inherently stable than a solid one, and reduces its overall structure points to 50.

Cover: A character standing behind an arrow slit receives the benefits of nine-tenths cover, namely a +10 cover bonus to AC and a +4 cover bonus to Reflex saving throws, taking only half damage in the case of failure and none at all if successful.

Gatehouse

Type: Stand-alone (intended to be placed in a stretch of fortified wall)
Foreman Skill: Knowledge (architecture & engineering) 5 ranks, Profession (siege engineer) 8 ranks
Builder Skill: Craft (builder) 3 ranks
Labour Cost: 800 gp
Max. Labour Per Week: 400 gp
Materials: 600 gp worked stone, 100 gp mortar, 50 gp logs or 25 gp sawn timber
Optional Extras: Additional Storey, Barbican, Drawbridge, Portcullis

Hardness: 8
Structure Points: 100
Stability: +8
Special: None
Footprint: Exterior stone wall with double wooden gate, 50 ft. wide, 20 ft. tall and 20 ft. thick; see floor plan



The gatehouse is the most basic variety of opening within a fortified wall. The focus of the fighting in a siege is almost always at the gatehouse, as it is the single most vulnerable part of the stronghold. The wooden gates are made from reinforced wood and have a hardness of 6 and 30 structure points.

A common custom design when building strongholds is to have a gatehouse flanked with towers, so that extra missile weapon support can be provided and more soldiers accommodated to keep guard. If this is done, the towers must be of the same dimensions. When a gatehouse is fitted with a barbican, the towers are placed at the front of the structure.

Additional Storey: For an additional 600 gp in worked stone and 100 gp in mortar, a guardroom can be added above the gatehouse. This is a very useful feature, as the machinery to work the drawbridge or the portcullis can be located on the upper level instead of on the ground floor, making it harder for invaders to reach it. For no extra cost, machiolations or 'murder holes' can be opened in the floor between the upper and lower storeys, allowing the defenders to pour boiling water, acid, alchemist's fire or similar offensive liquids down upon invaders, or to fire arrows or cast spells at them. Murder holes are made with a metal lid, so that they can be sealed and protect the occupants of the upper room from blast effects.

Barbican: This is a walled forward extension to the gatehouse, effectively a substructure in its own right. It is intended to control access to the gatehouse, forcing attackers into a narrow area where they can be picked off more easily. If a barbican is fitted to the front of a gatehouse, the drawbridge option may be fitted to the front of the barbican but may not be fitted to the gatehouse as there will be no space. A barbican costs the same amount as a gatehouse. Barbicans are often fitted on the inside with standard walls in a labyrinthine pattern, so as to confuse and disorient the invaders. If the gatehouse has been built with two storeys, the barbican can be too, creating a deadly maze where the invaders may be bombarded from above as they try to find their way through to the gatehouse.

Drawbridge: If the gatehouse is situated next to a ditch or moat, a drawbridge can be substituted for the wooden double doors. It has the same hardness and structure points and may be raised or lowered from inside the gatehouse. Installing a drawbridge adds 100 gp in labour to the cost of the gatehouse, but no material costs. A character in the path of a descending drawbridge that has been lowered suddenly must make a Dexterity saving throw (DC 15) or take 3d6 points of crushing damage.

Portcullis: For extra defence, a portcullis (a metal grille with a spiked base) may be included behind the gate or drawbridge. This has a hardness of 10 and 10 structure points. The portcullis is raised or lowered by a wheel in the room directly above or directly behind, with a locking bar that may be pushed into place to hold the portcullis shut. It may only be lifted if the locking bar is removed. One portcullis may be fitted per 10 feet of passageway; if the gatehouse has a barbican, portcullises may be fitted there too. Fitting a portcullis requires 3 ranks in Knowledge: Knowledge (architecture & engineering), 200 gp in labour and 100 gp in worked metal.

Any character directly underneath the portcullis when it is dropped must make a Reflex saving throw (DC 15) or be pinned by the descending spikes. The spikes 'attack' at +10 melee; the character suffers 2d4 spike attacks and each one inflicts 1d6+1 damage. In addition, the character is pinned. It requires a Strength check at DC 20 to lift the portcullis off him if it has not been locked in place, or an Escape Artist skill check at DC 25 to wriggle free of the bars. Creatures of Small size receive a +2 circumstance bonus to such an Escape Artist check.

The portcullis cannot be lifted if the locking bar is in place. All that can be done is to find and remove it or to apply violent force in the hope of breaking the bar altogether. This requires a successful Strength check at a DC of 30.

Fortified Manor

Type: Stand-alone
Foreman Skill: As original structure plus one rank in Knowledge (architecture & engineering)
Builder Skill: Craft (builder) 5 ranks
Labour Cost: Double that of original structure
Max. Labour Per Week: As original structure
Materials: As original structure, with double worked stone costs
Optional Extras: Arrow Slits
Hardness: 8
Structure Points: As original structure plus 50%
Stability: +8

Special: None
Footprint: As original structure, with outer walls thickened by 3 ft.

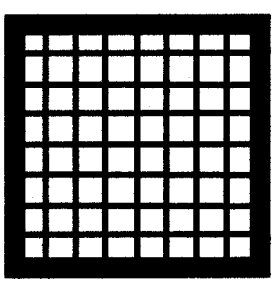
A fortified manor is a private dwelling that has been specially reinforced to withstand attack. The walls are thickened and stabilised with buttresses, windows are filled in and (if desired) the roof is flattened and made into an upper platform with a crenellated perimeter. A completed fortified manor resembles a small castle, though it is weaker than a fort of equivalent size. The pricing given above assumes that the fortified manor is made from scratch. An existing building may be turned into a fortified manor by deducting the costs to make the original building from the costs above.

Only small, medium or large houses and mansions may be turned into fortified manors. All doorways in the manor's exterior walls are fortified along with the walls:

Arrow Slits: Arrow slits may be placed in the walls at no extra cost; see the Fortified Wall above for rules covering arrow slits. In the case of the fortified manor, arrow slits do not reduce the building's structure points unless they are placed somewhere in the wall that did not formerly hold a window, in which case each arrow slit reduces the building's overall structure points by 1.

Tower House

Type: Stand-alone
Foreman Skill: Knowledge (architecture & engineering) 3 ranks
Builder Skill: Craft (builder) 2 ranks
Labour Cost: 10,000 gp
Maximum Labour per Week: 300 gp
Materials: 2,000 gp worked stone and 300 gp mortar, plus 16 gp logs or 8 gp sawn timber
Optional Extras: As House: Small without Extra Storey, plus Arrow Slits, Sealed Roof
Hardness: 8
Structure Points: 300
Stability: +5
Special: None



Footprint: Worked stone rectangular building with three storeys, 40 ft. by 40 ft. with 50 ft. high walls; each wall is 3 ft. thick; see floor plan

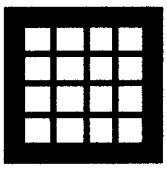
A tower house is a hybrid of stone tower and domestic residence, popular in outlying and undeveloped regions where they are the favourite accommodation of the more wealthy clan chieftains. They combine a relatively high degree of domestic comfort with excellent defensibility. Their principal disadvantage is their small size, which prevents them from being able to house or support a large number of defenders.

Arrow Slits: Arrow slits may be placed in the walls at no extra cost; see the Fortified Wall above for rules covering arrow slits. In the case of the tower house, arrow slits do not reduce the building's structure points, as the building template takes arrow slits into account.

Sealed Roof: Most tower houses have a roof like that of a tower, with crenellations and a flat floor. Access is usually through a trapdoor via a ladder. Some tower houses are built with a peaked roof of wood and thatch, which is less defensible (though harder to scale) but makes the dwelling easier to heat. The builder may choose either option as desired.

Tower, Square

Type: Modular (Stacking)
Foreman Skill: Knowledge (architecture & engineering) 6 ranks
Builder Skill: Craft (builder) 4 ranks
Labour Cost: 4,000 gp
Maximum Labour per Week: 1,000 gp
Materials: 1,500 gp worked stone and 200 gp mortar, plus 10 gp logs or 5 gp sawn timber
Optional Extras: Arrow Slits, Internal Walls, Ladder Access, Sealed Roof
Hardness: 8
Structure Points: 200
Stability: +4
Special: Instability
Footprint: Square tower section 20 ft. by 20 ft. and 10 ft. high; see floor plan



The square tower is a familiar sight in any fantasy campaign. Whether it stands alone atop a hill or on a cliff, or securely at the corner of a castle wall supported by other buildings, it is an archetype of stronghold building. Towers are used as readily defensible residences by individuals who do not want to be disturbed, such as wizards and sorcerers of high level and as military emplacements by fighters who wish to dominate an area. Their great advantage is their height and the ease of defending them. The key to success in battle is to have the high ground and a

defender who can retreat to a tower is guaranteed to have that.

Square towers may be built adjacent to sections of fortified or standard wall but not to any other stone construction. They are sometimes called 'wall forts' when they are built into fortified walls. They are not so stable as round towers and are more vulnerable to siege weaponry but are easier to build.

Arrow Slits: Arrow slits may be placed in the walls at no extra cost; see the Fortified Wall above for rules covering arrow slits. In the case of the tower, arrow slits do not reduce the building's structure points, as the building template takes windows and arrow slits into account.

Internal Walls: Although it is not usually done in the narrower towers, the builder may divide up the inside of a tower with partition or standard walls, for which see above.

Ladder Access: Square towers are assumed to have wooden staircases connecting the floors, as this allows easier movement up and down when defending the tower. If the builder wishes, he may discard the staircase and create more space on each floor by connecting the floors with a single ladder instead. This reduces the cost of each tower section by 200 gp in labour.

Sealed Roof: Towers either culminate in open battlements or in a room with a roof. The builder may decide which option to choose. A four-foot high crenellated wall surrounds a flat roof in the battlements option, while the sealed roof option shelters the room below with a peaked roof of thatch, tiles or lead-covered wood. A tower topped with a sealed roof is less easy to defend with archers but is easier to heat and harder for invaders to break into if they manage to scale the walls.

Neither battlements nor thatch cost anything extra; tiles cost 10 gp in labour and 10 gp in worked stone, while leaded timber costs 10 gp in labour, 2 gp in sawn timber and 10 gp in lead. The advantage of lead and tiles is that they are far harder to set on fire.

Instability: Towers are built as modular constructions, with each 10-foot high floor being stacked on top of the others. Building a tower too high is impractical and dangerous. The more weight is piled on top, the easier it is to overbalance the whole thing.

A tower cannot be built up to more than three times its shortest dimension (length or breadth) without becoming unstable. (This rule applies only to the parts of the tower that extend above any supporting structure on either side, such as a fortified wall.) Every ten feet added to the tower past the safe point reduces the structure's Stability saving throw by 2. So, a tower measuring 20 ft. by 20 ft. at the base could be built to a height of up to 60 ft. safely. If this tower were built up to a height of 120 feet, it would then have a total Stability saving throw of –8, a very dangerous structure to walk beneath.

Tower, Round

Type: Modular (Stacking)
Foreman Skill: Knowledge (architecture & engineering) 9 ranks
Builder Skill: Craft (builder) 4 ranks
Labour Cost: 6,000 gp
Maximum Labour per Week: 1,000 gp
Materials: 1,500 gp worked stone and 200 gp mortar, plus 10 gp logs or 5 gp sawn timber
Optional Extras: As Tower: Square plus Spiral Staircase Variants
Hardness: 8
Structure Points: 260
Stability: +8
Special: Defensible, Instability, Round Structure
Footprint: Circular tower section 20 ft. in diameter and 10 ft. high

Round towers are stable and strong, but not easy to engineer. They represent an advanced stage of nonmagical castle building. As with square towers, they may be integrated with fortified or standard walls. This chapter deals only with freestanding towers and those towers that are part of a curtain wall. Towers that form part of a central construction, such as the corner towers of a keep, or a cluster of other buildings are dealt with in the next chapter.

Spiral Staircase Variants: Round towers are built with a single spiral staircase running around the outside. It is up to the builder to decide how to integrate this into the tower's design. Narrow towers are often nothing *but* staircase until the topmost room is reached, with a central pillar taking up the space that would otherwise be filled with a dangerous drop. The tower may be given a floor at regular intervals, with the staircase emerging through the floor and carrying on up through the ceiling; alternatively, the tower may be completely hollow, with an empty shaft all the way up to the topmost room. Such towers are very unpopular with mortal defenders, who are just as likely to be sent screaming down the shaft as an invader is.

Wall Towers
Both square and round towers may be built into fortified walls, so long as the height of the tower is at least equal to that of the wall. If this is done, three kinds of wall tower may result.

Open Tower: To save on building costs, or to fit in with a particular defensive strategy, the builder may leave one side of the tower completely open. This reduces the labour cost and worked stone materials cost by 30%. The tower's structure points are reduced by 20%.

Closed Tower: This kind of tower is enclosed on either side, the standard form of manufacture.

Open-gorged Tower: This kind of tower is closed up to the level of the wall walk, opening at the parapet. It is most often found on fortified walls built around towns. The labour cost and worked stone materials cost are both reduced by 15%. The tower's structure points are reduced by 10%.

Defensible: Spiral staircases with central columns wind to the right, making them easier to defend than to attack, if you are right-handed as the majority of sword-wielders are. The central column interferes with an attacker's aim, acting like a shield for the defender; the attacker is forced to reach around it to make a strike. Accordingly, any character making an attack with a one-handed melee weapon in his right hand against a target that is above him on a spiral staircase of this kind suffers a –1 circumstance penalty to his attack roll. By the same token, left-handed characters suffer the same penalty when attacking downwards on a spiral staircase. Do not forget, though, that a character attacking downwards from higher ground is always entitled to a +1 circumstance bonus to his attack roll when making a melee attack.

Instability: Round towers suffer from the same limitations to their optimum height as square towers do (see above).

Round Structure: A round tower can shrug off projectile damage much more easily than a square tower can. A catapult projectile slamming into a square tower delivers all its force to an even surface, but if it strikes a round tower it is much more likely to be deflected away. The round tower suffers only half damage from attacks from boulders and similar projectiles, whether thrown by a creature or a war machine. All Stability saving throws caused by damage from such projectiles are made at a +3 circumstance bonus.

Small Stone Fort (Border Fort)

Type: Stand-alone
Foreman Skill: Knowledge (architecture & engineering) 7 ranks or Profession (siege engineer) 9 ranks
Builder Skill: Craft (builder) 3 ranks
Labour Cost: 30,000 gp
Maximum Labour per Week: 3,000 gp
Materials: 8,000 gp worked stone and 900 gp mortar, plus 60 gp logs or 30 gp sawn timber
Optional Extras: Stables
Hardness: 8
Structure Points: 500
Stability: +6
Special: None
Footprint: See floor plan

The standard small multi-purpose stronghold of a military force, stone forts are primarily built for border defence. The customary practice is to build a series of them along the border one's kingdom shares with another nation, close enough together for messengers or reinforcements to be able to travel from one fort to another in the space of a few hours. Stone forts are often built to replace wooden ones, when the kingdom's power in an area has become more entrenched and the defences may be upgraded.

Unlike keeps or castles, forts are not intended to defend large numbers of civilians; they are first and foremost a military emplacement and are constructed to act as a base of military operations in the area. A stone fort will have room to store food reserves but will not have any associated farmland or stockyards. Forts are dependent upon provisioning as arranged by the military chain of command.

It is standard military practice to surround a fort with a second line of defence, such as a palisade, a moat, a standard wall or a fortified wall. The longer the fort has been in place, the more likely it is to have worked stone fortifications. Some forts in especially dangerous areas may be equipped with war machines; see Chapter 18, Warfare.

The other typical function of a small fort is as a garrison. Small stone forts of this kind are large enough to garrison up to five hundred soldiers in conditions of relative comfort, or up to a thousand soldiers in cramped conditions.

The interior of a fort is martial and businesslike. They are not constructed to be dwelling places. Forts are often used as training institutions and military academies and to this end are equipped with archery ranges, practice targets, sword fighting dummies and other such accoutrements. It is essential to the proper

running of a fort that it have a well stocked armoury at all times.

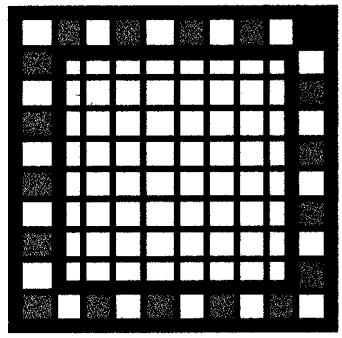
The occupants of a border fort are responsible for keeping the area secure and peaceful. They are expected to send out patrols at regular intervals. As well as dealing with any immediate threats on their own initiative (such as monsters wandering into the region) these report back any developments, troubles or unusual occurrences in the region to the fort's commander, who can then relay the information back to his superior officer or decide what to do himself as protocol dictates.

Stables: So that the scouts can go about their missions as efficiently as possible, forts will usually have a stables facility with several horses (both common and warhorse) kept in readiness. The horses are also necessary when messengers arrive with news and need a fresh horse for the return journey. The stables are built as a wooden or stone outbuilding, for which see the entry for House: Small in Chapter 5.

Keep (Square)

Type: Stand-alone
Foreman Skill: Knowledge (architecture & engineering) 8 ranks
Builder Skill: Craft (builder) 4 ranks
Labour Cost: 65,000 gp
Maximum Labour per Week: 5,000 gp
Materials: 10,000 gp worked stone and 1,000 gp mortar, plus 100 gp logs or 50 gp sawn timber
Optional Extras: Corner Towers, Interior Walls
Hardness: 8
Structure Points: 1,000
Stability: +6
Special: None
Footprint: Square keep 50 ft. by 50 ft. by 80 ft in height; see floor plan

A keep or donjon is the heart of a conventional stone castle. In shape it resembles an enlarged tower, containing several floors. A keep does not have to be built with other defences surrounding it but in practice this is the way almost all keeps are constructed. Square keeps are relatively easy to build, being only a tower built to large proportions, but are vulnerable to attack from catapults and similar siege machinery. They are also especially vulnerable to sappers, as the corner of a square keep can be undermined to devastating effect. See Chapter 19, Warfare, for more details on tunnelling. The keep design given here has four storeys, with a basement beneath and the battlements on top.



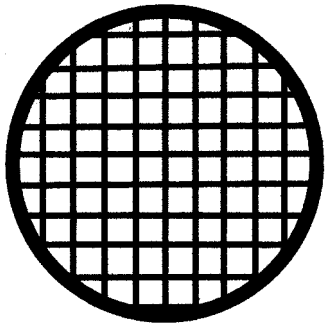
Keeps are customarily built as the seat of power of the ruler of a given region and the central military command station of that region. They are a symbol of authority as well as a practical defence. This leads many rulers to have their keeps built with splendid and ostentatious architecture, combining defensive might with visual majesty. When you are trying to cow all potential opposition to your rule, it does not hurt to show off your wealth and power.

The keep is almost a microcosm in its own right, a miniature world with its own society, customs and daily routine. Sufficiently large to store sufficient food reserves to last for months and (invariably) with an independent water supply in the basement, it can close itself off to the outside world and keep its inhabitants alive for long periods of time. This is exactly what often happens in a protracted siege, when the attackers abandon physical assault and instead try to starve the defenders out.

The typical arrangement within a keep is to use the ground floor as a stable for the horses and any other livestock, with the guard rooms on the floor above, the great hall, throne room or audience chamber on the next floor up (where the commoners would bed down in the event of siege) and the private chambers of the castle's nobility on the topmost floor. An external staircase running up the side of the building to a small door leading into the guardroom gives access to the keep. There are double doors on the stable level below but these are usually barricaded from within and are not used as an egress. When the keep is built in savage lands or is under frequent attack, it is common practice to have the upper floors accessible by a removable wooden ladder rather than by a staircase.

Corner Towers: A keep will sometimes have additional towers or 'turrets' built up from the top floor, to act as lookout posts. When this option is selected, a small tower is set at each corner of the keep, with internal access between the floors. (The walls of the corner towers run down through the entire keep.) The corner towers are 10 ft. square at the base and rise to a height of 15 ft.

Keep (Round)



Type: Stand-alone
Foreman Skill: Knowledge (architecture & engineering) 10 ranks
Builder Skill: Craft (builder) 4 ranks
Labour Cost: 110,000 gp
Maximum Labour per Week: 4,000 gp
Materials: 10,000 gp worked stone and 1,000 gp mortar, plus 100 gp logs or 50 gp sawn timber
Optional Extras: Interior Walls
Hardness: 8
Structure Points: 1,250
Stability: +8
Special: Round structure
Footprint: Round keep 50 ft. across by 80 ft in height; see floor plan

The round keep is more complicated to build than the square equivalent but is far more stable and has the familiar advantages of a round structure. Unlike the square keep, round keeps do not usually have additional towers built into them. In all other respects, they are organised in the same way as the square keep.

Round Structure: A round keep has the same resistance to damage that a round tower (see above) does.

Castle, Enclosure

Type: Stand-alone
Foreman Skill: Knowledge (architecture & engineering) 8 ranks
Builder Skill: Craft (builder) 4 ranks
Labour Cost: 300,000 gp
Maximum Labour per Week: 6,000 gp
Materials: 40,000 gp worked stone and 8,000 gp mortar, plus 2,000 gp logs or 1,000 gp sawn timber
Optional Extras: Exterior wall may have any of the extras of a Fortified Wall
Hardness: 8
Structure Points: 2,000
Stability: +6
Special: None
Footprint: See floor plan

The accepted wisdom in setting up defences is to have a central keep surrounded by successive lines of defence, but a different approach to stronghold building is found with the enclosure castle. Instead of surrounding central buildings with a wall, the centre of the castle is left open and the rooms are built against the outer wall. Three storeys of rooms are built in this way, with the top floor giving access to the wall walk. Access to the castle is given via a gatehouse in the wall, which counts as a structure in its own right and may be fitted with any of the optional extras appropriate to that feature. (The cost of the gatehouse is included in the enclosure castle.) The gatehouse is the most strategically important point in an enclosure castle, as it is the weakest part of the castle and thus the most likely to be attacked.

The buildings set into the wall are used for the various different purposes of castle life, with one of them being designated as the great hall, one as a kitchen and one as a stable. As with the keep layout, the upper rooms are used for accommodation, with the highest floors being reserved for the most noble or important people. The open courtyard in the centre is used to keep animals and for weapons practice.

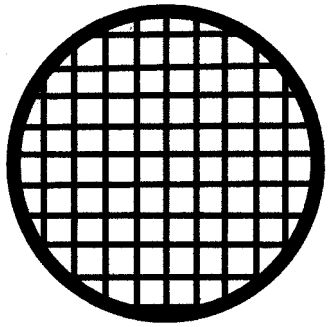
An enclosure castle is a good one to start with when building your first stronghold, as it is something of a package deal. By paying one sum, you can have a whole stronghold built, complete with gatehouse, defensive towers and internal buildings. An enclosure castle can be used straight from the book 'as is'; while it may have additional structures placed around it, it does not need any modification. This makes it a good default option for Games Masters to use if they need a castle in a hurry.

Stone Dome

Type: Stand-alone
Foreman Skill: Knowledge (architecture & engineering) 12 ranks
Builder Skill: Craft (builder) 6 ranks
Labour Cost: 110,000 gp
Maximum Labour per Week: 4,000 gp
Materials: 6,000 gp worked stone and 700 gp mortar, plus 100 gp logs or 50 gp sawn timber
Optional Extras: Interior Walls
Hardness: 8
Structure Points: 1,400
Stability: +10
Special: Round structure, Vulnerability
Footprint: Circular dome 50 ft. across by 30 ft in height; see floor plan

Domes are architectural marvels, the arrangement of rectilinear blocks of stone into an arching curved form. The statistics above refer to a freestanding dome; they may be built on top of other structures if there is space for this. The top of a circular keep can, at considerable expense, be fitted with a dome. If

this is done, the owner should keep track of the structure points for both buildings separately, though if there is a collapse in the walls below then the dome above will of course be affected.



Domes are extremely robust and resilient to attack by siege weapons. The purpose to which a dome is put is up to the builder. Some build them as religious structures, adding decorative spires; some use them as sports arenas or ampitheatres; some construct them purely for defensive purposes.

Round Structure: A dome has the same resistance to damage that a round tower (see above) does.

Vulnerability: The exceptional stability of a dome, depending as it does on its parts mutually reinforcing one another, lasts only so long as the structure is not seriously disrupted. While it stands, it stands strong, but if one part should be breached then the whole is in grave danger. Any breach created in the dome lowers its Stability saving throw by 2; these effects stack.

Constructing Strongholds Freestyle

A player who wishes to construct his or her own unique stronghold plan from the elements given here may do so. All that needs to be borne in mind are the rules governing how structures are integrated.

Any of the structures given above may be built into another. The golden rule is that an incorporated structure must have at least 50% of its volume merged with the parent structure if it is built into a wall and at least 25% of its volume merged in if it is built into a corner. Towers may be built inside keeps, with the full height of the tower rising higher than the keep's own height. In this instance, the walls of the tower must go all the way down through the keep, as if the tower had been built first and the keep constructed around it. The only exception to this rule is when a small tower or 'turret' is built out of the top of a larger structure. Such a tower does not need to have its walls run all the way down through the lower structure, but it cannot be larger than 10 feet across nor higher than 20 feet.

Some castles have narrow towers, 10 feet across, half-imbedded in their outer walls for no other purpose than to provide stair access between the floors; these are generally called 'stair towers' and are topped with a turret to give them a defensive role as well.

Merging one structure with another does not reduce the labour or materials costs of either structure. The highest skill requirement involved for any component part of the whole structure is deemed to be that required to build the whole construction. For example, if you were merging two round towers with a square keep, the minimum skill requirement would be 6 ranks in Knowledge (architecture & engineering), as this is what is required to build a round tower.

Once you have your finished stronghold plan, you only need to consult the following chapters to add in any extra features you may wish to employ.

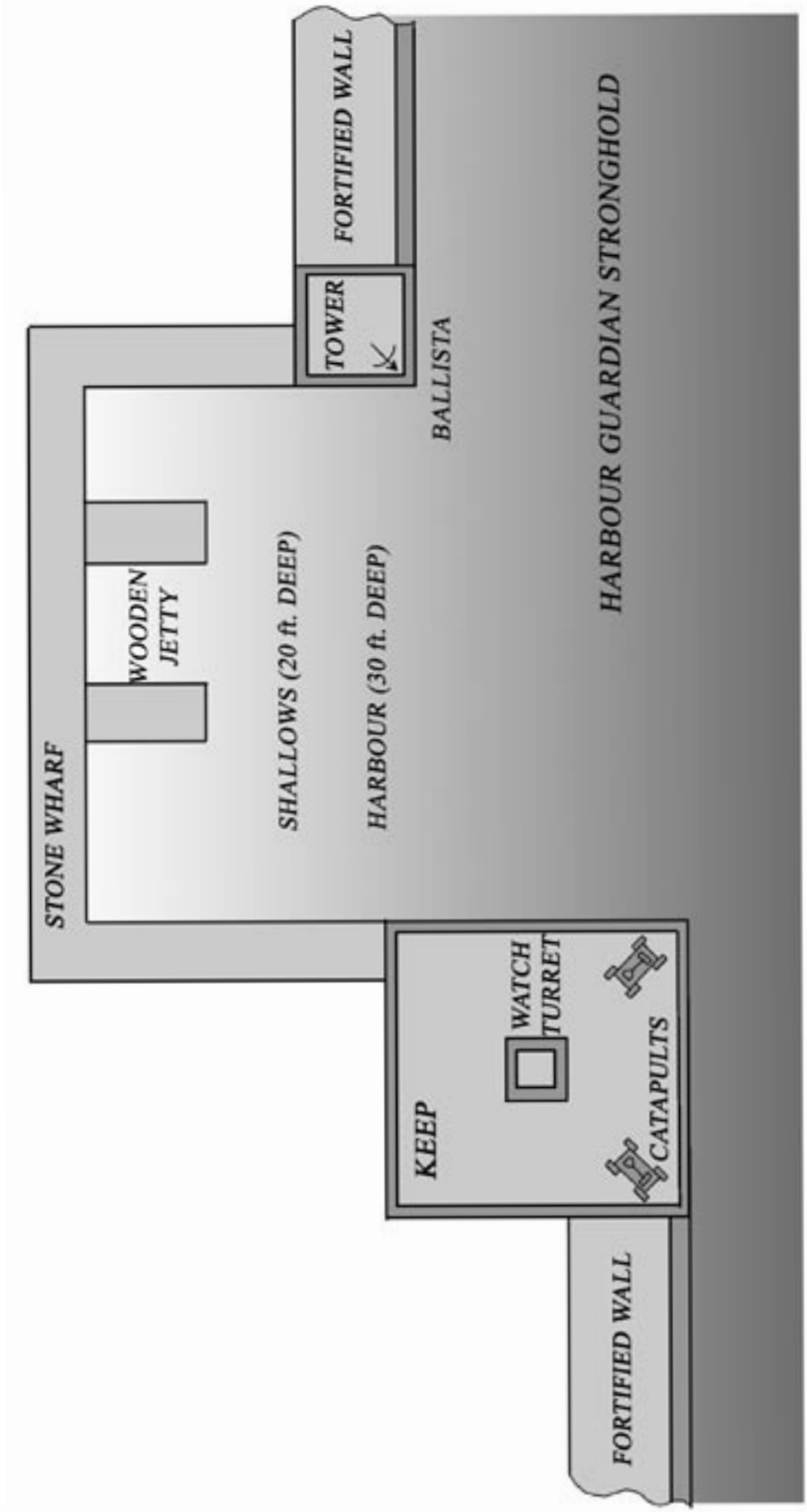
Sample Stronghold: The Harbour Guardian

We have now covered all of the structures that do not require magic in their construction. These will, in most game worlds, be the most common structures found. The following example is intended to illustrate the use of several of these structures, combined together to make one stronghold.

The Harbour Guardian

A stronghold intended to defend a sea or river port city, this involves one square keep overlooking the harbour to the west and one smaller subsidiary tower (40 ft. high) to the east. The whole region at the water's edge is stone wharf, upon which other structures have been built in places. Fortified walls run to the west and east for two hundred feet in each direction. The keep is equipped with a pair of heavy catapults, with which it can bombard any unfriendly shipping approaching the area; the smaller tower has a ballista for use against targets at closer range.

Total Cost: 150,000 gp
Total Build Time: 82 weeks


FORTIFIED WALL
TOWER
BALLISTA
HARBOUR GUARDIAN STRONGHOLD
WOODEN JETTY
SHALLOWS (20 ft. DEEP)
HARBOUR (30 ft. DEEP)
STONE WHARF
KEEP
WATCH TURRET
CATAPULTS
FORTIFIED WALL

Extraordinary Strongholds

The strongholds in this section are all unusual, unorthodox or bizarre. They may involve complicated building techniques but do not necessarily require magic, though magic may be used to augment them. The Games Master is free to disallow their use if they do not fit into the game world. They are suited to a medium to high fantasy campaign. An example is provided for each kind of stronghold, which can be used straight from the book.

Strongholds Built From Unusual Materials

Sometimes the stronghold builder will wish to preserve the design of a structure while rendering it in a different material to that most commonly used. Strongholds are built in an endless variety of places, both on the prime material plane and on other more exotic planes and it makes sense to suppose that those who make their homes there would use the materials to hand.

In each of the strongholds that follow, a substitute for worked stone is given, which will alter the cost, structure points and Stability saving throw of the building. In all other respects, the structure is the same as the conventional version. Any structure from Chapters 5 or 6 can be built with the stone component substituted for the alternative material.

The higher prices of alternative building materials are due to the additional work it takes to prepare them. There is no difference in volume between a thousand gold pieces' worth of constructors' crystal and a hundred gold pieces' worth of worked stone. It simply costs ten times as much for the former material to be cut into pieces and finished for use than the latter, due to the exceptional hardness of the crystal.

Crystal Castle

These are the stuff of the most fanciful legends; translucent sun-gleaming edifices whose walls and towers shine with internal rainbows, the haunt of immortals and beings who live and breathe magic. They are found in the most distant and inaccessible places, in the holy sanctuaries of elvenkind, hidden among the dunes of endless deserts and on islands beyond mortal shores. Some of them have stood since the time before humanoid races came. They are breathtakingly beautiful and seemingly ageless, suffering no erosion from the elements.

These poetic impressions lull one away from the architectural facts. Building a crystal castle is, on the face of it, a straightforward enough process. All that you have to do is to secure a sufficient quantity of constructors' crystal, find an alchemist who is able to make transparent mortar and construction can begin. It is not possible to make a crystal castle out of ordinary crystal deposits. They are not found in sufficient size to make building blocks. Instead, a type of stone called 'constructors' crystal' is employed, which is tough, clear, prismatic and grows naturally in vast geometric columns. This substance is found in great quantities on the Elemental Plane of Earth, where it is often used to make rudimentary dwellings and is chewed upon by xorns and other stone-eating creatures. When it is found on the prime material plane, it is usually deep under the ground; dwarven mines occasionally encounter lodes of it while they are mining for metals. To them this is a misfortune, as the crystal is very tough and hard to tunnel through.

Cutting constructors' crystal into blocks for building with is an art. Conventional stonemasonry is not adequate for the task. The blocks have to be sheared and polished, so that they will retain their clarity; the transparency of the walls of a crystal castle is one of its most appealing features. The blocks used to build with are roughly three times the size of normal ashlar. It is in fact easier to work with crystal than with conventional stone once it has been cut as the crystal is relatively light, but far harder to carve it free from the crystal deposit in the first place. Crystal intended for building interior walls is sheared off in large flat panes. In appearance, constructors' crystal matches that of transparent minerals, varying in colour according to the type of deposit and the nearby salts in the soil. It is thus available in a variety of colours, such as sapphire, amber, amethyst or obsidian.

Transparent mortar is made by an alchemical process involving the boiling up of fragments of constructors' crystal with various corrosive fluids and natural resins. It bonds blocks of constructors' crystal better than conventional mortar does and has the advantage of allowing light through. Ordinary mortar may be used to build with crystal, but the effect is ugly and the beauty of the crystal is spoiled. If transparent mortar is applied properly, it has a blending effect on the crystal blocks, so that the walls and floors seem to have been sculpted from one whole piece. Only close inspection can reveal that they are made from carved blocks bound together with an adhesive.

Constructors' crystal is lighter and stronger than conventional building materials. It is possible to build supporting archways and pinions with less material and build thinner walls with no loss of structural integrity. Tall, delicate spindle towers are often seen rising from crystal castles. In the rules governing loss of tower stability if they are built above a given height, crystal towers may be built to twice the usual limit before becoming unstable and only suffer a -1 penalty to their Stability saving throw for every 10 feet they go over the limit. It is also not necessary to have supporting walls underneath a wall on a given floor, all the way to the ground, as is necessary with internal stone walls; crystal floors are strong enough to bear the weight of a wall without a supporting wall underneath. This allows much greater versatility when arranging the interior of a crystal castle.

When crystal is used for building, other materials are not mixed into the construction as they ruin the overall effect. Such, anyway, is the code of practice among those rare architects who know how to build with crystal. Players who have the necessary qualifications may of course mix and match as they see fit. The usual limitation to building with crystal is the huge expense involved and the scarcity of the material.

Crystal fortifications are especially resistant to energy attacks. They suffer only half damage from any electrical, fire, cold or acid effect. Sonic attacks inflict double normal damage, as the vibrations disrupt the crystalline matrix like a pitched note shattering glass. An observer can look through any wall of a crystal castle as if it were a window.

Building with constructors' crystal multiplies the cost of the worked stone component of a building by 10. The resultant structure has three times the usual number of structure points. In order to plan for the use of crystal or work with it, the architect and foreman must have 10 ranks in Knowledge (architecture & engineering). Crystal is a rare and exotic building material and few know the secrets of working with it.

Citadel of Ice

This option is only available in sub-zero climates. While it is not the easiest of substances to work with if you have not grown up around it, ice is a resilient and strong building material, more brittle than stone but able to stand up to similar amounts of pressure. It is sawn and chipped in blocks from frozen lakes, glaciers and icebergs. Ice does not need mortar to hold the blocks together. They are instead sprayed with water, which freezes quickly and fuses the blocks in place. Most structures made from ice are crude and lumpen, as shelter rather than ornamentation is the highest priority in arctic conditions and is not customary to spend valuable time carving the ice. Even so, there are some dwellers in the eternal snow (such as sovereign mages of the ice wastes) who turn their ice dwellings into the frozen equivalent of a crystal castle, fashioning the ice into graceful spires and minarets.

Smaller ice structures such as igloos can be lived in comfortably by ordinary people, so long as they have the cultural experience and technical competence to survive, but ice citadels are larger, draughtier structures through which freezing winds blow. They cannot be lived in by creatures who are not resistant to environmental cold. If they are built in regions where snow regularly falls, they tend to build up a crust of snow and ice, making them hard to locate against a background of icy mountains. Unless the citadel is built on a mound, mountain, glacier or other structure that places it against a background of open sky, it cannot be seen at distances of over 300 ft. unless a successful Spot roll is made at a DC of 25.

Citadels of ice take half damage from electrical or acid attacks and double damage from fire attacks. Sonic attacks inflict normal damage but have a destabilising effect, causing all Stability saving throws made as a result of a sonic attack to be

made at a -2 circumstance penalty. Cold effects repair structural damage at a rate of 1 structure point per 10 points of 'damage' though they cannot rebuild a collapsed wall or close a breach. The use of a *wall of ice* spell can either repair 3d6 structure points from a single attack (if the caster can reach the crater, which is not always possible from the inside) or close a single breach, repairing 1d6 structure points in the process. It may also be shaped as a wall brace so as to shore up an existing ice structure, adding +2 to its Stabilty saving throw without improving its structure points, or simply to thicken a wall, adding 3 structure points to any section covered per foot of ice added.

To build with ice, use one fifth of the value of worked stone in ice blocks. (Ice blocks can be gathered from the local environment like any other building material; see Chapter 13, Resources and Goods.) Ice structures have half as many structure points as their worked stone equivalents and their Stability saving throws are lowered by –2. The instability of ice structures, in particular the difficulty of supporting a roof, makes the dome a popular choice of central structure for an ice palace complex.

Any worked stone structure that requires only one rank in Knowledge (architecture & engineering) to build may be built in ice by a foreman who has at least four ranks in Wilderness Lore; the work team does not need any special qualifications. Ice structures more elaborate than this need the same qualifications as their worked stone equivalents.

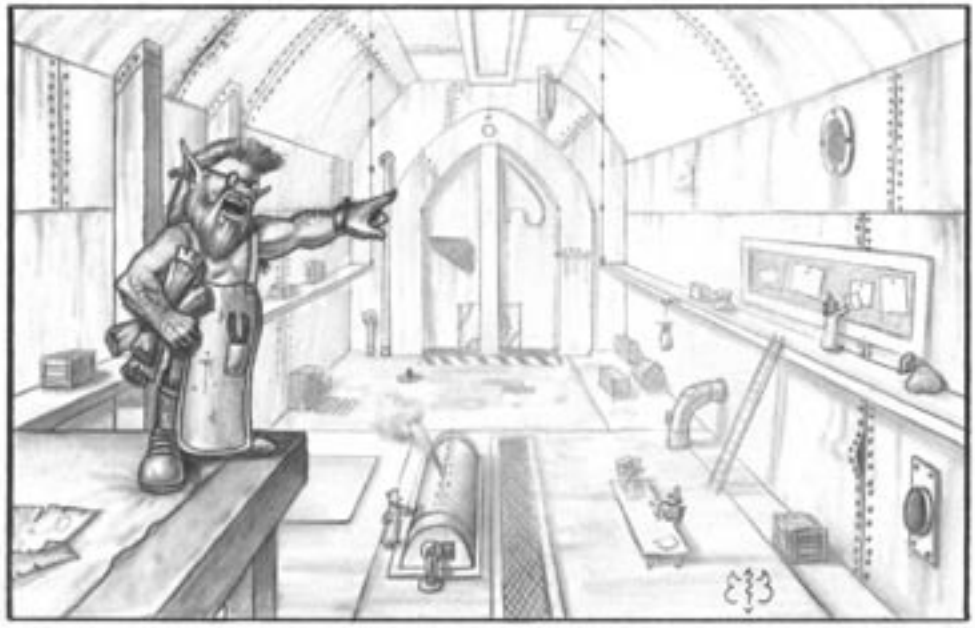
Iron Clad Stronghold

Some strongholds feature internal metal walls, which are kept safe from rust and the elements by being indoors. Using metal walls on the exterior of a stronghold is inadvisable, as iron is about the only metal that can be made into walls of suitable size and iron is prone to rust. However, at the Games Master's discretion, the iron clad stronghold may be allowed.

The iron clad stronghold is much like any other in shape but is far harder to breach, as its stone walls are fitted with six-inch thick plates of alchemically treated iron. (The coating is to proof the metal against rust and gives it a curious crimson sheen.) Metal rather than stone is the key component in the fortress's construction. Spiral staircases are made from wrought iron, walls are metal-clad or made from solid iron (see Chapter 8, Additional Features, for all of these) and even furniture is made mostly from metal, with some dark wood also employed. The atmosphere of the place is sombre, cold and martial.

This kind of stronghold is a warlord's dream come true. It compares to an ordinary stone castle as a man in full plate armour compares to one in leather. An iron clad stronghold has a hardness rating of 10 throughout and double the usual amount of structure points. As the stone walls are encased in metal, they are not vulnerable to *passwall* spells, the bane of many a fortress builder.

To build an iron clad stronghold, triple all labour costs (those iron plates are heavy) and add a worked metal materials cost equal to five times the cost in worked stone. This worked metal



must come from a foundry, as conventional forges cannot create pieces of the necessary size. Three more ranks in Knowledge: Architecture & Engineering are needed than what is listed, as the metal plates and girders are heavy and their placing must be meticulously worked out. The specially treated metal must also be made with the help of an expert with at least 8 ranks in Alchemy.

Structures Built in Unusual Ways

These buildings take advantage of the features of the environment to increase defensibility and to make the work of construction easier, or base their design upon a single unconventional feature. They cannot be built without a specific prerequisite being met, such as the finding of the right environment or the possession of the necessary technical secrets.

Cliff Village

One of the easiest ways to make a defensible stronghold is to dig it out of solid rock; to make it even more defensible, choose rock that is halfway up a cliff. A cliff village usually starts out as a natural cave that is steadily dug into and extended until a whole complex of rooms is created. The slope of the cliff into which the caves are dug is very sheer, often being completely vertical. Rope ladders for the higher openings and wooden ladders for the lower ones grant access to the caves. Cliff villages are most commonly used by primitive tribes and bands of humanoid monsters but are also built by more sophisticated wilderness dwellers such as wild elves.

The water supply for a cliff village is usually a river at the cliff's base, so unless an internal supply is also secured somehow, the village will be hard pressed to supply itself with drinking water if there is a siege. One way around this problem is to dig runnel pipes down from the river's bed under the cliff, to a water chamber where a pump can draw river water when required.

Light, heating and fresh air are also in short supply in the caverns. Heating is not so much of a problem, as furs and wooden panels on the walls may be used to insulate the caves, but light is harder to come by. Tubs of oil to fuel lamps are part of the village's reserves, so in an emergency there will always be light to see by; though it compromises on defensibility, illumination and ventilation shafts are sometimes cut upwards from the caverns, opening in the ground above. If the tribe building the village is competent with metalwork, a grille can be set into the shaft to keep intruders from using it to break in.

Clockwork Castle

Not all of the wonders of the fantasy world are magical or even supernatural in their origin. The clockwork castle is a miracle of engineering to rival any high-level arcane spell. Its design uses a single source of power, such as steam created by nearby volcanic lava or the force of a waterfall, to drive a central shaft whose rotation in turn works the castle's various gadgets and fittings. Within the clockwork castle, doors open for you and close behind you with a steady ticking sound, automated servants trundle from the kitchen to the grand hall and back on rails, mechanised suits of armour patrol the battlements and a hundred different traps lie in wait for the unwary thief.

The chains, pulleys, gears and other mechanisms that operate the various features of the clockwork castle are all cleverly concealed within the walls. For this reason, all the walls within the castle are especially thick. Each feature is connected to the walls or to the floor in some way and is not capable of independent action. For example, an automated kitchen servant could not detach itself from the floor and pursue a character.

Though they are intimidating, the castle's mechanical occupants are not intelligent; they are not even conscious. They are designed to scare off intruders and to wait on desired guests. Some of the mechanical contraptions may be operated manually from secret control chambers hidden in the walls and be made to seem to speak by means of a speaking tube. By such means, a stranger in the castle may be convinced that the robotic guard to whom he is talking is actually sentient and able to hold a conversation.

Clockwork castles are usually only occupied by the brilliant, the misanthropic or the insane, or those who embody all three tendencies at once. With the castle's automatic systems to enhance their lives, they can live alone in comfortable seclusion. They can even defend the place on their

own using 'Wizard of Oz' stunts to frighten off would-be intruders and taking manual control of clockwork guards if necessary.

The singular advantage of a clockwork castle's traps is that they are self-resetting. Even an arrow trap can be supplied with a store of ammunition and left to run its course, loading up a new missile every time one is loosed. It takes a simple trap (one that does not involve the movement of large objects) three rounds to reset itself. Any other trap resets itself in ten rounds. Metallic clicks, pings and chimes can be heard from behind the walls with a successful Listen roll (DC 18) while this resetting process is going on. The builder may also install sliding blocks that close off passages, descending portcullises and even sections of wall that slowly rumble together like a trash compactor if he desires. These features are given in the next chapter.

As the clockwork castle's most vulnerable point is the central engine house, this is kept behind thick walls and is accessible only through secret and well-locked doors. Sabotaging this facility, or shutting off the power somehow, can cause the whole edifice to (literally) grind to a halt. Should it be necessary to match the strength of the castle's engines against those of a character, for example if a chain were dragging a character in one direction and he wished to pull in the other direction, the castle has an effective Strength ability score of 25.

Although the clockwork castle is not a magical structure, a spellcasting character may use magical means to power it, such as a team of golems marching around a windlass or a continually burning furnace that contains a captive fire elemental.

Cloud Castle

A more common sight on the elemental plane of air than upon the prime material, the cloud castle is an otherwise ordinary fortress that has been built upon a magical cloud for its foundation. This cloud is capable of bearing just about any amount of weight without losing altitude. Although it appears to be puffy and soft from a distance, much like any other cloud, it is in fact a hard crystalline substance as hard and strong as rock.

Cloud castles may have tunnels beneath them, dug out of the magical cloud-stuff. It is therefore possible to construct oubliettes and shafts that drop the unfortunate victim several thousand feet out of the bottom of the cloud. Cloud castles are sometimes mobile, but those that are cannot usually be steered voluntarily. The cloud is blown hither and thither by the wind and the castle goes with it.

The cloud moves with the wind, at a speed equal to half that of the wind, to a maximum of 50 feet per round. Cloud-stuff has a hardness of 8 and 90 hit points per foot. It is translucent enough to allow light to shine through a thickness of up to 20 ft. Though it is hard to break through, it is more like a honeycomb than a solid lump; within a floating cloud, natural cells of open space are found up to 20 feet across. It is therefore relatively easy to hollow out a set of rooms inside the cloud. It is formed from a peculiar frothy, buoyant crystal found on the Elemental Plane of Air. As such, it is not especially vulnerable to spells that would ordinarily burn away mist or fog, such as *fireball.*

A cloud castle is likely to be the home of an aerial wizard or a member of such a race as the titans. It is a very secure stronghold to have, as only flying creatures can easily come near enough to attack it. Its main disadvantage is that owing to the castle's distance from the ground, it is hard to keep it provisioned. Flying expeditions to the ground below to gather supplies are the usual way of doing this, though this is hard to achieve during a siege.

There are accounts on record of extremely daring individuals who have captured cloud castles. This has been done by snaring them with titanic iron grapples and then dragging them down to ground level using the strength of a team of dragons to overcome the cloud's natural tendency to rise. Once the castle was brought down to earth, it was kept in place by enormous chains. Other legends speak of magical clouds so large they were able to bear entire cities, but these have never been confirmed.

Tree Fortress

As we have seen in earlier chapters, it is possible to build small strongholds in the branches of trees, with the tree fort being the largest structure that may be built. Instead of being made on a wooden

platform supported by the tree, the tree fortress is constructed in the body of the tree itself. The flora of the game world determines the availability of a suitable tree, as the building of a tree fortress requires the tree in question to be of Colossal size; it must be at least one hundred feet in diameter. Typically, such incredible plants are found in deep and inaccessible jungle or in the hearts of forests as old as the world itself.

The tree fortress is built in such a way as to keep the tree alive. It is up to the Games Master whether the tree has any kind of sentience or not; if it does, it will only permit its body to be partially hollowed out and used as a stronghold if it sympathises with the potential tenants. Druids and sylvan elves are the most likely to be allowed to do this. Fashioning the tree fortress requires that all the builders involved have at least 5 ranks in Craft: Carpenter, as only an able woodworker can make the necessary cuts and gouges without causing irreparable harm to the wood. The use of the *wood shape* spell (see Chapter 4, Basic Buildings) is greatly preferred by the trees and those who care for them.

In order to build a tree fortress, at least 8 ranks in Knowledge: Nature or 10 ranks in Wilderness Lore are required. Treat the tree as if it were a round keep, but with a hardness of 6, 5,000 structure points and a stability saving throw of +16. (There is little quite so stable as a tree whose roots go half a mile into the ground.) The arrangement of internal rooms is left up to the builder, but in order to keep the tree alive, at least 50% of its internal mass must be left intact on each level.

Skull Fortress

This macabre stronghold is built from the enormous skull of some creature of legend who perished countless aeons ago. It is particularly suited to a necromancer or solitary wizard of evil alignment. There are few lairs more intimidating to behold than the skull fortress, which dominates the land all around with its hollow gaze, brooding monstrously as if it were about to haul an entire skeletal body up out of the ground at any moment and go ravaging about.

As the main framework has to be found rather than constructed, it is up to the Games Master to decide whether there is a skull of suitable dimensions available. It might be possible to bring one across from another plane, given sufficient magical assistance. The ambitious builder is more likely to find a colossal skull lying on one of the layers of the Abyss or among the murky depths of the elemental plane of water than on the Prime Material.

The skull fortress is, perhaps surprisingly, not a magical structure. It requires no spells to build, just a lot of hard work. Converting a skull into a fortress does not require any prior clearing of the land or digging of foundations, though as most builders like to add an underground section under a skull fortress, this excavation should be taken care of first. Once this is done, the builders must work their way through the cranium, cracking through any layers of bone that are not needed, chiselling holes for joists and stopping up gaps with mortar. Windows are created either by scraping away at the bone until it is thin enough to allow dim light through or by cutting a hole or arrow slit right through the bone.

The skull fortress has several remarkable structural advantages. As it is not made of rock, it is not susceptible to *passwall* spells, the bane of any castle builder. It is not vulnerable to fire, either, as bone is very hard to set alight. The bone of

which its outer casing is made is strong enough to withstand sustained battering from siege machinery. See the entry on bone barriers in Chapter 9, Offensive and Defensive Systems, for the statistics for bone as a barrier material.

As it is a single piece grown organically rather than built brick on brick, it is the most stable structure of all, being next to impossible to topple. Its main disadvantage is its relatively small size; there is not a lot of living space in the braincase of an elder demon, compared to other keeps and fortresses, which is why there is usually an underground section accessed through the hole at the base of the skull. It is also difficult to move the skull into a more advantageous position before building your fortress, because of its vast size. You are rather obliged to build it where you find it.

A skull fortress is always built without the lower jaw in place if the skull is a humanoid one. Those that have experimented with a skull fortress in which the jaw opened and closed, thus controlling access to the fortress, have discovered that it is the *upper* jaw that ought to be retractable; moving the lower jaw down levers the whole fortress up, a completely impractical arrangement. Skulls of creatures that have sideways-opening jaws are much more useful in this respect.

Socket Weaponry: The skull's empty eye sockets are ideal places to mount sentry points equipped with siege machinery. Catapults are impractical as the socket is a tunnel, without enough vertical room to allow the arm to fling up and over. A socket emplacement has to be a missile weapon or projecting war machine of some kind, such as a ballista, disintegration lance or energy cannon. For greater security, the siege weapon may be mounted in a spherical swivel, shielding the operator from harm. It is possible to fit similar siege weapons in the nasal openings but as these do not have much room to move from side to side, they can only fire directly ahead. A more common tactic is to use the nasal openings to pour boiling water, acid, flaming oil or other dangerous liquids down upon invaders, or to put gas ducts there and have the skull snort out poison clouds.

Dead Whispers: At the Games Master's discretion, the skull may still retain some vestige of life, or be an undead creature of gargantuan size but complete immobility (as the skull has no moving parts left.) The spirit of the entity that formerly owned the skull may communicate in a halting way with the new tenants, giving them messages either telepathically or during their hours of sleep. Depending on the entity's original alignment, it may be allied with its occupiers or despise them; allies will be given counsel or direction according to the entity's own agenda, while enemies will be haunted, whispered to and slowly driven mad.

A person who is allied with the skull may communicate with it once per day in order to gain insight and information. This is treated as a *contact other plane* spell in which the caster has contacted an entity of the negative material plane. The roll to avoid Intelligence and Charisma decrease must still be made.

Necromantic Spells: The skull is richly imbued with necromantic energy. Any necromantic spell cast within its bounds automatically has a caster level one higher than usual and any undead generated within it are created with maximum hit points for the creature type.

If the skull is ruled to be an undead creature, even if it is not sentient, structural damage inflicted upon it may be healed with negative energy (from *inflict wounds* spells) at the rate of one structure point per 10 hit points. Channelling negative energy into it, as if one were rebuking undead, has the effect of increasing its hardness rating temporarily. The hardness of the undead bone increases by one point for every hit die of turning damage; one 5 ft. cube of bone may be affected per level of the character. The effects last for one round per level of the character performing the energy channelling. Multiple channellings do not stack.

The skull may not be turned or destroyed by a turning attempt, but a cleric channelling positive energy into the skull may weaken the bone of which it is made. This functions exactly as above for negative energy, except that every hit die of turning damage reduces the bone's hardness by one point. Positive energy may be used to strip away additional hardness granted by negative energy and vice versa.

Additional Stronghold Features

Here we present a selection of add-ons, optional extras, tweaks and alternative construction choices that may be incorporated into a building or stronghold or used to flesh it out once it has been built. Each one has a minimum requirement to create in terms of the necessary Craft skill and a set price in gold pieces.

As nearly all of these features represent the work of an expert in some field or other, you must secure the services of the craftsman before your construction is built; these features are non-standard and cannot be obtained simply by paying an additional price. If no expert is available in the region, the option cannot be selected. It may happen that the person you need to do the work you want done is in the exclusive employ of someone else. This happens with the best artisans, as the wealthy and powerful want to reserve such talent for their use alone.

There are no materials costs given for these items, as the manufacturer supplies the material. If the resources are not available within the region, you may not select the option. For example, you cannot order a glass wall if the kingdom has no glassmaking facilities, nor can you order an iron wall if there are no foundries.

Some of these features may seem more technologically advanced than a typical campaign world will bear. They do not actually add to the available technologies, but represent combinations of fantasy elements and mechanisms that are already extant, the idea being that someone with enough time to think on the matter would surely have realised the potential of (say) a golem-powered treadmill. It is entirely up to the Games Master to decide which if any of them are allowed. In any case, there is usually a magical alternative provided for any powered feature.

Mechanically powered features are those that depend on the stronghold's having a source of power accessible through transmission cables. Sources of mechanical power are addressed in Chapter 11, Powered Strongholds. Magically powered features are large magical items, with their powers deriving from one or more spell effects. Magically powered features are more versatile and operate independently, but they may be shut down temporarily with dispel magic or antimagic field, whereas mechanically powered features may not.

This section allows you to detail the stronghold's internal workings to an unprecedented level of detail. As a player, you may not wish to be bothered with every single pipe or chimney; however, Games Masters are advised to try putting a stronghold together in this manner, as there is a very different atmosphere when one feels one is exploring somewhere that has its own internal consistence. Any rogue knows the joy of finding and disabling an alarm system, climbing into a drainage pipe or sabotaging machinery in order to create a diversion.

These features are only those that add convenient or useful functions to a stronghold. Strictly offensive or defensive features are given in the next chapter.

Alarm Systems

Any stronghold that depends upon sentient creatures for its defence is going to have an alarm system of *some* sort. These may range from something as primitive as walloping a large drum to a sophisticated magical network activated by triggers.

Manually Powered Alarm: This type of alarm has to be physically approached and sounded. It is readily audible (no Listen check required) to anyone who has nothing but empty air between himself and the alarm device, to a maximum distance of 100 feet away. So, anyone at the end of a corridor 100 feet long at the other end of which was a sounded alarm would be able to hear it without a Listen check. The base DC of the Listen check for anyone else to hear the alarm is 5, with +2 added for every wall or floor that is between them and the alarm device and +2 added for every 20 feet over 100 by which the listener is separated from the bell. An interposing wall or floor that is over 1 foot thick adds +2 to the DC of the Listen check for every foot of thickness. In order to make the alarm as audible as possible, the noisemaking device is often set in an open-sided tower above the stronghold, so that it can be heard through open arrow slits and windows.

The mechanism to activate the alarm does not have to be in the same place as the bell, gong, klaxon or other device that actually makes the noise, though it does have to be connected to it by a simple pull-rope.

For example, an alarm bell might be set in the top of a tower, with the rope that sounds it dropping to a guard room 20 feet below.

Manually powered alarms are not guaranteed to alert everyone in the stronghold, as there is a limit to the amount of noise you can make with one such device. This is a particular concern in underground strongholds, which cannot have bell towers. To compensate for this, multiple guard stations with manually powered alarms are used. As soon as one station hears the alarm go off, it sounds its own alarm, which alerts another station further down the line and so on.

Manually powered alarms cost 90 gp and require 2 levels in Craft (blacksmith) to make.

Mechanically Powered Alarm: This has two advantages over a manual alarm. Firstly, a lever or switch trigger may be used to activate it, which takes a lot less effort than physical pulling and means that the alarm may be sounded from up to fifty feet away if a lever is used. Secondly, a powered alarm is a lot louder and continues to sound until deactivated. (The switch or lever to deactivate the alarm machinery is inevitably kept in a locked room to which only the senior guard has the key.) The audibility of a powered alarm is determined as for a manual alarm, with a maximum distance of 200 feet and a base Listen check DC of 2.

The type of alarm will depend upon the power system used in the stronghold. Steam powered strongholds use shrill whistles like those of a steam locomotive, kinetic strongholds use a constantly jangling bell, lightning powered strongholds use violent buzzers and flashing lights and other strongholds use screeching klaxons or horns.

Magical Alarm: A magical alarm is simply a permanent version of the *alarm* spell, placed upon a focus object. It may be set to deliver a mental or audible alarm, as in the spell and has the same operative radius. The password may be changed by speaking a command word and then the new password. In strongholds, the captain of the guard usually does this on a daily or weekly basis. The same command word is needed to shut down the alarm once it has been set ringing. The command word for an alarm is a closely guarded secret.

You may place a *magical trigger* so that the sounding of one *magical alarm* will trigger another. By linking alarms in this way, you can cause bells to ring all through the stronghold every time one of your alarms is triggered. You can of course also set a *magical trigger* so that the sounding of an alarm in its area of operation will seal the room's doors with stone slabs, deactivate nearby teleport pads and activate a magical gas trap, if you choose. Triggers are versatile and may be used to create multiple effects.

Armoury

A stronghold's armoury is where the reserves of weapons and armour are kept. The armoury also contains essentials such as a grinding wheel to keep swords sharp, metal polish, oil, crates of arrows and bolts, boxes of spare links for chain and ring mail and any grenade-like weapons; these last are usually kept locked in a secure cupboard. Outfitting an armoury costs 50 gp per type of weapon or make of armour you intend to store and maintain. For example, an armoury set up to store and maintain simple weapons, martial melee weapons and light armour would cost 150 gp. One 10 foot square of armoury space is required for every 50 gp you spend on it.

Wheeler's Everfull Armoury: This magical item resembles a huge wooden cabinet, ten feet high,

ten feet across and three feet deep, with numerous shelves, compartments and drawers. Up to five times per day, it may be opened and one simple or martial weapon taken from it; alternatively, a bushel of 20 arrows or 10 crossbow bolts of any nonmagical kind may be drawn. If the person extracting the item knows which compartment holds what, he may choose what kind of item is drawn, otherwise this is determined randomly. The *everfull armoury* will never contain any composite, masterwork or magical items. It is built into a specific stronghold's armoury; if removed, it becomes a mundane cabinet with nothing inside.

Caster Level: 9th; Prerequisites: Craft Wondrous Item, fabricate; Market Price: 30,000 gp.

Beacon

This is a signal flare set high in the stronghold. When lit or activated, it shines a brilliant light that clearly illuminates a 150-foot radius and can be seen for up to 3 miles. Beacons are lit to warn of enemy presence. They are a typical feature of sea forts and border strongholds. A society that depends upon primitive technology rather than magic for urgent communications is likely to use a series of beacon emplacements set a mile or so apart, so that the lighting of one will lead to the lighting of others.

Nonmagical beacons are simply bonfire platforms, a curved dish 10 feet across set on metal legs, stationed on top of a tower or other high point. They require firewood to use (the room below is usually filled with lumber and brushwood for this purpose) and cost 120 gp, requiring 3 ranks in Craft (blacksmith) to make.

A magical beacon is similar in shape but holds a quantity of metal rods on which *continuous flame* has been cast; this is covered over with a tarpaulin or wooden lid when not in use. A more brilliant beacon, producing light equivalent to daylight within 500 feet and visible from up to 10 miles away, resembles a glass orb on a metal support. This is activated and deactivated by a command word. The magical daylight produced by this device damages undead creatures who are vulnerable to ordinary daylight.

Brilliant Beacon: Caster Level: 5th; Prerequisites: Craft Wondrous Item, searing light; Market Price: 20,000 gp.

Carpeting and Coverings

A good carpet is not just for decoration, though this is admittedly often its primary purpose. Carpeting makes a stronghold much easier to heat. It may also cover up trapdoors, pressure pads, ritual circles or anything else on the floor that you do not want visitors to see too easily. Carpets are not produced in homogenous and continuous rolls, but are woven individually. The maximum size of a single carpet is 30 feet in any one direction.

A standard carpet provides a +1 circumstance bonus to any Move Silently skill checks made upon it, so long as the character does not step on anything but a carpeted surface. A luxurious carpet provides a +2 circumstance bonus to the same check. Standard carpet costs 1 gp per 5 foot square, while luxurious carpet costs 30 gp for the same amount.

Tapestries: Tapestries are a traditional way to decorate a stronghold and provide important insulation for the walls. They are sometimes used to conceal secret doors, though they can be moved aside or torn down with ease. Tapestries may be simple or luxurious and cost the same as carpets do.

Engulfing Carpet: A carpet or tapestry can be enchanted to come to life when stepped on or when anyone approaches within a set distance, turning it into an animated object of Medium to Large size. This is a startling and effective hazard to use against thieves, who like to keep to the carpets to avoid making noise. Carpets may wrap themselves around targets and blind them; see *Core Rulebook III.*

Caster Level: 11th; Prerequisites: Craft Wondrous Item, animate objects; Market Price: 29,000 gp.

Clocks

Clocks are only found in those parts of the campaign world where clockwork mechanisms are common and life is regulated by the hours rather than by the stations of the sun. Often, the only clock to be had is the pyramidal water clock, which is regarded as a novelty; the mechanical clock assumes a slightly post-mediaeval level of technology.

In strongholds, they are useful for making sure the various different occupants do their jobs at the right time, an important consideration when there is a whole household to manage. The clock given here is large, between five and ten feet in diameter. It may

be mounted on an interior or exterior wall. Clocks must be wound every day and often run fast or slow according to the surrounding temperature.

A clock that is built as a mechanically powered feature needs no winding and is more likely to tell the accurate time. To build such a clock, place a block of machinery immediately behind it.

Clocks of this size cost 1,500 gp and require 9 ranks in Craft (locksmith) or Profession (inventor) to create.

Time Switch: This is a form of trigger for mechanically powered features, which activates and deactivates them at certain times of day. Its most common use is to lock and unlock vault doors, meaning that the area may only be accessed at all at prearranged times; the night hours are usually the ones during which the region is sealed. A vampire stronghold owner might use a time switch to keep his crypt sealed during the hours of daylight. A time switch costs the same as a clock, but does not have to involve a clock face; just the mechanism is enough.

Combat Room

A combat room is any space that has been specially prepared for fighting or training in. Combat rooms must have ceilings at least 10 feet high, to allow the free wielding of large weapons. They are fitted out with practice dummies, punching balls, straw targets, racks of wooden weapons for sparring and sometimes soft mats so that unarmed combat techniques can be practiced safely. Combat rooms are essential for keeping soldiers at peak efficiency. If they do not see any combat action and are not given regular training exercises to compensate, they will get out of practice and become inefficient.

Another kind of combat room is that in which fights are arranged for the benefit of an audience. Sometimes the audience will be there to judge, such as in duels of honour or trial by combat; at other times they will be there to enjoy the fight. Fights laid on for the audience's pleasure may be gladiatorial combats, prize fights between equals or – as is common in evil strongholds - unequal combats between intruders and monsters. Rooms built to host such combats are fitted with props to make the combat more 'interesting'. For example, if combatants are lured into a room to fight a dragon, there will be plenty of cover available to hide from its breath weapon, so that the fight will not be over too easily. There will also be traps, tripping hazards and the opportunity for the audience to take pot shots at either side.

Arena of Hazards: This mechanically powered feature is a circular wooden platform 20 feet across and covered with small holes. It must have a block of machinery placed directly beneath it. The disk is used as the arena for one-on-one fights. To prevent the combatants escaping, the disk is either surrounded by a low wall with the spectators watching from above, or it is built on top of a column rising from a pit, so as to surround the disk with a sheer drop on all sides. In this case, the fighters enter by means of a plank or bridge, which is then removed.

Activation of one powered effect causes the disk to tilt from side to side in an erratic fashion, threatening the balance of the duellists. A second effect extends and withdraws metal spikes at random across the disk's surface, while a third discharges plumes of flame randomly from the holes. While the wobbling effect is ongoing, any character on the disk must make a Balance check at DC 5, 10 or 15 (depending on the setting) each round or trip and fall. A character who remains stationary that round receives a +2 circumstance bonus to this check.

The floor spikes are treated as caltrops (see *Core Rulebook I*) that inflict 1d4 points of damage rather than the usual 1. They have a 1 in 4 chance per round of being extended in any given quarter of the disk. If a character trips and falls while the spikes are extended, he suffers an 'attack' from them.

The flame spouts inflict 2d4 points of fire damage, with a Reflex saving throw against DC 15 allowed to take half damage. However, any character who attempts a Reflex saving throw against the flames while the disk is tilting must make a Balance check or trip and fall, as this saving throw implies reflexive movement.

Door, Wooden

A typical interior door in an above-ground structure such as a house is made from thin wooden panels and a frame of thicker wood. Such a door costs 2gp and requires 2 skill ranks in Craft (carpenter) to make. It is the 'simple wooden door' on page 136 of Core Rulebook I. Exterior doors are made from solid wooden planking and are more robust. They cost 4 gp and require the same skill as an interior door. Such a door is the 'good door' referred to on page 136 of Core Rulebook I. A strong exterior door, such

as would be found on a civic building or a cathedral, costs 8 gp. Extremely strong, heavy-duty doors such as are found in castle gatehouses have structure points and Stability ratings instead of hit points and are included in the descriptions of fortifications in Chapter 6 of this book. The Games Master may find these prices useful when calculating the size of bill that the players are presented with after a typical tavern brawl.

Angled: A common feature of the heavy external doors on older strongholds, the door is angled so that if it is broken off its hinges it will collapse outwards rather than inwards. An angled door that is broken off its hinges by a ram or charge attack falls on the attackers, who must make a Reflex saving throw to get out of the way or suffer 3d6 points of crushing damage. A character who succeeds in his saving throw is moved to the perimeter of the effect, which may mean having to jump into the moat.

Bracing: The doors on the outside or inside of a stronghold may be fitted with metal braces to hold the timbers together more securely. Reinforcing a door in this manner increases its structure points or hit points by 20% and doubles the cost of the door.

Crossbeam: Any door or gate may be fitted with a crossbeam (wooden) or crossbar (metal) to hold it in place. This is either slid into place or dropped down from above into sockets. This does not add to the hit points or structure points of the door. A wooden crossbeam increases the door's Stability saving throw by +3 if it is a fortification and the DC to break it open with a Strength check by +6 whatever kind of door it is. A metal crossbar increases the Stability saving throw by +5 and the Strength check DC by +9. It takes only one rank in Craft (carpenter) to make a crossbeam and one rank in Craft (blacksmith) to make a crossbar. A wooden bar costs 2 gp, a metal one 10 gp.

Spikes: There is nothing quite so effective at discouraging a shoulder charge than an array of sharp metal spikes sticking out of a door. Any character propelled against a spiked surface, such as by a bull rush attack, is 'attacked' by one spike for every foot of his height. These attack at +10 melee and inflict 1d4+1 piercing damage plus the Strength ability score modifier of the person (or force) that pushed the victim on to the spikes. Fitting a surface with spikes costs 4 gp per five-foot square of surface covered and requires one skill rank in Craft (blacksmith) if the surface is metallic and one skill rank in Craft (carpenter) if it is wooden. A wooden surface fitted with spikes has its structure points or hit points reduced by 10%, as the holes made in the wood weaken the structure slightly.

Fire Escape

In order to provide a quick exit in the event of the building catching fire, some structures are equipped with fire escapes. These are worked metal ladders or narrow stairs affixed to the outside of the building, accessible from a window. They are viewed as a mixed blessing in some of the more lawless cities, as they offer thieves an ideal way into a building as well as offering potential fire victims a way out. If the fire escape involves ladders, the bottom section may be made retractable so as to allow a person climbing down from above to escape the building, while making it harder for an intruder to break in from below.

A fire escape costs 50 gp per storey of the building and requires 4 ranks in Craft (blacksmith) to make.

Fire Feature

Fire is commonplace inside strongholds, being used for everyday purposes like cooking and heating as well as for more experimental work like potion distilling or alchemy. Any nonmagical fire feature must be fitted with a smoke vent leading out of the stronghold, either through the wall or out of a chimney. Should this become blocked while the feature is lit, smoke will quickly fill the room, obscuring visibility and threatening creatures in the area with suffocation. Smoke hazard rules are found in Core Rulebook II, page 89.

Fireplace: This is a simple stone emplacement for burning fuel. It may be made from metal or stone and costs 10 gp to install. Fireplaces may be fitted with *heatstones* instead of having wood burned in them.

Forge: Equipping your stronghold with its own forge is a good way to ensure weapons and armour stay in good repair. A forge is, in essence, a trough of hot coals blown alight by a bellows and supplied with an anvil, hammers, pincers and other metalworking tools. A fully equipped forge costs 1,000 gp to install and must occupy at least a 5 foot square of floor space.

Incinerator: An incinerator is a metal cube, 5 feet on a side, which is used for burning waste. A heavy lever may be pulled to lock the door shut. If your stronghold is powered, you can add machinery to the

incinerator to circulate hot air through the stronghold, thus keeping it warm. (Use stone pipes for this, as described in the Water Features entry.) The same process may be used to heat the stronghold's water. Incinerators may be fed with ordinary fuel or magically powered. An incinerator may double as a kiln for firing pottery with.

Magical Incinerator: This resembles the ordinary variety but has no coals within it. It has two modes, *ember* and *blast,* that are activated by command words. Ember is the incinerator's default mode, in which the contents are filled with lapping magical flames that give off equivalent heat to a stove full of coals. Blast increases the temperature within the incinerator to that of a blast furnace for five minutes. The blast effect may be used three times per day and is intended for reducing down material that is difficult to burn, such as bone.

Caster Level: 13th; Prerequisites: Craft Wondrous Item, fireball or flame strike; Market Price: 20,000 gp.

Glass Feature

The relative fragility of glass features makes them a poor choice for strongholds that are not built with magic, as they are easily broken if they have not been magically reinforced. In most strongholds, glass is kept to a minimum, being used to create windows only. Strongholds that are built for splendour rather than defensibility tend to have more glass features, especially large windows, as they are a way of bringing beauty and light into the place.

Stained Glass Window: The familiar coloured glass windows found in churches, cathedrals and state buildings are made by connecting pieces of coloured glass with lengths of soft lead. It is a laborious process, but the result can be quite spectacular. Stained glass windows cost 250 gp per 5-foot square section. More elaborate designs could be created for a higher price, at the discretion of the Games Master. A stained glass window cannot be made to a thickness of greater than half an inch, because of the limitations of the process by which the pieces are joined together.

Glass Panel: Using alchemical formulas, it is possible to produce a type of glass that is thick enough to be built into a wall or installed in a floor. Such pieces of glass are 5 feet square and five inches thick; they have a hardness of 1 and 5 hit points per section. Glass walls are brittle but resilient. It is possible to smash them with a single blow, but they can stand up to significant amounts of pressure; for example, they may be walked on safely by a character carrying up to 300 lb of gear. They are occasionally placed in the floors of rooms, so that the events below can be seen from a safe vantage point.

Glass Wall: Multiple sheets of thick glass may be joined together to form walls. This is done by slotting them into a metal framework and sealing the edges either with putty or a rubbery alchemical residue similar to that which is used in the making of Tanglefoot bags. Such a wall costs 200 gp per 10 foot square section and requires the work of one person with 3 ranks in Alchemy and another with 3 ranks in Craft (blacksmith). These walls may be built around corners.

Glass Tank: A visually impressive use of glass walls, this feature involves the creation of a glass-walled area that is used to house living creatures. It may be used dry, as a vivarium, or filled with water. You may then go on to add sand, gravel, aquatic plants and other such features to it before populating it with piranhas, dire sharks, pet octopi or whatever else you choose to include.

It is best to reinforce the glass walls magically before introducing large, strong creatures to the tank, as their thrashing about can easily crack or break the glass. A classic use of this option for evil stronghold builders is to have a trapdoor through which you can drop your foes into the tank; you may then head downstairs and watch through the walls as they attempt to fight off whatever creatures you have placed there.

Mirror: A simple wall-mounted glass mirror costs 20 gp for 5 square feet.

One-Way Mirror: The one-way mirror is a product of alchemical rather than magical ingenuity. Prized by those who like to observe others without being observed themselves, it is an ordinary mirror from one side and a slightly dark yet transparent sheet of glass from the other. One-way mirrors are especially beloved of some inventive spellcasters, as they allow them to see (and therefore target spells on) creatures who have no idea that they are there.

One-way mirrors cost 40 gp per square foot and require 6 ranks in Alchemy or Craft (glassblower) to make. They may be made up to a 5 foot square in size.

Heatstone

A stronghold builder who does not wish to be bothered with chimneys or fuel sources for heating can use a heatstone instead. This is not actually made of stone; it is a ten-inch iron sphere mounted on a three-foot high stand, rather like a pyramidal brazier. Pronouncement of a command word causes the iron sphere to heat up to just the point of red heat, producing enough warmth to heat a small room comfortably or to boil a kettle in about five minutes. A tipped-over heatstone will cause organic material to smoulder, scorch and eventually catch fire. Multiple heatstones set beneath a boiler are one way of producing steam power for a stronghold.

Caster Level: 3rd; Prerequisites: Craft Wondrous Item, heat metal; Market Price: 11,000 gp.

Ice Room

Ice rooms are stone or metal-lined chambers, one or more of whose walls are freezing cold to the touch and covered with a build-up of frost. They are used to store food that would otherwise putrefy or to provide comfortable living space for ice-dwelling monsters. One 10-foot section of freezing wall is required for every three 10-foot cubes of space to be kept below zero. The room must be kept closed for the effect to work and the walls must be at least a foot thick.

Freezing Wall: Caster Level: 7th; Prerequisites: Craft Wondrous Item, wall of ice; Market Price: 20,000 gp.

Illusion, Local

A luxury only available to those stronghold builders who have plenty of gold or who are themselves advanced magicians, a local illusion is an image effect operating within a fixed area. Some stronghold builders use local illusions purely for decoration, such as by creating the effect of a grand hall with its ceiling open to the night sky, or for dramatic effect such as surrounding a throne with leaping flames in which tormented figures writhe. It is however the more practical illusions which are favoured by the majority of stronghold builders. Illusory guards or monsters are a popular choice, though there are those who consider these to be worse than a waste of money, saying that an intruder only has to disbelieve one such illusion to be suspicious of anything else he meets in the stronghold, lessening the effect of any other illusions you might have placed. Illusions work best when used sparingly and cautiously.

Local illusions are magical effects placed upon an *item,* effectively a magical item with a *permanent image* effect bound to it. As such, they can only ever make one thing seem like another thing, or fill a region adjacent to the item with a consistent illusory substance or effect. They could therefore make a column seem to be a golem holding up the ceiling, or a stone floor slab appear to be emitting flames. They could not, however, cause illusory guards to appear out of nothing, or illusory dragons to come around the corner and attack.

Characters who interact with the illusion are allowed a Will save to realise its unreal nature. This does not end the effect for anyone other than the character concerned. A local illusion is continuous, but anyone who has successfully made a Will save to disbelieve it does not need to do so again.

Several different varieties of local illusion are available, according to the type and dimensions of the effect. At the Games Master's discretion, item crafters may produce less expensive versions by using different *image* spells instead of *permanent image* and leaving out unnecessary sensory effects. For example, a local illusion might use *silent image* alone if it were intended to occupy a ceiling and give a distant, purely visual effect.

Once the focus object is enchanted, the illusion stored within it cannot be changed.

Projected Image: This is an illusion created as per a *permanent image* spell, identical to it in all respects but size; the image may not be any larger than 9 conjoined 10 ft. cubes. The magic is placed upon a part of the floor or the wall – the focus object, which is the magical item - and the image or part thereof must remain in constant contact with it. It may not move any part of itself more than 50 ft. away from the focus object.

The focus object itself may not be more than 10 ft. across in any dimension and must either be a single item (such as a floorboard) or composed of multiple similar items, such as a brick wall. You could therefore create a floor slab 5 ft. square on which stood an illusory troll guard who never moved from his position, or a stone in the wall to which an illusory dragon was bound by an illusory chain. The advantage of the latter arrangement is that the image can move convincingly while retaining its connection with the focus object.

Caster Level: 11th; Prerequisites: Craft Wondrous Item, permanent image; Market Price: 30,000 gp

Reactive Projected Image: This functions as an ordinary projected image, but the illusion may be called into being or change its state in response to a specified event. You might, for example, program a stone causeway so that it seems to collapse once a character has crossed it, make an illusory bridge extend across a chasm when a command word is spoken, or cause illusory flames to burst from the floor ahead. The same triggers may be applied as for a *magic mouth* spell.

Caster Level: 11th; Prerequisites: Craft Wondrous Item, permanent image, programmed image; Market Price: 50,000 gp

Altered Surface: This kind of image is restricted to the surface of the item that it is altering. Otherwise, it has all the sensory aspects of a *permanent image* spell. The surface, which is the focus object for the spell, is subject to the same restrictions as above. An altered surface may make wood appear to be iron or stone appear to be water, but it cannot make a solid floor appear to be air or create any kind of protuberance or creature emerging from the surface. It is also impossible to create an altered surface that depends on new environmental information, such as a mirror that reflects a character's appearance or a window that provides an up to date view of an area. It is possible to create multiple *altered surfaces* side by side and create a unified effect, if the same person creates each item.

Caster Level: 11th; Prerequisites: Craft Wondrous Item, permanent image; Market Price: 20,000 gp

Reactive Altered Surface: This functions as an *altered surface*, with the contingency effect that the image may be changed or activated by a trigger, as with a reactive projected image. You may only program in two states for the image, though there may be a smooth transition between them. So, you could create the illusion of a metal floor rolling back to reveal water underneath, or program a ceiling to change its appearance from sun and clouds to moon and stars.

Caster Level: 11th; Prerequisites: Craft Wondrous Item, permanent image, programmed image; Market Price: 30,000 gp

Permanent Illusory Wall: The illusion here is placed upon a stretch of floor, ceiling or wall, from which an *illusory wall* effect emerges. The stretch of surface is the focus object and is subject to the same restrictions of composition as above, though it may only be up to 10 ft. by 1 ft. in size and the wall produced may be no more than 10 ft. in height. This effect is identical to that produced by the spell of the same name. Multiple *permanent illusory walls* may be arranged side by side and produce a single overall effect, so long as the same person manufactures them. The only way to create a *permanent illusory wall* effect higher than 10 ft. is to place a second focus object in the ceiling and have two 10 ft. walls meet in the middle; even this method cannot create a wall more than 20 ft. high overall.

One may, of course, have ordinary *illusory wall* spells cast in one's stronghold to much the same effect. The only advantage that a *local illusion* variety of illusory wall has over the ordinary kind is that this sort is the product of a magic item and will thus reassert itself even if a *dispel magic* effect is used to dampen it temporarily. An ordinary illusory wall, by contrast, is destroyed altogether if dispelled.

Caster Level: 7th; Prerequisites: Craft Wondrous Item, illusory wall; Market Price: 12,000 gp

Invisible Fixture

By use of this feature, a part of your stronghold is enchanted so that it becomes a permanently invisible magical item. The object so treated must be of a single type (so you could enchant a wooden bridge or a metal bar, but not a wooden platform with a siege machine on it) and may weigh no more than 1,000 lb in total.

This effect is most commonly used to make bridges invisible, so that only those who know they are there will have the confidence to step out into the void. Slightly less common is the practice of fitting metal bars, wooden beams, wires or even sharpened blades across a corridor and making them invisible, bringing an abrupt halt to the progress of anyone running down the corridor who does not know they are there. An *invisible fixture* that becomes covered with material that reveals its outline, such as paint, dust or flour, may easily be seen. For this reason, invisible bridges have to be swept clean of dust and debris every week or so.

Some eccentric stronghold builders use *invisible fixtures* to solve the problem of giving rooms adequate lighting while keeping them secure from intrusion and minimising heat loss. Instead of fitting windows, simply make an area of wall invisible. This allows the passage of light but lets the wall retain its full structural strength. It is rumoured that there

is at least one sorcerer who has an entire tower with invisible walls, a place said to be so torturous to the eye that nobody has yet been able to bring himself to besiege it.

Caster Level: 6th; Prerequisites: Craft Wondrous Item, invisibility; Market Price: 36,000 gp.

Ladder, Fixed

A wooden or metal ladder may be fixed permanently in place where there is no room for a staircase or where the expense of building stairs is unjustifiable, such as in an outbuilding. A wooden ladder costs 2 gp and a metal one 5 gp; the wooden ladder requires 1 ranks in Craft (carpenter) to build while the metal one requires 1 rank in Craft (blacksmith).

Retractable: For double the price, the ladder can be made retractable. The bottom section may be slid upward, halving the length of the ladder. Retractable ladders are also often hinged where they join the edge on which they rest, meaning that a retracted ladder may be lain back against the floor and the opening closed. This arrangement is sometimes found in loft rooms and in secret retreats above the rafters of a building.

Lever Trigger

A lever trigger is used to activate mechanically powered features or to slide back a bolt holding something in place. Working a lever requires a Strength ability score check at a DC of 10. The lever must be at least a foot long, though it may be disguised as something else; torch sconces, chair legs and standing lamps are typical choices. A lever trigger may be placed anywhere along the transmission cable that runs into the machinery, or on the machinery itself, though it may not be more than 50 feet of cable length away from the machinery it operates. You may, if you wish, extend a length of cable from the machinery that serves no other purpose than connecting up the lever, so that the lever can be somewhere else entirely, as is done when guard rooms high above the stronghold gates house the levers to operate gates, drawbridge and portcullis. This cable may be run behind a wall or under a floor.

A single powered feature may have up to four lever triggers in different parts of the stronghold. This is especially useful when creating a powered alarm system (see below). You may choose to limit the lever's function so that it can only cause the powered feature to perform half of its potential action. For example, you could have three levers that can close a powered door but only one that can open it, or three levers that can start an alarm bell ringing but only one that can shut it off.

A lever trigger costs 10 gp to make and requires 1 rank in Craft (blacksmith).

Lighting

Lighting may seem, on the face of it, to be a trivial issue, but it is a highly important one. The kind of lighting you employ affects how far your guards can see, how frequently your lights need to be changed and how susceptible your stronghold is to fire. It only takes one person to grab a torch from a sconce and thrust it into a curtain to turn your palace of seclusion into an inferno.

Torch Sconce: Torches in sconces are the customarily light source for the rugged, military type of stronghold. The most primitive strongholds and those with the least money to invest are likely to use this method of illumination. A torch sconce is a simple metal bracket fixed to the wall, costing 3 gp. Candle sconces are similar, smaller brackets for holding candles. Some torch sconces are placed next to dark areas (such as wine cellars) so that anyone who needs to enter the area can grab a lit torch from the sconce and return it when they come back.

Torches are relatively easy to douse, present a fire hazard and do not burn for very long. The torches used to light castles are more heavy-duty than the hand held sort, lasting for three hours rather than one but still lighting up a 20 foot radius.

Instead of a combustible torch, a stick on which *continual flame* has been cast may be used. This is a much safer option, as such flames do not emit heat and cannot ignite flammable objects.

Hand-Held Lamp: This is the 'Aladdin' variety of oil lamp described in *Core Rulebook I* as 'Lamp: Common'. When used to light strongholds, they are placed upon pedestals or on shelves protruding from the wall.

Hanging Lamp: A slightly less hazardous option is the oil lamp suspended from chains, hanging from a bracket in the wall or a hook in the ceiling. These clearly illuminate a 30-foot radius (though they may be dimmed if desired, clearly illuminating a minimum 5-foot radius) and burn for 6 hours on a pint of oil. The glass or metal reservoir holds 3 pints of oil; the oil in the lamps is usually refreshed in the

morning, to make them ready for overnight use. This option is also available in a tabletop version, which sits on a broad base. Lamps of this kind are too hefty and fragile to pick up and carry with you if you intend to do anything requiring exertion. They cost 13 gp each. A hanging lamp with a metal reservoir is less visually appealing than a glass one but is less likely to be targeted by enemy archers wishing to cause chaos.

Chandelier: The chandelier offers a visually impressive way to light a room. Chandeliers are made from several circular tiers of metal with an array of candles around each tier, so that the whole arrangement produces a bright yet mellow light. Chandeliers are sometimes ornamented with crystals on wires, to make them appear to shimmer and to look more opulent. They are attached to the ceiling with a rope or chain. In order that the candles in the chandelier may be changed, the rope or chain can be unfastened and the chandelier lowered. Swinging on chandeliers is common practice among debauched aristocrats and swashbuckling adventurers alike; the most pressing consideration under such circumstances is whether the fixtures can bear the weight. A silk rope can support a total weight of 300lb. without breaking, whereas a chain can support 520 lb. The chandelier itself weighs 50 lb and clearly illuminates a 40-foot radius.

In lands where magic is commonplace, nobody will bother to fill a chandelier with ordinary candles. Instead, they are filled with small metal cylinders on which a continual flame spell has been cast. This procedure is so simple that it does not even count as creating a magic item. Six such cylinders are needed to create a chandelier with equivalent brightness to the candle-powered version. A chandelier in simple iron costs 50 gp to make and requires 3 ranks in Craft (blacksmith).

Magical Trigger

Magical triggers may be used to activate any magical or powered feature. They allow greater versatility than command words alone and make a stronghold's features capable of reacting independently. Any feature that can be activated by a command word, such as moving masonry, may be set to be activated by a magical trigger instead. (If the feature is not itself magical, the trigger costs slightly more and requires additional spells to make.) The focus object for the magical trigger can be any single item. Its location is important, as it must be able to 'see' or 'hear' the event that will trigger the effect. Magical triggers have a 100-foot range, meaning that they may be set to activate any feature within this distance in response to an event occurring anywhere within this distance. Events that may be used to fire a trigger are given in the description of the magic mouth spell in Core Rulebook I. Magical triggers may be deceived by the same spells as are there described. If there is a need to adjudicate whether or not a trigger 'heard' or 'saw' something on the limits of perception, assume that it has effective Spot and Listen skills of 12.

For example, you could set a magical trigger to activate a *local illusion* of a demon emerging from the floor when a particular book was opened in the vicinity, or set a *teleportation pad* to activate only when the user was wearing a particular item of jewellery.

A regular magical trigger may respond to only one event with one feature activation. Additional trigger effects may be added to the same item simply by adding the base cost again. So, for three times the cost of a basic trigger, you could have a trigger that responded to the approach within 100 ft. of anyone dressed in black by lowering the drawbridge and raising the portcullis, but responded to anyone dressed in white by sounding an alarm.

It is important to remember that it is not the feature but the trigger that responds to events within the area. If the trigger is covered or muffled, it may not be able to sense the events it needs to; if it is suppressed with dispel magic or destroyed outright, it cannot trigger its linked features at all. It is therefore wise to make the trigger out of something strong or inconspicuous.

Optional Rule: At the Games Master's discretion, magical triggers could simply be placed on to powered features as an extra level of enchantment, obviating the need for a separate item enchanted as a trigger. If this is done, just add the cost of the trigger to the cost of the feature.

Standard Magical Trigger: Caster Level: 7th; Prerequisites: Craft Wondrous Item, magic mouth; Market Price: 25,000 gp.

Magical Trigger To Activate Mechanically Powered Feature: Caster Level: 9th; Prerequisites: Craft Wondrous Item, magic mouth, telekinesis; Market Price: 55,000 gp.

Mausoleum of Safe Repose

As mausoleums are very tempting places for

necromancers to visit, some families have them specially enchanted so that they will not be used as zombie or skeleton repositories. The mausoleum is counted as a magical item and benefits from the effects of a hallow spell. In addition, corpses placed within it do not decay. They remain unaffected by the ravages of time, allowing the family to come and look on the faces of their loved ones once again. Mausoleums of safe repose are sometimes created to house the bodies of saints, who remain uncorrupted and are prayed to by the faithful.

Caster Level: 9th; Prerequisites: Craft Wondrous Item, gentle repose, hallow; Market Price: 80,000 gp.

Mechanically or Magically Powered Feature

Powered features are those stylish, flashy touches that make a stronghold special, bringing the fantasy stronghold out of the limits set by real-world mediaeval history. They allow the occupier to manipulate large parts of the stronghold with magic or machinery. Their primary use is to control access to the different parts of the stronghold by such means as closing off passageways and retracting bridges; they may also be used as a way to destroy or drive off intruders, though they are a slow means of achieving this.

Any powered feature may be created either as a moving masonry effect or connected to the stronghold's central power source via a transmission cable (see below). If the feature is powered by moving masonry, it is activated with a command word. If it is mechanically powered, a lever trigger or a switch trigger must be used to activate it. Alternatively, it may be powered by a local mechanism, though this is uncommon. See the entry on powered secret doors for examples of these.

Any powered feature that works by being connected up to a power system must have a block of machinery directly next to it. This must contain 1 cubic foot of machinery for every 8 points of Strength that will go into powering the feature, to a maximum Strength determined by the type of power source: see Chapter 11 for more on power sources. This machinery may be fitted into the ceiling, the wall or the floor, or just be left freestanding. When blocks of machinery are left out in the open, they are usually encased in wood, brick or metal to prevent sabotage.

Consult Core Rulebook I, page 142, to find out how much weight a given piece of machinery can lift as determined by its Strength rating. (Moving masonry effects may move or lift up to 400 lb. of material and exert an effective Strength of 24.) Sample powered feature applications are given below, but feel free to create your own, with the Games Master's consent. It helps to visualise the machinery as pulling, pushing or turning. These three effects are the limit of what can be achieved by a powered feature. They may not be combined.

The cost of a powered feature is only that of the block of machinery needed to produce the effect. This costs 1,000 gp per 6 points of Strength that the machinery will be able to exert. No machine may exert a greater Strength than 24, as this would begin to damage the metal components. The manufacture and installation of this machinery requires the combined skills of at least 8 ranks in Knowledge: Architecture & Engineering and 5 ranks in Craft (blacksmith). All other components, such as portcullises and stone blocks, must be bought up separately.

Machinery that can lift a certain weight of material may turn three times this amount, or push three times this amount if the feature has been fitted with runners, bearings, gears or a similar way of lessening friction. It is much easier to move material along the ground than it is to lift it off the ground. So, a block of machinery that has a strength of 12 can lift only 200 lb. of material; it could be used to raise one 200 lb. metal grating or extend one 600 lb. bridge on bearings.

Powered features are not held in place by locks (the chance of an accidental activation, leading to the shattering of the lock or the jamming of the machinery, is too great) but by the static machinery affixed to them or by their own weight. Characters may therefore not bypass them with the Open Locks skill but they may be forced open with a successful Strength check with a DC of 24, or lifted out of the way with a Strength check appropriate to the weight of the feature. Forcing a powered feature open has a flat 50% chance of disabling the machinery.

Opening/Closing Door: For the grandiose or lazy stronghold owner, or he whose doors are too hefty and cumbersome to open without a throng of servants heaving at them, the gates may be mechanised. A system may be installed to open and close a single door or set of double doors or raise and lower a portcullis or drawbridge. In the former case the

doors are pulled open by hinged rods; in the latter, a turning spindle winds a chain.

Heavy Vertical Door: The simplest use of this feature is to make the 'Open Sesame' variety of door, in which a heavy slab is set to open itself when the word is pronounced or the lever pulled. As it is much harder for an ordinary person to lift a slab rather than push it, the effect is usually applied in such a way as to make the slab rise rather than push open on a hinge. The door may be a stone slab or a metal wall; see above.

Garbage Crusher: A stronghold owner who needs to dispose of large amounts of refuse, such as the bodies of adversaries or the remains of monsters, may make his life easier by installing a garbage crusher. This is a small featureless room, with whatever inward and outward running pipes or passageways are most convenient for the castle's design, sometimes with an observation window. The walls are usually made from metal. Activation of the feature causes one of the walls to move slowly across the room, pressing inwards with an effective Strength equal to that which the machinery can exert Everything in its path that offers no resistance is moved with it. If any item is pressed against a fixed surface, such as the other wall, the moving wall is allowed to make a Strength check once per round to crush it as if it had been a person attempting to break the object. A character who is trapped by the wall must make a Fortitude saving throw each round at a DC of 20. Failure means that the character is pinned (see Core Rulebook I) and suffers 1d4 points of crushing damage per round plus the machinery's Strength ability score bonus.

An even more unpleasant variant of this feature is the 'double whammy' crusher, which involves a powered wall on each side pressing inwards. This feature exerts an effective Strength of the operating machinery +2 upon items it crushes. Any character unfortunate enough to be trapped between these converging surfaces must make his Fortitude saving throw against a DC of 25 and suffers 1d4 points of crushing damage per round plus damage equal to the ability score bonus of the machinery's Strength +2 if the save is failed. The total effective Strength is not doubled, because it is still the overall 'strength' of the stronghold's power source that is being resisted, even if it is channelled through two sets of machinery.

Extending Bridge: If your stronghold has steep drops in it and you want to make sure that nobody crosses them without your say-so, you could consider adding an extending bridge to your design. A single block of machinery can extend a wooden, stone or metal bridge out from its housing to a set distance. The distance covered depends on the type of material used. Wood and metal bridges may be extended out to 30 feet as wood is light and metal is strong; stone, however, may not be extended past 10 feet by machinery alone as it is too heavy to hang unsupported. If you want a stone extending bridge, you are better off using a moving masonry magical effect, as this is telekinetic in nature and does not place stress upon the stone. The above limits assume that your bridge is 10 feet wide. You may extend the maximum distance by half again by creating a 5-foot wide bridge instead.

To make an extending bridge, add the costs of a wooden bridge, stone slab or metal wall the size of your intended bridge to the costs of the machinery needed to extend it.

Lift: If the traditional winding staircases of fantasy strongholds do not appeal to you, why not equip your new home with a powered lift? The mechanical principles behind this feature are simple. A metal or wooden cage, or platform if you want a more worrying trip, is suspended from a chain, which is attached to the block of machinery at the top of the lift shaft. Activation of the machinery winds or unwinds the chain, causing the lift to be raised or lowered. The lever or switch trigger for the machinery is placed within the lift carriage. If a lift is laden with more weight than the machinery can lift and the machinery is activated or it is overloaded while the machinery is running, there is a chance that the machinery will jam (if the lift is on the bottom floor) or give way (if it is on any other floor). The machinery must make a Strength check against a DC of 24 for each round that it is under strain, or jam or give way as appropriate.

Rotating Bridge: Rotating bridges are of two kinds. A column on which the bridge stands either supports them from below, or the bridge hangs from an axle above by chains. The former method is much more elaborate, though stable. It is best handled by using moving masonry. The latter is easier to bring off with mundane machinery. In either case, the bridge is customarily made of wood as it is light and easy to move. There is nothing to secure a suspended rotating bridge in position, so caution is necessary when climbing on as the ends of the bridge tend to wobble. To make a rotating bridge, add the cost of the wooden bridge to the cost of the machinery, remembering not to build a bridge heavier than the

machinery can bear. A bridge supported from below by a column must be powered by machinery strong enough to move both the column and the bridge.

Automated Metal Shutter: To combine the convenience of glass windows with the defensive advantage of a strong covering, fit automated metal shutters to your windows. These can be made of jointed plates, thus rolling back into a cylindrical housing, or of a single flat sheet. Activating the machinery brings the shutters down over your windows at a rate of 20 feet per round. The cost of fitting this feature is that of the machinery plus the shutter; a jointed shutter that can fit into a smaller space will cost you 20 gold pieces extra. The shutter must have room to retract above or below the window.

Winch: A winch is used to lift heavy loads up to a high point. High towers occupied by paranoid or suspicious people sometimes have winches that are used to lift food and provisions up to the living quarters, so the occupants do not have to descend to the front gate. A winch is no more than a windlass (see below) with machinery powering it.

Metal Features

Metal is the strongest of the commonly available building materials. Iron is the metal most commonly worked with, with bronze coming a close second. The difficulty of working with large amounts of metal means that a foundry is needed to build any metal feature that is larger than 10 feet in any one direction.

Metal Wall: Solid metal walls are not common, but some strongholds feature them. A single section of metal wall can be made no larger than 10 feet wide, 10 feet high and 3 inches thick. Iron is the most common material for making metal walls. The statistics for an iron wall are given in Core Rulebook II.

You may place a metal wall anywhere in the stronghold you wish, so long as it is supported from below and on both sides by a masonry wall or a solid floor. Metal walls may be placed over ordinary walls in order to reinforce them. If there is enough support, sections of metal wall may be joined at the corners to create cubical rooms or at the edges to create larger walls. The standard method is to bolt or rivet the sections of wall together. Unless the stronghold builder has access to a local and intense source of heat, such as a tame dragon or a patient wizard with a great many fire spells, it is impossible to weld sections of metal wall into place.

Metal walls cost 300 gp per 10-foot square section. They require 7 ranks in Craft (blacksmith) to create.

Enamelling: A metal feature may be coated with a thick layer of enamel. This has two main purposes; it is decorative, which is useful for those who find iron a sombre material to live with, and it prevents anything with a rust-inducing touch, such as a rust monster or a druid using rusting grasp, from being able to corrode the metal. This process costs 5 gp per square foot of metal surface treated. It is not a failsafe treatment, as the enamel may be scraped away, but it is better than nothing. The enamel layer has a hardness of 9 and 2 hit points.

Metal Door: A metal door (iron is the usual material) does not have to be set into a metal wall; they are commonly placed within magically treated walls of stone or at the end of natural rock tunnels to protect areas of prime importance. Metal doors cost 400 gp for a 7 foot by 3 foot door and require 7 ranks in Craft (blacksmith) to create. Statistics are as given for the iron door in Core Rulebook II.

Metal Bars: More economical than a solid wall and nearly as effective for keeping out mundane foes are iron bars from floor to ceiling. These are used to create prison areas or cages for captive beasts. Metal bars cost 5 gp per 5-foot square section and require 1 rank in Craft (blacksmith) to make. The bars are one inch thick and usually spaced between six and eight inches apart, depending on what is being kept in or out. Metal bars may be placed in windows to prevent thieves from breaking in or prisoners from breaking out.

The bars have a hardness of 10 and 30 hit points each. They may be bent with a Strength check at a DC of 24.

Metal Grate: A grate is made from bars or strips of metal laid in a criss-cross fashion and fused together. They are usually employed to cover the ends of drains or other vulnerable openings, allow visibility without allowing access through walls or floors, or to barricade a window. A grate has a hardness of 10 and 30 hit points per 5-foot square section. Unlike bars, grates may not be bent open.

Metal Shutter: For added security, these hinged sheets of metal may be fitted instead of, or as well as,

the glass in a window. They are closed and fastened from within when the stronghold is under threat. The metal in the shutters is half an inch thick. Each one costs 5 gp, requires 1 rank in Craft (blacksmith) to make, has a hardness of 10 and has 20 hit points.

Metal Spiral Staircase: This feature is a very useful way to move between floors without going to the trouble of building a stone or wooden staircase, as it takes up much less room. It also has the advantage of being more secure than a simple ladder. The stairs are welded to a central column, which is secured to the floor and ceiling. Spiral stairs are usually found in large open rooms, leading up to balconies or platforms. They are a common feature of industrial buildings. Some stronghold builders install them in the centre of hollow towers in preference to a stone staircase around the circumference of the tower.

A spiral staircase is only as strong as its end fixtures. If the building in which it is installed suffers structural damage (in the case of a large building, this must be within 30 feet of the staircase) the staircase has a cumulative 2% chance of breaking loose at the top per 10 points of structural damage inflicted, causing the whole arrangement to fall. If this happens, it will tilt slowly over in a random direction, like a felled tree, stopping when it strikes a solid surface.

This can be very dangerous for anyone on the stairs at the time, who must make a Reflex saving throw at DC 10 or fall from the stairs. If the staircase has no handrail, the DC of the saving throw is 20. Holding on to the stairs is only useful in any case if the stairs fall against a wall or ledge. If they have room to fall all the way down to the floor, any character hanging on to them suffers half the falling damage he would have taken if he had fallen from the height he was at before the stairs collapsed.

Inflicting damage on the mooring bracket at the top of the staircase can also cause the staircase to break. The bracket has a hardness of 10 and 40 hit points. Rust damage is a quick and lethal way to destroy the bracket; for this reason, iron spiral staircases may be enamelled as metal doors can be (see above.)

A wrought-iron staircase costs 400 gp per 10 feet of stair. It requires 5 ranks in Craft (blacksmith) to construct and 3 levels in Craft (builder) to install.

Portcullis: Portcullises are most usually found in castle gatehouses and barbicans but smaller ones may be fitted anywhere inside a building where there is room. A portcullis must have at least 8 feet of available space directly above, so that it has a place into which to retract. See the Gatehouse entry in Chapter 6, Fortifications, for the statistics and use of a portcullis.

Moving Masonry (Magical)

By investing large amounts of money or magical energy, a stronghold may be equipped with heavy stone, wood or metal features that move under their own power. Each feature so enchanted has to be given a 'path', which is the route it follows once activated. The path must either loop round to rejoin itself or be a simple line. On pronouncement of the command word, the feature completes half the circuit if the path is a loop, or moves to the end of the line; a second pronouncement of the command word causes the feature to complete the circuit or move back along the line. Either way, it must finish where it started. Alternatively, instead of having a path, the feature may rotate about a fixed point, such as a static axle upon which a heavy door turns. No more sophisticated manoeuvres than these are possible. Features moved by this effect are pushed with an effective Strength of 24 and move at a maximum speed of 20 feet per round.

There are countless applications for this simple system. It is substantially more expensive than mechanical power, but is far more versatile and takes up less space. Moreover, it may be activated by a command word, which is both more secure and more convenient. Moving masonry may be used to extend and retract bridges, raise and lower lifts, seal off corridors or even send trundling juggernauts down narrow passageways to crush intruders to jelly beneath their stone rollers. The cost of a moving masonry effect depends upon the weight of the feature that is being moved, as this will determine the caster level for the telekinesis spell used to achieve the effect.

As a telekinesis effect is used to make this work, the features may be programmed to move in any direction including up into the air. However, no feature may be held unsupported by a moving masonry effect for longer than one hour per day. This time need not be used up consecutively.

Most powered features (see below) can be powered by a moving masonry effect instead of a central power source.

Default Moving Masonry: This option may be used for any generic effect that the stronghold builder may have in mind. With it, you can program a single object weighing up to 400 lbs. to follow a simple path up to 200 feet long. Unless the surface over which the feature will travel has been prepared with runners, rails or bearings (or the feature is equipped with rollers or wheels) the masonry will grate noisily and unpleasantly as it moves along its course. Such preparation has to be laid all along the feature's path, unless of course it moves through the air at any point. It needs to be fitted by a character with at least 2 ranks in Craft (builder) and costs 40 gp per 10 feet of railing. Many stronghold builders do not bother with rails, as they prefer their moving masonry to take people by surprise.

Caster Level: 20th; Prerequisites: Craft Wondrous Item, telekinesis; Market Price: 80,000 gp.

Portrait

Large portraits are a common feature of strongholds. They are often placed above the central fireplace in a great hall and commemorate the lord of the land in a suitably flattering light. Their practical value lies largely in their size, as it makes them useful for concealing other things. A portrait may be used to conceal a wall safe or even a secret passageway in the walls. The stock cliché of a portrait whose eyes may be looked through is in fact an efficient way of spying on people in the stronghold without them noticing, as even something as subtle as a Scry spell can be detected without even trying. A commissioned portrait costs 20 gp per square foot of canvas painted on and requires at least 3 ranks in Craft (painting). The excellence of the work may be determined by the Games Master, who can roll a Craft (painting) skill check and multiply the result by 10 to determine the inherent value of the piece.

Puzzle Trigger

A puzzle trigger is an unusual way to control the activation of a powered feature or the release of a locking catch. Eccentric magicians, stronghold builders who like to challenge their foes and those who wish to make sure that only the right kind of person can get access to an area are all likely to use puzzle triggers.

Mechanical: This is a device that involves the manipulation of moving parts into a variety of possible configurations. When the configuration is correct, the effect is triggered. An example would be a clock face that had to be set to a given time, a sliding puzzle needing to be assembled into a picture or even a combination lock with rotating barrels that must be set to the right number. The cost of a puzzle trigger depends on its complexity; the Games Master's discretion is called into play here. The skill involved to make one is Craft (locksmith). A simple puzzle costs 200 gp and requires 3 skill ranks, a moderately difficult one 500 gp and 6 skill ranks, a difficult one 1,200 gp and 9 skill ranks and a next to impossible one 3,000 gp and 12 skill ranks.

Mechanical puzzle triggers may be used anywhere a switch trigger could be. It is however common sense to place them directly over the machinery or the locking catch that they affect, because any character that can pry their way in to the connecting mechanism between the puzzle trigger and the machinery could 'hotwire' the feature or lock and not have to bother solving the puzzle!

Magical: A magical puzzle trigger has the physical form of any single mundane object; the shape of the item does not matter. Paving slabs, blocks of masonry or statues are commonly used. Magical puzzle triggers are used to activate features in the same way that ordinary magical triggers are.

Upon occurrence of a set event within a range specified by the item creator (no further than 100 feet away) a magic mouth effect activates, speaking a set message. This will usually be in the form of a riddle or challenge, such as 'Who dost thou serve?' If the correct response is given within the set range, the trigger activates the effect. The response need not be verbal; it may be any triggering action, as given in the description of the magic mouth spell in Core Rulebook I. The magic mouth might, for example, command that those entering the room show humility, whereupon all characters would need to kneel in order for the effect to activate. Note that there are two triggers implicit here. One causes the magic mouth to appear in the first place, while another activates the effect.

Magical puzzle triggers have the same requirements as ordinary magical triggers but cost twice as much. The creator of the puzzle trigger may, if desired, add further activation effects keyed in to other events taking place in the operative area, each one adding the cost of a regular magical trigger to the cost of creation.

For example, Grizz the Enigmatic, a stronghold builder of avowedly evil alignment, creates a puzzle trigger in the form of a hideous talking statue in

the centre of a room. Entering the room causes the statue to ask 'Stranger, what time of day are you?' Answering 'dawn' causes a moving masonry effect to open ducts in the ceiling, pouring in water from above and flooding the room, while answering 'midnight' causes a similar effect to open the exit on the other side of the room. As there are two possible outcomes, this trigger would cost three times the regular amount for an ordinary magical trigger.

Secret Door (Mundane)

Rare is the stronghold that does not have a secret doorway somewhere in its corridors. The basic designs of secret door have already been covered in the sections on partition walls and worked stone walls, but there are other more advanced options available.

Secret door making is an art. The trick to concealing a secret door is to make its outline look like a regular part of the wall. Secret doors in uniform surfaces are as easy to spot as a crack in plaster, whereas one hinged wooden panel in a room full of wooden panels is like a leaf hidden in a forest.

Pivoted Secret Door: This kind of door requires only pressure to open it; it is a rotating slab mounted on pivots in the door's centre both above and below. (For more information on pivots, see Core Rulebook II, Doors.) Pivoted secret doors may be placed in any wall and may be up to 1 ft. thick. A pivoted wooden secret door costs 20 gp and requires 5 ranks in Craft (carpenter) to build, while a pivoted stone secret door costs 400 gp and requires 7 ranks in Craft (stonemason) to build.

For additional security, some pivoted doors are held shut by a locking catch so that they will not be pushed open by accident. This can be released either by a switch trigger or a lever trigger. A classic example is the bookcase affixed to the wall, which is really a pivoted secret door and which is released by pulling on one of the books.

Powered Secret Door: A powered secret door is hidden from view and worked by a hidden switch trigger or a disguised lever trigger (see below). When the switch is activated, the mechanisms behind the door open it automatically. This arrangement is much harder to bypass than a conventional secret door, as discovery of the door does not imply discovery of the operating switch. Even if the door is found, a character who does not know how to work the machinery will not be able to open it without using force. Breaking such a door open requires a Strength check against a DC of 24. Knock spells and the like do not work, as the door is held shut not by a lock but by a large metal bar and gears.

Powered secret doors are not hindered by the weight of the material used to make the wall, as the machinery does all the work. They may therefore be installed in any wall that is over two feet thick. It is impossible to install them in thinner walls than this, as there is not room for the machinery. Partition walls are too flimsy to bear powered secret doors.

If you are creating a powered secret door as an ordinary powered feature, all you have to do is connect up the door to a transmission cable. Most powered secret doors are, however, independently driven, because it is not difficult for an intruder to trace the path of a transmission cable to find a secret door at the end of it.

The most important thing to remember when fitting an independently powered secret door is where the machinery is going to go. It only takes an intruder to passwall his way into your secret door's machinery and the hidden door to your sanctum sanctorum is compromised. A powered secret door needs to be set next to a shaft at least 1 ft square across and twice the height of the moving section deep, which contains the machinery. This may be embedded in the wall, but remember that the shaft may run through the floor or ceiling and have to be disguised as a column on other floors.

The driving force behind the machinery is usually a counterweight system. Pressing the trigger releases a heavy weight, whose descent turns a gear and works the mechanism. The disadvantage with such a system is there is no way to reset it without hand-cranking the secret door back into position, a slow and difficult process requiring three consecutive Strength checks at DC 10. A wheel or winding handle is usually provided for this purpose on the hidden side of the door. Castles with power sources do not have this problem; their powered secret doors may be reset by a second use of the switch, or by the use of a similar switch on the other side.

The most common variety of powered secret door is the 'rotating axle' sort. This works by turning a drive shaft, which then moves the door attached to it in a partial circle. The familiar arrangement whereby a torch sconce is pulled and a thick section of wall grinds inwards like a swinging door is worked by just

such a mechanism. More ambitious versions of this secret door involve whole sections of wall rotating through 180 degrees on pivots. Sometimes a fixture such as a fireplace or bookcase will be affixed to the rotating wall, to make it less easy to detect.

More complicated is the 'gear and teeth' variety, which uses a rotating gear to slide an object in a straight line. This mechanism is used to slide sections of wall back, revealing additional corridor behind – a common tactic when the passageway has apparently come to a dead end - or to cause a part of the wall to sink inwards or downwards.

Sections of wall may be made to rise upwards by use of a pulley system. This requires more machinery space, as lifting sections of wall is much harder than pulling or rotating them. A rising powered secret door needs a shaft 4 feet square by three times the height of the raised section. The advantage of secret doors that rise is that it is an unusual direction for a door to open, meaning that people tend to waste time finding another way to gain access and the weight of the blocks makes the door even harder to open than usual. Forcing such a door open requires a Strength check with a DC of 28.

Powered secret doors cost 2,000 gp to make and install if they are independently powered and 1,200 gp if they are linked in to a power system. Designing and making them requires the following skills, which may be used in collaboration between different individuals: 6 ranks in Knowledge: Architecture & Engineering; 5 ranks in Craft (blacksmith). Fitting the contraption requires the fitter to have 3 ranks in Craft (builder). Installation takes a week.

Concealed Secret Door: If you do not intend to make use of a secret door very often and you want to make completely sure nobody will find it with a visual search alone, you may have it covered over with a layer of bricks, mortar or plaster, to fit in with the look of the rest of the room. Such a door need not involve any kind of intricate mechanism, as its covering provides it with all the secrecy it needs and you will only be using it in exceptional circumstances. The kinds of room that one might seal up behind a concealed secret door are rooms containing artefacts of dangerous power, rooms containing the remains of enemies that you do not wish to see all the time (but who you enjoy having as permanent guests in your stronghold), prisons for powerful outsiders, sources of renewed life such as a fountain of youth (which you could tap every twenty years or so and then have resealed) or rooms that you do not need to enter through a physical door any more because you have the ability to teleport or become ethereal.

Concealed secret doors are undetectable by a visual search, as they are no more visible than any other object that is behind a brick wall or a layer of plaster. They can be detected by the detect secret doors spell but as this spell may be blocked by the application of a thin sheet of lead, any constructor worth his salt will work lead sheet into the covering-up process. The most reliable way to detect a concealed secret door is by tapping at the wall and listening. A successful Listen check at DC 20 is required to detect a door concealed behind plaster and a similar check at DC 25 is required to find a door behind bricks. If the character has the stonecunning racial ability, he may add a +2 insight bonus to his skill check. Breaking down the concealing layer is an easy matter if only plaster is involved, as it may be smashed off in chunks with any heavy object. Breaking through a stone wall is a little harder; see Chapter 4 for details of wall hardness and hit points.

The cost of concealing a secret door is the same as if a partition or standard wall had been built across it.

Ceiling Secret Door: Fitting a secret trapdoor in the ceiling of a room is not quite so difficult as fitting it in a wall, as floors are usually made of wooden planks laid across rafters and wood is easier to work than stone. The difficult part is concealing it from the other side. If the ceiling is open, so that an observer below can see the exposed beams and the floorboards running across them, there is no problem; if the ceiling has been covered over with boards and plastered, one door must be created in the lower boards and one on the upper. Most constructors concern themselves with hiding the door on the side that an observer would be searching and not bothering with the area beyond the door, as someone who knows how to find and open the secret door will never see it.

Secret doors in the ceiling are, in the case of an open ceiling, usually opened by simple pressure if the door opens upwards; if it opens downwards, a discreet catch is fitted. If the ceiling is closed, the constructor may fit a trigger that releases the door's clasp from up to twenty feet away, with the wires and pulleys being hidden in the spaces between the rafters.

The usual way to conceal a secret door in an open ceiling is to make it look like a section of ordinary floorboards. As it is far away from the observers

below, it is harder for them to search for it and accumulated spiderwebs make the job even harder. Secret doors in closed ceilings are usually made into part of a design, such as a mural or pattern.

Secret Trapdoor (Wooden): Hiding a trapdoor in an ordinary wooden floor is a lot more difficult than it sounds, as wooden floors are customarily made out of single planks laid side by side and a rectangle cut out of such a surface is immediately obvious. Secret trapdoors are therefore usually laid in areas that have been treated with wooden flooring (see below). They are difficult to make, as stepping on the wood makes a hollow sound quite different from a solid floor; it is therefore necessary to treat the underside of the trapdoor so that it sounds solid. They are usually rigged so that they have to be lifted out (a process that requires the insertion of a sharp object and a good deal of levering) as hinges and handles both make the door obvious. Alternatively, they can be set to drop open downwards and be operated by a trigger up to 20 feet away or by a voice-operated lock (see below).

Secret wooden trapdoors cost 55 gp to make and require 6 ranks in the Craft (carpenter) skill.

Secret Trapdoor (Stone): It is remarkably easy to hide a stone trapdoor, as all it consists of is a regular flooring slab with a space or tunnel under it, with nothing else to show that it is capable of being opened. The surrounding slabs are built slightly larger than usual, with a narrow ledge cut out of their edges, while the trapdoor slab has a runnel cut out of its edge enabling it to slot down into place over the hole and rest on the edges of the surrounding stones. The difficult part is opening and closing the trapdoor. It can be pushed open from below (if you are strong enough) and closed from below quite easily but opening it from above requires leverage, which will eventually leave marks on the stone and make it obvious that it is moveable. Fitting a permanent handle defeats the object of the secrecy.

One way round this is to make the stone into weightless masonry, thus making it much easier to pry the trapdoor open. Another is to leave a tiny metal socket in the slab, into which a handle can be screwed. This method makes the trapdoor far easier to open but also easier to spot; the searcher receives a +1 circumstance bonus to their Spot or Search check.

A secret stone trapdoor costs 10 gp to make and requires 2 ranks in the Craft (stonemason) skill.

Framed Secret Door: An ingenious way to conceal a secret passageway is to build your wall with a hole in it leading through to the area you wish to protect, then place a specially prepared framed item over the hole and have it securely fixed to the wall. The frame's ornate decoration is an ideal place to conceal the catch that releases the door. A painting on wood (rather than canvas) is suitable for this purpose but the best option of all is a mirror, especially if the mirror is itself backed with wood. Even if an intruder throws something at the mirror, hoping to smash it and reveal a room behind, the mirror will break and seem to reveal nothing significant. The specially prepared frame costs 30 gp and requires 5 ranks in Craft (carpenter) to make.

Column Secret Door: This exercise in deception is very hard to detect unless the searcher knows something about architecture. Column secret doors are usually found in strongholds where the floor and the ceiling are both of stone, such as underground sanctuaries. To fit a secret door in a column, you first need to create a tunnel in the floor or ceiling (or both) according to the usual rules for digging out an area. If you have built either the floor or ceiling yourself, you may leave a hole in the proper place at no extra cost. You then need to have a hollow column built, in the side of which your secret door will be set. This column cannot be one of those that holds the roof up, as it will not bear the weight if it is hollow.

Any character with one or more ranks in Knowledge: Architecture & Engineering receives a +2 synergy bonus to his check to find a column secret door when searching for secret doors, as he may notice that the column is not there for any architectural reason. Fitting a column secret door costs 1,200 gp and requires 4 ranks in Craft (builder) to achieve. It may be activated by a trigger up to 20 feet away from the door, so long as the trigger is located somewhere on the column.

Statue Secret Door: A statue is an elegant way to conceal a passageway. The most straightforward way to do this is to create a hole in the floor as above and place a statue on top with a square hollow pedestal in the side of which is an opening panel. Even if the whole thing is made from marble, the pedestal will be strong enough to support the statue's weight. Alternatively, for a far less subtle solution (and if you are strong enough) just place the statue on top of the hole and hope that nobody but you thinks to move it. Fitting a statue with a trick pedestal as described adds an extra 300 gp to the cost of the statue.

Staircase Secret Door: Most people expect secret doors to be on a level with the other doors in a building, so rigging the stairs with a secret door can bamboozle them very effectively. To fit a wooden staircase with a secret door, the craftsman prepares a block of three steps so that they can be lifted out of place and slotted back in again. The space beneath the stairs is then used as a secret area, which may then give access to other rooms or passages. If desired, the block of steps can be hinged. A trigger may be fitted to unlock the steps at range, so long as it is somewhere on the staircase within 20 feet of the secret door.

Stairs are usually rigged to lift out rather than drop in, as there is less of a risk of accidental discovery (or broken necks) this way, but some stronghold builders insist on having the stairs drop inwards as it means they can work the trigger to drop unsuspecting individuals through the stairs on to prepared spikes and similar unpleasantness. This modification costs 50 gp and requires the skill of a worker with 5 ranks in Craft (carpenter).

Adding a secret door to a stone staircase is more difficult. A single step is altered so that it can be removed. First the edge is pulled straight upwards to release it from the mooring pegs, then the stone step is pulled free. As stone steps are on average twice as broad as wooden ones, there is room enough to climb through and into the space below the stairs. Such a secret door cannot be operated by a trigger and is difficult to close behind you. It costs 20 gp to fit and requires the manufacturer to have 3 ranks in Craft (stonemason) or Craft (builder).

Sliding Pole

In order to allow personnel to move from an upper to a lower floor of the stronghold quickly, sliding poles may be installed between floors. These allow an individual carrying a light or medium load to slide safely down to a distance of up to 15 feet. A character with a heavy load must make a successful Climb or Tumble skill check at a DC of 10 to avoid taking falling damage as if he had fallen from the height when he grasped the pole.

Sliding poles are usually six inches across and made from metal. They cost 3 gp per 5-foot section and require 1 rank in Craft (blacksmith) to make and install.

Statue

Very few strongholds have no statues in them. Statues are built for decoration, to show off wealth, to glorify the owner of the stronghold, to commemorate famous heroes, to honour the Gods or to conceal secrets. The majority of statues are life-sized representations of people or creatures, often on ornamental plinths for additional stability. Statues may be made in stone (such as marble or alabaster) or metal (such as bronze). The price depends on the quality of the workmanship, but as a general rule assume that a Medium size statue of average quality will cost 200 gp in stone and 300 gp in bronze.

Statues of up to Colossal size may be built from stone or from hollow metal, so long as the parts are fashioned separately and then lifted into place. Statues of this size are usually found only in royal palaces, chief temples or tombs of exceptional importance.

Stone Features

Ordinary stone walls have already been covered in previous chapters. The following modifications may be made to an interior or exterior wall. The price given is in addition to the listed labour costs of fitting the wall.

Finished Stone Wall: This kind of wall is finished off with a layer of smooth stone facing, such as marble blocks, or ceramic tiles. It is exactly the same as an ordinary stone wall in terms of its structure points, hardness and stability, but is much harder to climb because there are fewer crevices in the masonry. Finishing a stone surface costs 10 gp per 10 ft. section of wall and requires 3 skill ranks in Craft (builder) or Craft (stonemason).

Dwarven Quality Wall/Door: To be built to dwarven standards, a stone feature must have been assembled by dwarves from the start; they must have measured the stones, cut the stones and fitted the stones. The price they charge for their work is dependent upon who the buyer is; see Chapter 3, Before Construction Starts, for information on dwarven work gangs. Structures built by dwarves receive +2 to their Stability saving throws, where appropriate. In addition, dwarves may create nested hinges (see below). Stone secret doors built by dwarves are blended into the surrounding masonry with consummate skill, adding +2 to the difficulty of Search or Spot rolls to discover them.

Stone Door: Stone doors are detailed in *Core Rulebook II.* They cost 150 gp to create and the maker must have at least 4 ranks in Craft (stonemason).

Solid Block: Simple blocks of carven stone may be placed anywhere you like in the stronghold, so long as the floor will bear the weight. The cost is 50 gp per 100 cubic feet of stone, e.g. one 10 foot by 10 foot slab a foot thick. The relatively high cost is due to the difficulty of carving and moving the block all in one piece. The most common use for a single stone block is as an altar. Stone blocks are also used as the main components of *moving masonry* effects. A single stone block may not measure more than 30 feet in any one direction, as it is simply impossible to quarry out the stone in greater sizes unless magic is used.

Switch Trigger

A switch trigger is a smaller, more discreet version of the lever trigger. Unlike levers, switches require no Strength check to operate. They may only be used to release a small catch, such as that holding a secret door shut, or to activate a powered feature. They are operated by turning, pressing or sliding as the constructor chooses. The trigger for a powered feature may not be further away than 5 ft from the machinery, as the mechanism depends on wires and springs inside the wall cavity and triggers set further away tend to jam too easily. The same limitation applies to switches that operate locking catches.

An obvious switch trigger costs 10 gp and requires 2 ranks in Craft (blacksmith) or Craft (carpenter) to make, according to whether it will be set into a wooden or a metal background, while a disguised one (such as would be used with a secret door) costs 50 gp.

Teleportation Pad

This ostentatiously powerful transport device is a worked stone circular plinth, five feet across. If it is stepped on (or simply touched) a *teleport* effect is activated, sending the character and anyone else touching the pad to a set destination point with at least as much space surrounding it as the pad had. It is commonplace for the destination point to be a similar pad, which will send the occupant back to the first location. If the constructor wishes, the pad may be activated by a command word rather than by contact.

The destination point for a teleportation pad is subject to the usual rules of a *teleportation circle* spell. Within strongholds, they are used as internal transport systems to secure regions and sometimes as emergency escape routes. Occasionally, they are used as sadistic traps, teleporting the user of the pad underwater, over a chasm or into a sealed stone room with walls fifty feet thick.

The costs given below are for a teleportation pad with a single destination point. If the creator chooses to give the pad command word activation, up to three destinations, each with its own unique command word, may be programmed in to one pad. Every extra destination costs the same as the original pad and must be added as part of the same creation process.

Caster Level: 18th; Prerequisites: Craft Wondrous Item, teleportation circle; Market Price: 75,000 gp.

'Terracing'

The *transmute rock to mud* spell was once the bane of stronghold builders. Irrespective of the strength of the stronghold's walls, if some wizard or sorcerer was able to cast *transmute rock to mud* on the surrounding bedrock from which the castle rose, it was an easy matter to undermine the walls – if indeed they had not collapsed already. It took the simple discovery that *transmute rock to mud* is effective only on *unworked* stone to institute the practice commonly known as 'terracing'. This process involves one or more stonemasons using a hammer and chisel to smooth off all of the rock whose liquefaction could possibly threaten the stronghold. Once the surface of the rock has been worked, it becomes immune to *transmute rock to mud.* The practice is called 'terracing' because it usually creates a series of stone levels like steps rather than a smooth diagonal slope. Terracing requires the skills of a worker with at least one rank in Craft (stonemason) and costs 10 gp per 10 ft. section of rock treated.

Torture Chamber

A feature only included in the castles of evil builders, the torture chamber's appearance alone is enough to intimidate many potential victims. It is nothing less than a room full of implements dedicated to causing drawn-out suffering. Torture chambers are used to attempt to break the will of recalcitrant characters, whether to make them confess to crimes, divulge secret information or simply to punish them for whatever reason. They are also sometimes a source

of sadistic entertainment, built for no better reason than to satisfy the appetites of evil.

The use of torture chambers is left to the Games Master's discretion. Torture is morally abhorrent and some may feel it should be left out of the game altogether; however, others may find it useful to the plausible depiction of evil in the game. Evil characters must do evil deeds in order to fulfil the requirements of their alignment; they cannot merely hatch plots and gloat.

Outfitting a torture chamber costs 60 gp per 10-foot square section. Each section includes a set of manacles attached to the wall or floor. They are also customarily fitted with stocks, pillories, chaining poles and similar methods of forcible restraint. Use (actual or threatened) of a torture chamber adds a +1 circumstance bonus to Intimidate checks, so long as the potential victim can see what is in store for him.

Iron Maiden: This contraption resembles a vertical standing sarcophagus or mummy-case. From the inside of the lid protrude long, sharp iron spikes. The iron maiden may be used as an instrument of torture or of execution. Slowly closing the doors upon a victim causes an attack by 1d4 spikes as if the target were a helpless defender. In addition to the usual penalties for being helpless, armour and deflection bonuses do not count against these attacks. The spikes attack at +10 melee and inflict 1d4+1 damage each. Depending upon the size of the target, the doors may be steadily closed over a period between 4 to 8 rounds before the final slam. Closing the doors all the way counts as a coup de grace upon the victim. An iron maiden costs 1,200 gp and requires 6 ranks in Craft (blacksmith) to make. Most reputable blacksmiths will refuse to make torture implements on principle, so you will have to make it yourself or approach a smith you know to be evil; races such as the duergar would be useful here.

Rack: A rack is a long table with spindles at either end attached to turning wheels. The victim is bound in place, with hands and feet tied to the spindles with ropes or bound with chains. Torture begins when the rack is turned. The victim is stretched, with bones being pulled out of joint and muscles and ligaments torn. Operating a rack is a strenuous business, as the sturdiness of some victims makes it hard to turn the wheel at all, even with the transmission gears helping. To turn a rack, a Strength check must be made, opposed to the victim's Constitution. The first four turns of the rack inflict one point each of temporary Strength and Constitution damage. Past that point, they inflict the same damage, but it is permanent. A rack costs 800 gp and requires 5 ranks in Craft (carpenter) to make. The same restrictions apply as above; carpenters are no more inclined to make torture instruments than blacksmiths are.

Thumbscrew: This is a smaller device that fits over the hands. Tightening a screw steadily crushes the thumbs of the victim. This inflicts one hit point of damage per round and is agonisingly painful. Each hit point of damage also gives a competence penalty of –1 per point to all checks and rolls requiring manual dexterity, such as combat with a hand-held weapon, Open Locks skill checks and so on. Arcane spells with somatic components have a 5% failure chance per point of damage, owing to the difficulty of making gestures. This penalty is not removed when the damage is healed and must be specifically cured with a *heal* or *regenerate* spell. A character cannot be brought to less than zero hit points by a thumbscrew (you cannot kill someone by crushing their thumbs) but they may become unconscious. A thumbscrew costs 50 gp and requires 4 ranks in Craft (blacksmith) or Craft (carpenter) to make.

Agony Machine (Mechanical): This powered feature is the centrepiece of the most sophisticated torture chambers. It is a horrendous device resembling a cradle of wood and metal, covered in rotating armatures, whirling blades, screws and plungers, with room enough inside it for a person. The machine occupies a 10-foot cube.

When the agony machine is in use, the unfortunate victim is assailed on all sides by sensations ranging from suction and unbearable tickling to searing and grating. The machine may be set to inflict from 1d6 to 6d6 damage per round, with a Fortitude saving throw against DC 25 allowed for half damage. The operator of the machine may choose whether this is piercing, crushing, slashing or fire damage.

While the torture is going on, the victim suffers a –4 circumstance penalty to all rolls and checks except checks based on Strength or saving throws. Spells without somatic components may be cast but a Concentration check has to be made to overcome the pain. The machine is operated by a lever or wheel with variable settings. A block of machinery connected to a transmission cable must be placed adjacent to the machine, with at least 18 points of effective Strength.

This device costs 5,000 gp and must be made by a true specialist in the art. No specific skills are

provided for its manufacture, as only a few know how to build such an abomination.

Agony Machine (Magical): Less space-filling than the magical variety but far more devastating in its effects, the magical agony machine seems to be a translucent coffin or sarcophagus with dark veins in its material. When the doors are closed on a victim, they are magically locked; the device has a hardness of 12 and 300 hit points and receives a saving throw against spell effects as is usual for a magic item.

The agony machine drains away life, a horrible process for the victim who can feel his vitality being sucked out of his body. The material of the machine glows red while this effect is taking place. A crackling black ray is fired at the target, who is attacked at +10 (effectively ranged) as if he were helpless. The impact of this ray inflicts 1d4 temporary negative levels as per the enervation spell, with no saving throw. (These levels are not permanent, but they will kill the victim if the number of levels equals or exceeds his HD at any point.) The machine may be used three times per day. As its effects last for 12 hours, judicious timing can cause the victim to suffer from a fresh set of uses before he has recovered from the last ones.

Magical agony machines are usually employed to 'soften up' victims before they are transferred to other devices, as the negative levels accumulated reduce saving throws and make victims easier to push around. It is however far from unusual for a torturer to become overenthusiastic or angry and kill the victim outright with an excess of negative energy.

Caster Level: 12th; Prerequisites: Craft Wondrous Item, enervation; Market Price: 40,000 gp

Transmission Cable

When a stronghold has a central power source, all of its powered features must be connected to the power source by transmission cables. 'Cable' is a generic term covering any linear means of conducting power. The stronghold builder (at the Games Master's discretion) may choose whether to employ standard 'cable' in the building or to use the variant type particular to his own power source. This will usually depend upon the type of power employed; suggestions are given below. Irrespective of the type of power source used, transmission cables cost 200 gp per 10 feet through which they are required to run. Making them requires the participation of a character or characters with at least 5 ranks in Craft (blacksmith) and at least 8 ranks in Knowledge: Architecture & Engineering.

Transmission cables are fitted in 10 ft. lengths and are cylinders 1 ft. across. They may either run openly across surfaces with brackets holding them in place (which makes them vulnerable to tampering) or be placed inside any architectural feature that is at least 2 feet thick. They may thus be placed inside some standard walls, but not partition walls. (You may just lay the cable first and then build a wall on either side, though this makes for thick interior walls.) They may be run through columns and under floors.

A transmission cable of any kind is encased in metal and has a hardness of 10 and 20 hit points per 10 ft. section. Severing a transmission cable causes all the features powered by it to shut down. A successful Disable Device skill check (DC 25) can block the cable's effect temporarily without destroying it altogether. Repairing a disabled cable requires a Disable Device skill check at DC 15 or a Knowledge (architecture & engineering) skill check at DC 10. Mending a broken cable requires the same skill check as repairing a disabled one, plus a successful Craft (blacksmith) skill check at DC 15. The same person need not make both of these two checks.

Standard Cable: Standard cable has no special features and resembles strong steel rope that is fed through pulleys and wheels to transmit force.

Hydraulic Channel: As water cannot be compressed, it is a useful medium for transmitting force. A hydraulic channel is essentially a very tough water pipe used as if it were a piston. Lengths of hydraulic channel are cheap, costing only 50 gp to make. They may however not be used in cold climates, as they ice up and expand, causing the pipes to burst. Rupturing a hydraulic channel by dealing even a single point of damage to it (once hardness is bypassed) is enough to cripple the machinery driven by it, as the pressurized water will simply spray out of the breach.

Steam Pipe: Steam-powered strongholds usually transmit the power of their furnace cores through their walls in the form of steam pressure. This is a noisy system, but it has the advantage of keeping the stronghold toasty warm in cold months. Valves at the end of the pipes turn this pressure into kinetic force. Tampering with a steam pipe is a reckless undertaking. It requires the infliction of only 5 points of damage to knock out a steam pipe variety of transmission cable; however, if even one point of

damage is inflicted, a cone of steam 10 ft. wide at the base bursts from the fracture, inflicting 1d6 points of fire damage upon anyone within the area per round for every point of damage that has been inflicted upon that part of the pipe. So, if a hammer blow overcame the pipe's hardness and dealt 3 points of damage to it, a cone would burst out immediately and inflict 3d6 steam damage. A Reflex saving throw at DC 15 is allowed; those who save successfully take half damage.

Lightning Conduit: Those bold enough to have a lightning powered stronghold must perforce employ lightning conduits to carry the power where it is needed. A lightning conduit resembles a hawser-like cluster of thick metal wires that crackles and hums. This is wrapped in a layer of rags and encased within a metal tube. Anyone who overcomes the hardness of a lightning conduit and does damage to it with an metal weapon that is not insulated (such as by the wielder's wearing leather gauntlets) is instantly subjected to 6d6 points of electrical damage as the lightning's force travels up the metal and into his body. He is allowed a Reflex saving throw at DC 20 for half damage. Handling the wires with unprotected fingers has the same effect, so any character attempting to disable the conduit must wear gloves or have some form of electrical resistance.

Axles and Gears: The most straightforward form of transmission cable, the one most often used in manually powered strongholds, involves a linked array of turning axles, cables, pulleys and interlocking gears, which conduct kinetic force from the stronghold's power source to the point of use. These may, for an extra 50 gold pieces per section, be reinforced to a total of 30 hit points, making them hard for intruders to sabotage.

Trap

Any of the traps from *Core Rulebook II* may be incorporated into a stronghold. If the castle has a power source, the trap may be modified so as to be self-resetting. See Chapter 11, Powered Strongholds, for more details. Making a trap self-resetting requires the placement of a block of machinery with sufficient effective Strength to move the parts involved; see the powered feature entry above. Rules for trap making are found in *The Quintessential Rogue* by Mongoose Publishing. Adapting a trap to be self-resetting adds +3 to the DC of making the trap.

Trapdoor

Trapdoors are simple square doors set into a wood or stone floor or ceiling. When placing a trapdoor, remember to state in which direction it opens. Unless the door is to be a secret one, trapdoors are always made of wood or metal. Trapdoors are usually secured with bolts rather than locks. The cost of installing a trapdoor is the same as that incurred to fit a normal door. A lever trigger may be used to work a trapdoor, but a switch trigger may not.

Turnstile

A turnstile is a metal gate designed to allow one-way traffic, one person at a time. The gate is made of four flanges on a central axle. One side of the mechanism is fitted into a hollow in the wall, while the other extends across a narrow passageway. The axle is geared to rotate in one direction only, so as one person pushes a flange forwards and moves through, another moves into position and prevents retreat. A guard booth is often stationed next to a turnstile, to prevent attempts to smash up the gate. Turnstiles are used to control admission to buildings such as prisons or amphitheatres.

A turnstile costs 300 gp and requires 5 ranks in Craft (blacksmith) to make.

Voice Activated Lock

This simple but highly effective little device is incorporated in many secret doors within wizards' strongholds. It can be added to any door that would ordinarily have a locking mechanism. Instead of a physical key, a command word is used to activate a telekinesis effect within the lock casing, sliding the bolts back as if they had been turned by hand. A second word causes the bolts to move back into place.

As there is no key and therefore no keyhole, the whole lock is encased in metal plating for extra security. There is no way to use the Open Lock skill on a voice-activated lock, as there is no keyhole or other gap through which lockpicks could be inserted. A knock spell would, however, be effective, so long as it was known that the door was there in the first place.

Voice-activated locks have many more applications than the securing of doors. A single word may release the catch on a trapdoor, sending an unwary opponent plunging to his doom. A lock may secure the chain holding a portcullis open, so that speaking the word will bring it suddenly down. Boulders or

sand could be piled on top of a trapdoor above a main corridor, with an unwisely uttered word bringing them down on the heads of those below and causing an unpleasant death by crushing or suffocation. A valve holding a tank full of water or acid closed could be fitted with a voice-activated lock; by this means, you could utter the word from a safe upper gallery and watch as the intruders in your realm steadily become immersed, drowning or dissolving at your pleasure.

Voice activated locks are created from ordinary masterwork locks. As they cannot be picked, the strength of the lock is of more import than the complexity of the engineering. It is therefore more sensible to select a strong and simple lock than a complicated one. If the plates covering a voice-activated lock are prised off, it is a simple matter to pull back the bolt.

Caster Level: 9th; Prerequisites: Craft Wondrous Item, telekinesis; Market Price: 30,000 gp above and beyond cost of original lock.

Single Word Lock: In this cheaper version of the voice activated lock, the same word is used to lock and unlock the door, as an ingenious rotating barrel mechanism moves the bolts in and out like a piston, always turning in the same direction.

Caster Level: 9th; Prerequisites: Craft Wondrous Item, telekinesis; Market Price: 15,000 gp above and beyond cost of original lock.

Water Feature

The role played by the stronghold's water supply depends on how much is available and what uses you have in mind for it. In most martial strongholds, water is used purely for drinking purposes and sometimes for washing; fresh water is also needed for healing and tending to the sick. A stronghold where water is plentiful or that draws upon magical effects can afford to put it to other uses.

It is entirely up to the stronghold builder whether to include the positioning of all water pipes and other such items in the stronghold. While some players might find this an unnecessary level of detail, to others it is part of the pleasure of design. Draining and sewage systems are in fact very frequent settings for dungeon adventure, particularly in an urban setting. Gaining access to the pipework is the most typical way to break out of a prison or into a fortified building.

Water Pipe: Larger pipes tend to be made of stone, while smaller ones are made of metal. You must use pipes to transport water in your stronghold. If your water is stored above in a cistern, pipes must run downwards from it to the point of use; if you have a powered stronghold, you may place a block of machinery within your regular water supply and run the pipes from that. Pipes that direct water into a feature need only be two inches across, but a pipe at least a foot in diameter must be used for drainage. Drainage pipes must have somewhere to run to. They may either empty their contents into a sewerage system and thence out of the area, or into a midden in the stronghold grounds.

Metal water pipes cost 1 sp per 5-foot length. Stone or metal drainage pipes cost 1 gp per 5-foot length. Sewer pipes should be dug as arched stone tunnels; see the section on Underground Strongholds in Chapter 7.

Pool: You may create a pool to keep fish or other aquatic creatures in, for bathing or just for ornamentation. Some strongholds have deep pools called cisterns that are used to store water in the event of fire or siege. To create a pool, first build a recess, either by digging down into solid material or building up walls from the floor level, then cover the area over with tiles (see the rules for creating superior masonry). Lastly, fill the region with water.

Fountain: This option is only available as a powered feature. Fountains are almost always built just for the sheer beauty and splendour they bring to a hall or garden. They may be abstract in design or created to represent some appropriate creature, such as a triton spouting water from its mouth or a whale jetting from its blow-hole. A fountain costs 20% more to build than a statue of the same dimensions (see Stone Features) and may be constructed of the same materials. If the fountain is built as a mechanically powered feature, the machinery must either be close by and connected to the water pipe, or machinery at the source of the water must be employed to force the water up and through the fountain.

The magical variety is created by the simple expedient of installing a *decanter of endless water* in the statue. This is a good way to ensure that the stronghold's water supply is central, accessible and difficult to steal.

Weightless Masonry

By means of this magical effect, an architectural feature may be rendered weightless on pronouncement of a command word and be given back its weight on pronouncement of a second command word. A levitate effect is used to achieve

this. The most common application of this feature is given in the section on magical secret doors (see above). Weightless features must be physically pushed around if they are to be moved at all. They do not continue to move under their own inertia if they are pushed.

It is also an extremely effective way to hide your treasury. Place your wealth under a single stone slab that you can render weightless with a word and you practically guarantee that nobody else will find it. Another popular use for weightless masonry is in emergency siege defence. Large blocks of stone are set up next to the stronghold's main entranceways, so that if the place comes under serious attack, they can be turned weightless for long enough to move them across the entranceway.

A far more devastating effect may be achieved by having a block of weightless masonry in place above the stronghold's entrance, so that it can be rendered weightless, pushed out over the heads of the invaders and then given weight again.

A single piece of weightless masonry counts as a magical item. The feature must be a single block of stone or piece of worked metal, or made from the same (for example, a stone statue or bronze bust would be usable.) A piece of weightless masonry may weigh up to 600 lb. and measure no more than 20 ft. in any one direction.

Caster Level: 6th; Prerequisites: Craft Wondrous Item, levitate; Market Price: 22,000 gp.

Windlass

A windlass is a hand-turned crank, most commonly used to wind a chain and lift an object. Portcullises and drawbridges are raised by windlasses and are fitted with them as standard. They have a locking tooth that falls into place, so that a partly raised load does not drop back down. By the use of a windlass, a character may raise twice the maximum load allowed by his Strength ability score, at a rate of 5 feet per round. They may be made in turning handle or capstan wheel forms, as the builder prefers. Windlasses cost 30 gp and require 2 ranks in Craft (blacksmith) to make.

Wooden Features

Wood is used as a building material in many strongholds, despite its flammability and relative lack of strength compared to stone or metal. It is usually only the ground floor and any underground floors of a stronghold that are made from stone. (The flat tops of towers and keeps, on which defenders stand to fight, are made from a layer of stone over wood.) Upper floors are much more likely to be made from planks laid across long pieces of timber. Wood is also used to make roof beams.

Furniture: Simple items of wooden furniture require one rank in Craft (carpenter) to build, while complicated items require 4 ranks.

Small, simple items like chairs, stools and blanket boxes cost 2 gp each. Large, simple items like tables, settles, wardrobes and truckle beds cost 20 gp. Small, complicated items like ornately carved coffers, puzzle boxes or detailed carvings cost 30 gp. Large, complicated items such as a four-poster bed with decorative ivy carved around it or a tall armoire with a secret drawer cost 100 gp.

Panelling: Wooden panelling improves the look of a room, soundproofs it to a limited degree (-2 circumstance penalty on any Listen check to hear what is happening outside when you are within and *vice versa*), insulates it against the cold and provides plenty of potential places to locate secret doors and hidden compartments. Panelling costs 25 gp per five-foot square of wall or ceiling panelled and requires 2 ranks in Craft (carpenter).

Wooden Flooring: This is a decorative surface made from small interlocked pieces of wood cut to regular sizes. It is used to cover over planks or a stone floor in the same way in which tiles or stone facing are used to make a rough stone wall smooth and visually appealing. Wooden flooring costs 25 gp per five-foot square of floor covered and requires 2 ranks in Craft (carpenter).

Fighting, running and moving more than 30 feet in a round on a freshly polished wooden floor are dangerous. Those doing so must, unless they are wearing spike-soled boots or similar footwear, make a Reflex saving throw each round against a DC of 8 or slip, skid and fall as if they had fallen foul of a *grease* spell. This effect lasts for 20 minutes after the floor is polished.

Offensive and Defensive Features

The familiar mediaeval castle, picturesque and evocative though it is, is the product of a world without magic. Though the strongholds we have covered in the first few chapters are adequate to repel mundane enemies and are ideal for low fantasy environments, it only takes one flying opponent to make your high battlements useless, or a single *passwall* to undo all the hard work that went into your barbican. How, then, should the designer of a stronghold arm and defend the place? What precautions can be taken against the kind of siege common in the fantasy world, where magic is more of a threat than metal alone?

The section following gives some options, mostly magical in nature, which can be added on to any stronghold. The low-grade mechanical power detailed in the last chapter is not very useful for offensive or defensive systems; it does however have some applications that augment ordinary defences, such as the autoload option available for catapults, for which see Chapter 18, Warfare.

Static Offensive and Defensive Features

All of these options are permanent features of the stronghold, created as magic items or otherwise built in a single set location and impossible to move without destroying the feature. Unlike war machines, they may not be moved from place to place, though they may have some capacity for motion (such as swivelling upon a mount).

Animated Weapons

Swords and axes mounted upon the walls of strongholds are a common sight, so it is startling to say the least when they fly off their mounts and begin attacking. Animated weapons may fight for only 10 rounds per day before dropping to the floor or returning to their mounts. They are made in batches of six and may be any simple or martial melee weapon, so long as the weapons are all the same. They attack as small, medium-sized or large animated objects (*see Core Rulebook III*) and can fly through the air with good manoeuvrability. Despite being animated, they are not magical weapons; they do not have any enhancement bonus to hit or damage. However, they must be masterwork weapons in order to be enchanted in the first place, so they receive a +1 bonus to attack rolls.

Animated weapons are not especially efficient at bringing down competent foes, but they are devastating against spellcasters (who have trouble fending them off while casting) and they are excellent for keeping intruders occupied while a more damaging offensive force is brought into play. They will attempt to use the aid another combat action if they are in concerted attack against a small number of opponents.

Sets of animated weapons must either be triggered by a *magical trigger* (see Chapter 8) or commanded to attack by a person who knows the word to activate them. If activated by a trigger, they must have some means of identifying who they are supposed to attack. 'Slay anyone who does not speak the password within 10 seconds' or 'defend Lord Blackbane' is acceptable, but 'kill all hostile forces' is not, as the weapons cannot judge, they can only perceive.

Caster Level: 11th*; Prerequisites:* Craft Magic Arms and Armour*, fly, animate objects; Price:* 50,000 gp per set of six

Antimagic Zone

One of the most powerful enchantments that can be placed on an area is its transformation to an antimagic zone. To create such a zone, a 10-foot square section of wall or floor is selected as the focus object, which then becomes the magic item that will emit the field. This field is ten feet on a side and is identical in its operation to an *antimagic field* as created by the spell of the same name. The field is permanent.

Unlike an ordinary *antimagic field*, the field created by the focus object may be suppressed by an *antimagic field* or by *dispel magic*, because the object is magically generating the field. However, the section of wall or floor must be accessed from the opposite side to that in which the field lies. A *dispel magic* spell cannot be cast through an antimagic zone in order to shut the zone down. This would have to be done by tunnelling under the focus object for the

antimagic zone and using *dispel magic* or *antimagic field* from beneath.

Antimagic zones are most commonly placed in the entrance halls of strongholds, where invisible, *blurred,* flying or otherwise magically enhanced intruders find themselves abruptly visible and without protection. Scarcely less common is their use as the basis of a prison facility for spellcasting characters. The tiny cell in which a powerful sorcerer is kept is bound to be an antimagic zone, since if it were not he could use his powers to escape as easily as blinking.

An antimagic zone does not block interplanar movement in the same way that a dimensional anchor zone does. A character may *teleport* or *ethereally jaunt* into an antimagic zone, but not out of one unless he has some nonmagical means of teleportation.

Antimagic zones may not be combined with other zone effects.

Caster Level: 11th; *Prerequisites:* Craft Wondrous Item*, antimagic field;* Market *Price:* 120,000 gp.

Bone Barrier

A bone barrier is a macabre yet very efficient way to create an obstacle. With sufficient raw materials and use of the right alchemical bonding agents, bones can be made into jagged and resilient walls. Bone barriers count as spiked surfaces, because of the profusion of pointy and jagged bone fragments protruding from them. The alchemical agents used in making the wall melt the bones into one another rather than gluing them together, making the barrier a grotesque single form that looks like a mass of plastic bones that have been melted into rough blocks. A wall made from bone measures 10 feet across by 8 feet high and is 3 feet thick. It has a hardness of 7 and 500 hit points.

The great advantage of a bone barrier is that it is structurally tough while being resistant to most of the spells used to gain entry to strongholds. *Passwall* is ineffective against it, as are *warp wood, stone shape* and *rusting grasp*. Bone barriers suffer only half damage from slashing or piercing weapons.

A single bone barrier costs 300 gp in alchemical ingredients to make and requires 10 ranks in Alchemy. Needless to say, the manufacturer also needs enough loose bones to fill the dimensions of the proposed barrier.

Diffusion Prism

A diffusion prism is a hemispherical piece of cut crystal 5 feet across on a stone pedestal, glittering with interior lights. It functions as an energy sink, drawing in energy from the surrounding region and absorbing it harmlessly. (The energy is in fact funnelled through to the negative plane.) Whenever fire, cold, electrical or sonic energy is present within 100 feet of the diffusion prism with empty space between it and the energy (i.e. there can be no walls in the way) beyond a minimal level, the diffusion prism will attempt to draw it in and absorb it. There can be no more fire energy in one place than that of a single candle (multiple candles would be acceptable, but a single torch would not); there can be no more cold energy than a single one-inch cube of ice; no more electrical energy than a spark and no more sonic energy than ordinary conversation.

Mundane sources of energy that exceed the maximum amount are sucked into the prism instantly. A scream would go unheard, the flame of a torch would be whirled away and dragged into the prism's heart, a freezing blast of wind would soften to a breeze and a bolt of lightning would fizzle away to nothing when it entered the prism's effective range. The prism does not affect acidic forms of energy at all.

Energy produced by magical means has a chance to resist the prism's devouring effects. A spellcaster may make an opposed caster level check against the prism's caster level in order to prevent energy from being sucked away and devoured. This level check must be made on every round during which the energy is present, so spells like *wall of fire* are vulnerable to the prism's pull round after round. There is no limit to the amount of energy that the prism can absorb.

Energy produced by magical items has a chance of being sucked away on any given round, though if the energy effect is a permanent part of the item (such as the flame that is emitted from a *flame tongue* weapon) it will of course return with each passing round. The item and the prism must make opposed caster level checks. If the item is successful, the energy emanation takes place as normal; if the prism wins the opposed check, the emanation is sucked away for that round. When energy is drawn into the prism, faint tendrils can clearly be seen snaking from the source of energy into the prism, so it is obvious where the energy is going.

Diffusion prisms are used to protect valuable items against fire and to provide defence against destructive magic.

Caster Level: 18th; Prequisites: Craft Wondrous Item*, gate, protection from elements;* Market *Price:* 130,000 gp.

Dimensionally Anchored Zone

Stronghold builders are often very concerned to prevent astral intruders from manifesting within their walls, such as when a platoon of armed warriors bypasses the guards at the gate and merrily *teleports* in to your private chambers. To avoid this embarrassment, you may create a dimensionally anchored zone. This zone is a 10-foot cube, one of whose faces must be a section of wall or floor, the focus object. Within this cube, no interplanar travel of any sort is possible. All creatures in the area are treated as if they were under the effects of a *dimensional anchor* spell, irrespective of which plane they are on.

This does not prevent astral or ethereal creatures from moving through the area. It simply keeps the planes utterly separate. You could become ethereal on one side of a dimensionally anchored zone, walk through the zone and then manifest physically again on the other side without difficulty, but you could not manifest physically in the zone.

Caster Level: 7th; *Prerequisites:* Craft Wondrous Item*, dimensional anchor;* Market *Price:* 50,000 gp

Disintegration Lance

The disintegration lance resembles an energy cannon, but it is heftier and has more of a twisted, unpleasant look to it. It has the same hardness, hit points, targeting system, arc of effect and blast shield feature as an energy cannon, but wands do not power it. A disintegration lance is limited to three uses per day and may not be used again for at least a round once fired, as the internal matrices need to cool down and realign.

When used, it projects a pulsing green ray that has a *disintegrate* effect upon anything it strikes, as per the spell. Disintegration lances are used to take out single large threats, such as giants or dragons, to scythe out chunks of enemy siege machinery or to annihilate enemy leaders, so long as they can be seen and targeted. It is primarily a weapon of terror used to demoralise the enemy, because the average foot soldier does not even have a fighting chance against it. A single stroke from a disintegration lance can turn the tide of a whole battle; watching one's heroic commander glow briefly and then blow away as a fine ash is very, very bad for morale.

Caster Level: 18th; *Prerequisites: Craft wand,* Craft Wondrous Item*, empower spell, disintegrate, true strike; Price:* 80,000 gp

Electrified Object or Surface

Many strongholds feature metal surfaces within their bounds, from the occasional iron door to whole walls and floors made from solid metal. This effect makes a single metal item no larger than a 10-foot cube or a single metal surface (whose area may be no more than 10 ten-foot squares) permanently electrified. A single command word may be spoken to activate or deactivate the effect.

When touched, electrified objects deliver 1d8+8 points of electrical damage, as if the creature or object coming into contact with them had been on the receiving end of a *shocking grasp* spell. A Reflex saving throw against DC 15 is however allowed to take half damage. Electrocution can cause muscles to lock; a saving throw failed by more than 5 means that the character is effectively paralysed and may not release the electrified item or move away from it. He suffers the same damage on the next round and is allowed to make another Reflex saving throw at a –4 circumstance penalty to break free. If the creature made contact with the electrified surface with a metal item, such as a lockpick or steel gauntlet, or if the creature is wet, the Reflex saving throw is made at a –3 circumstance penalty. A dry, non-conductive barrier such as a leather gauntlet or the sole of a boot allows the safe handling of electrified objects.

Stepping into or coming into contact with water or other conductive fluid that is in contact with the electrified object (to a maximum distance of 10 feet away) has the same effect as coming into contact with the object directly, but a successful Reflex saving throw in this case lets the creature take no damage.

Electrified objects are used to provide nasty surprises for intruders and to incapacitate large numbers of people at once. A popular trick is to douse intruders with water, which is not in itself harmful, then activate an electrified surface beneath them. Other popular uses of this effect are the electrified lock (intended to fry rogues who poke lockpicks around inside them) and the electrified ladder rung, which looks like any other until it is grabbed.

Caster Level: 8th; *Prerequisites:* Craft Wondrous Item*, shocking grasp;* Market *Price:* 8,000 gp

Energy Cannon

These thaumaturgic engines of destruction resemble metal cylinders festooned with runes and arcane designs, with a conical or pyramidal crystal at the tip and a pair of operating handles at the end and mounted on a fixed pivot. They have a blast shield to give the operator some cover; he benefits from one-half cover while he is using the device. Energy cannons are large, some five feet in length. They have an effective arc of 120 degrees. They have a hardness of 10 and 150 hit points and are entitled to saving throws against magical effects as is usual for magic items.

Energy cannons are specially constructed to accept a magical wand of a given type as a 'battery'. The energy of the wand is then projected through the cannon. The operator does not need to utter a command word, as pulling the trigger is enough. The cannon may only use wands that have been specially prepared for use with it. Those who make such wands are careful not to make them able to be activated by any other means, as they could be useful to invaders who got their hands on them.

The targeting magic built into the cannon gives the user a +2 enhancement bonus to his attack roll with the ray (if appropriate) and/or +2 to the DC of the saving throw to take half damage from the effect, while the focusing crystal adds +2 to the caster level check to overcome a creature's spell resistance. The level of the creator of the energy cannon is used in such a check, not that of the creator of the wand that powers it. If the effect is a ray, the operator uses his ranged attack bonus to determine whether or not the ray hits. He may add any bonuses derived from weapon specialisation in the use of rays and similar sources.

If the cannon is drawing upon a wand that produces a ray effect, such as *searing light*, the operator may spend an extra round activating the full targeting system, which uses a *true strike* effect to add +20 to the attack roll when the ray is fired. This effect must be used the next round and may not be used for any other attack than a ray fired from the energy cannon.

The following types of wand may be used as the power source for an energy cannon: *magic missile, searing light, melf's acid arrow, fireball, lightning bolt, holy smite, ray of enfeeblement, chaos hammer, unholy blight* and *order's wrath*. Each use of the cannon drains one charge from the wand. Replacing the wand in an energy cannon is a full-round action. A cannon may use any type of wand, so long as it has been crafted for that purpose. The caster level of the spellcaster who crafted the wand in the first place determines the range and damage of the effect.

Even if the spell effect does not trace a connection between the point of the effect and the source (as with *order's wrath* and similar spells) the crystal glows when the cannon is used, giving a subtle indication of from whence the effect has come.

The energy cannon uses the same spell trigger activation method that the wand powering it does (see Magic Items, *Core Rulebook II*), so a character of a class who does not have the spell on his or her spell list cannot use the energy cannon. A rogue can of course attempt to use the Use Magic Device skill with it.

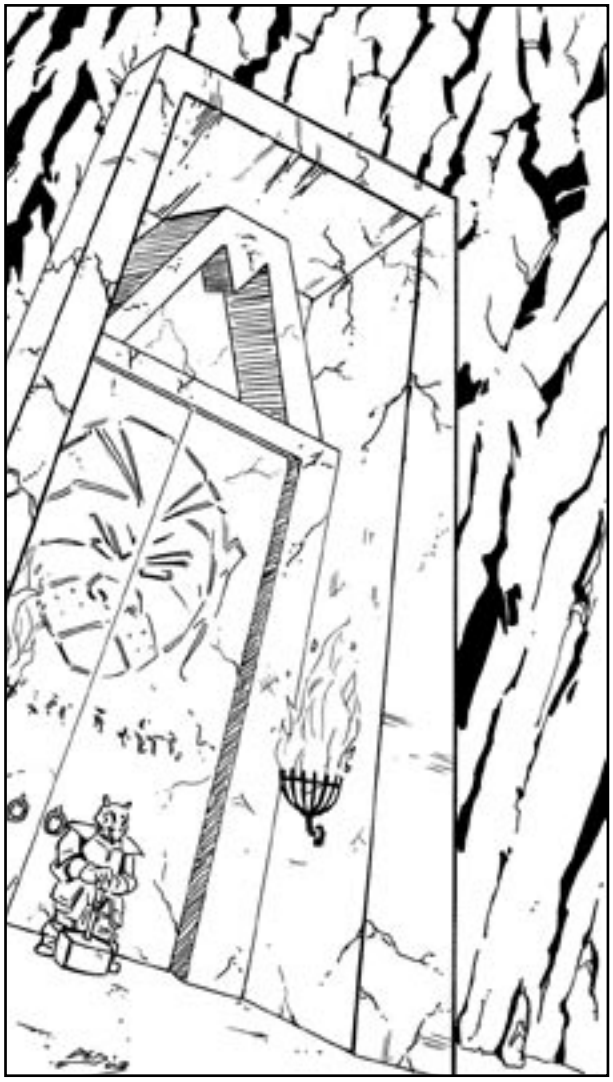
Overload: At the Games Master's discretion, the following rule for energy cannons may be employed. By building up a charge in the cannon's crystal, the operator may use up charges from the wand and discharge multiple effects simultaneously. This may be done for a maximum of three rounds, with the discharge taking place on the fourth round. So, if you spent three rounds building up a charge with a *wand of fireball*, you could fire three fireballs at the same point on the fourth round, using up three charges in total. All energy discharged must be at the same target point. The advantage of this is that you can prepare a single massive attack against one spot that gives the opponent no time to react.

Overloading is dangerous. There is a cumulative 5% chance per round of charge buildup that the crystal will explode, discharging all the stored effects so far from the cannon, destroying it in the process. As well as the damage from the stored charges going off, the exploding crystal inflicts 4d6 damage within a 10-foot diameter, with a Reflex saving throw allowed for half damage. The operator of the cannon is entitled to the Reflex saving throw bonus derived from the cover of the blast shield.

Caster Level: 18th; *Prerequisites:* Craft Wand, Craft Wondrous Item*, spell penetration, true strike; Price:* 50,000 gp

Energy Resistant Wall or Door

You may make a permanent, material (not force or energy) wall or door resistant to various different types of energy, as per the *endure elements* spell. The



wall or door may be up to 10 feet wide, 10 feet high and 5 feet thick. You must select one specific type of energy – fire, cold, acid, electrical or sonic – to which the feature will be resistant. A wall or door may only be resistant to one kind of energy.

An energy resistant wall or door ignores a certain amount of points of damage from its given energy type. Two degrees of energy resistance, major and minor, are available. Only one of these may be applied to any one wall or door. At the Games Master's discretion, energy resistance may be combined with other resistance effects, such as specific spell resistance.

Minor energy resistance (15 points): *Caster Level:* 5th; *Prerequisites:* Craft Wondrous Item, *protection from elements;* Market *Price:* 16,000 gp.

Major energy resistance (30 points): *Caster Level:* 7th; *Prerequisites:* Craft Wondrous Item, *protection from elements;* Market *Price:* 24,000 gp.

Fortress Mind

This mighty conjuration creates nothing less than an artificial brain for a stronghold. When it is completed, the stronghold becomes a sentient creature with an effective Intelligence ability score of 12, a Charisma ability score of 10 and a Wisdom score of 10. It is able to communicate telepathically with its master (if it has one) and may be given independent authority to activate any magical features within the stronghold at will. It may therefore open magically powered doors, trigger magical traps, reprogram juggernauts and so on. It may also attempt to deliver a telepathic message to anyone within the stronghold; the intended communicant may make a Will saving throw at a DC of 15 to shut out the message. This ability is used to alert guards and tell them where intruders are.

Only the brain itself counts as a construct. The remainder of the stronghold is not considered to be a monster as such, but is instead a region with which the brain is in symbiosis, which it can sense and which it thinks of as itself. Damaging stronghold walls, floors and so forth has no effect upon the brain other than to anger it.

The stronghold can 'feel' with its surfaces and from this can form an impression of what is happening within its rooms and corridors. It is allowed a special 'touch' sensory skill, which it possesses at an equivalent skill level of +10. This skill is used in opposed skill checks, usually against uses of Dexterity based skills, when individuals are attempting to do something without the stronghold feeling it, such as walk carefully and lightly down a corridor or pick the lock in a door. The limit of the stronghold's 'body' is the limit of the worked stone, wood or metal portion of it. Bedrock, natural caverns and surrounding land do not count as part of the stronghold.

As this sense of touch is limited to the worked surfaces of the stronghold, tapestries and carpets are not often found in such places, since they interfere with the mind's ability to feel what is happening. The mind may generate up to three *arcane eyes* at will in order to observe events in various parts of itself. It has, however, no equivalent to a hearing sense.

The fortress mind resembles a human brain, twice the usual size and with a stony tinge to it. It must be kept suspended in some kind of fluid; if it dries out, it is likely to die. Removal from the stronghold kills it. The death of a stronghold's mind does

not have any effect on the stronghold itself, which remains standing. However, some fortress minds are created with a contingency effect so that the death of the brain causes a localized *earthquake*, this being intended to help persuade intruders that to attempt to kill the stronghold's mind would be a very bad idea indeed.

The brain in its unprotected state is of Large size, has 10 hit points and is completely unable to defend itself other than by calling for help. Stronghold owners will typically keep the fortress mind in a container of magically reinforced material within in a secure, sealed room, such as a chamber that can only be accessed by *teleportation.*

Caster Level: 18th; *Prerequisites:* Craft Wondrous Item*, wish, sending, polymorph any object, arcane eye;* Market *Price:* 250,000 gp

Gas Pipes

Gas pipes are small metal openings within a block of stone, which may in turn be worked into a floor, wall or ceiling. They are not connected to any system of plumbing or piping within the stronghold; they rather generate their gases spontaneously by magical means. When activated, a set of gas pipes pumps out noxious greenish-yellow clouds. These may either induce nausea, in which case the cloud and the effects are as per a *stinking cloud* spell, or death, in which case the vapours have the effects of a *cloudkill* spell. They may be activated up to three times per day.

Stinking cloud gas pipes are a popular choice in bottleneck areas with upper balconies, where archers can pick off those below as they convulse helplessly. They may also form the first part of a one-two automatic defence system, incapacitating invaders with gas so that they cannot run before a juggernaut or sliding wall crushes them to death. The *cloudkill* variety are usually used in conjunction with some other effect that cuts off the means of retreat, such as a *moving masonry* effect that seals the room.

Stinking Cloud Gas Pipes: *Caster Level:* 5th; *Prerequisites:* Craft Wondrous Item*, stinking cloud;* Market *Price:* 20,000 gp

Cloudkill Gas Pipes: *Caster Level:* 9th; *Prerequisites:* Craft Wondrous Item*, cloudkill;* Market *Price:* 60,000 gp

Gargoyle Feeder

Evil owners of strongholds frequently cultivate the presence of gargoyles on their battlements and towertops. Though they are savage and not particularly intelligent, they may be induced into service by repeated feedings and patient negotiation. While some stronghold owners prefer to capture their own gargoyles, others resort to the convenience of a gargoyle feeder. This is a magic item that resembles a stone platform five feet across, which may be mounted on a pillar or incorporated into any external flat surface such as a courtyard. When fresh meat is placed upon it, it attracts gargoyles from the surrounding countryside. Such is the power of the device that gargoyles will arrive even if they are not ordinarily indigenous to the location. The gargoyles called by the gargoyle feeder are instinctively friendly to the person who places meat on it for them. They are not, however, his servants. They will avoid attacking anyone they are told not to eat; anyone else is, as far as they are concerned, fair game.

A gargoyle feeder attracts 2d8 gargoyles per day that it is kept stocked with meat, to a maximum of 20 creatures. The meat used must be fresh, slaughtered no longer than 24 hours previously. If the feeder is not kept stocked, 1d4 gargoyles per day fly off to find better pickings elsewhere. The gargoyles must be fed from the feeder if they are to retain their magically induced friendliness towards the device's owner. It is therefore possible to undermine the user's intentions by luring the gargoyles off and feeding them with other meat.

Caster Level: 9th; *Prerequisites:* Craft Wondrous Item*, summon monster IV, charm monster;* Market *Price:* 30,000 gp.

Magic Circle or Barrier

This feature is commonly found in temples and in magicians' towers. It inscribes a *magic circle against good, evil, law or chaos* upon a circle of floor 10 feet in diameter. This section of floor is henceforth treated as if it were a magic item.

When a permanent magic circle is set up in strongholds used by clerics, it is used to protect the holiest items in the building and taken to as a place of sanctuary should danger threaten from hostile outsiders. This form of magic circle is the conventional barrier variety, made to keep the creature on the outside. Wizards and sorcerers have permanent versions of the other variety of *magic circle* in their summoning rooms, to spare them the effort of casting a new circle every time they need one. The type of *magic circle* they use is the kind that keeps the outsider within the circle.

Sometimes, linear barriers that are the equivalent of permanent magic circles are drawn in the entrance ways of strongholds. These linear barriers may be up to 20 feet long and a foot wide and resemble a magic circle that has been straightened out.

Creatures of the affected type may not cross the circle or barrier unless it fails to overcome their SR. A creature that is kept at bay may make a fresh attempt to cross the circle or barrier every hour.

Caster Level: 5th; *Prerequisites:* Craft Wondrous Item*, magic circle against good, evil, law* or *chaos;* Market *Price:* 27,000 gp

Magically Reinforced Wall or Door

This kind of wall is described briefly in *Core Rulebook II.* A normal mineral-based wall of whatever kind (rough stone, worked stone or metal) is imbued with magical energy that interlaces its component pieces, binding them together more strongly. Magical reinforcement does not necessarily confer any additional resistance to spell effects such as *passwall* or *disintegrate;* however, as the section of wall now counts as a 'magic item', it is entitled to a saving throw where it would not previously have had one. For example, a wall that has been magically reinforced at a caster level of 6 is entitled to a saving throw against destructive spell effects, with a bonus of +5. The term 'wall' is used to refer to the most common use of this reinforcing technique. Stone and iron doors may also be reinforced, though the process is more elaborate and costly.

Ordinary magical reinforcement merely increases the hit points or structure points of the wall and provides a bonus to its Stability saving throw. Stability saving throws are not handled in the same way as saving throws against spell effects. They are augmented according to the degree of reinforcement that has been placed.

Magically reinforced walls measure 10 feet in height and breadth and are as thick as a standard wall of the kind reinforced, to a maximum thickness of 5 feet. As detailed in *Core Rulebook II,* their hit points and hardness are both doubled and their break DC increases by +20. If the wall has structure points instead of hit points, then those too are doubled.

If doors (secret or otherwise) are placed in a magically reinforced wall, they must be separately reinforced. The wall does not confer any additional strength on adjoining architectural features.

A magically reinforced wall that is suppressed by an *antimagic field* or similar effect is treated as a normal wall for the duration of the effect. The reinforcement is purely magical and makes no difference to the wall's underlying structure.

Wooden Wall: *Caster Level:* 3rd; *Prerequisites:* Craft Wondrous Item*, wood shape;* Market *Price:* 2,500 gp.
Wooden Door: *Caster Level:* 3rd; *Prerequisites:* Craft Wondrous Item*, wood shape;* Market *Price:* 2,500 gp.
Stone Wall: *Caster Level:* 9th; *Prerequisites:* Craft Wondrous Item*, wall of stone;* Market *Price:* 20,000 gp.
Iron Wall: *Caster Level:* 9th; *Prerequisites:* Craft Wondrous Item*, wall of iron;* Market *Price:* 20,000 gp.
Stone Door: *Caster Level:* 9th; *Prerequisites:* Craft Wondrous Item*, wall of stone, stone shape;* Market *Price:* 30,000 gp.
Iron Door: *Caster Level:* 15th; *Prerequisites:* Craft Wondrous Item*, wall of iron, polymorph any object;* Market *Price:* 40,000 gp.

Mist Ducts

A mist duct is a small block with a grille on the front, fitted inconspicuously into a wall or floor. When activated, it pours forth opaque vapours, quickly filling the area and obscuring vision. These are exactly the same as those found in the *obscuring mist* spell. Mist ducts are often placed in barbicans and entrance hallways to confuse attackers and disrupt concerted attempts to enter the stronghold. They may even be placed on outer walls, so that the base of the whole stronghold becomes screened by mist, a tactic likely to hamper any ground-based invasion plan. Mist ducts are also an ideal way to cover an escape.

As with any stronghold magical feature, they may be activated by a command word or by a magical trigger.

Caster Level: 3rd; *Prerequisites:* Craft Wondrous Item*, obscuring mist;* Market *Price:* 2,000 gp

Quake Tower

This magical device is placed in strongholds as a deterrent against invading armies. It is probably the single most devastating weapon available to a stronghold owner, excelling against massed ranks of creatures. In form it resembles a short stubby tower of interlaced metalwork, on top of which is a riveted iron sphere that spins when the structure is in use.

The quake tower is activated on a spell trigger basis and is thus usable only by characters whose spell lists contain the *earthquake* spell. Its function is to produce an *earthquake* effect as per the spell, focused on any point within a 1,000 foot range and affecting an area 75 feet across. It may produce such an effect three times per day. A quake tower may be fitted with a 'failsafe' that prevents it from being used within a given radius, thus keeping it from being used to topple the stronghold on which it stands. The failsafe may be overridden by winning an opposed caster level check against the caster level of the tower.

Earthquake effects used against large crowds are very damaging. Each individual caught in the area of effect has a 25% chance to be swallowed up by a crack in the ground, with a Reflex saving throw against DC 20 to avoid the crack. The usual effect of a quake tower discharging its energy upon a massed army is that up to a quarter of its numbers are lost in one round, with most of the remainder unable to move or act during that round, leaving them as sitting ducks for missile or spell attack.

Caster Level: 15th; *Prerequisites:* Craft Wondrous Item*, earthquake;* Market *Price:* 210,000 gp.

Sun Lens

One of the more eccentric magical weapons to adorn a stronghold's walls, yet undoubtedly one of the most devastating under the right circumstances, the sun lens is an eight-foot diameter disc of clear crystal set in a swivelling mount, like a gigantic magnifying glass. Two concentric rings of metal with pivots above and below and on either side allow the disc to be rotated in any direction. It is most commonly found in crystal castles and outposts of good forces that are opposed to undead, as it is an especially potent weapon against undead legions.

The sun lens uses amplificatory magic to gather the sun's rays and focus them to a point on the ground below. It cannot be used to affect an area closer than 30 feet or more distant than 200 feet away and the target point must be in direct line of sight. It does not use up charges or have a limited number of uses per day, but it is dependent upon sunlight. Unless there is natural sunlight entering the lens, it will not function. It cannot be powered by light spells or any similar incantation. A cloud passing across the sun momentarily is enough to obstruct the lens's power. The rays emitted by the sun lens pass straight through magical darkness and out of the other side, but are blocked by solid obstacles or by clouds or vapour in the air, such as *obscuring mist.* Only the designated point is affected. The space up to the point and the space after it only become warm.

Focusing the sun lens upon a point causes a 10-foot circular region centred upon that point to be subjected to a *sunbeam* effect. All creatures within the area of effect must save appropriately or take damage and suffer blindness as per the spell. In addition, from the second round of focused sunlight onwards, the accumulated heat generated is enough to ignite flammable materials is if a flaming torch had been held to them. This makes the sun lens very dangerous to wooden war machines such as catapults and fire projectors. The damage from the focused energy is also doubled on the second round, so ordinary creatures suffer 6d6 points of damage and undead creatures suffer 20d6 points. Refocusing the lens so that it targets a new point is a full-round action.

Caster Level: 13th; *Prerequisites:* Craft Wondrous Item*, sunbeam;* Market *Price:* 100,000 gp.

Spell Resistant Wall or Door

A spellcaster who can Craft Wondrous Items can also enchant a section of wall or a single door so that it will be especially resistant against a given spell, or resistant against all spells. The maximum dimensions of this wall or door are 10 feet high, 10 feet broad and up to 5 feet thick. The wall is only considered resistant to the spell itself and not to the knock-on effects. For example, a wall that was resistant to *telekinesis* effects would still be vulnerable to damage from objects hurled against it by *telekinesis.*

Spell Specific: To create a spell resistant wall that resists a specific spell, the caster must know the spell against which the wall is to be proofed. The logic of the effect is that a form of partial counterspell is built into the wall, thus boosting its chances to save successfully against the spell concerned. The wall's saving throw against that spell effect is calculated as the caster level plus four, rather than 2 plus half the caster level rounded down. Only solid walls may be made spell resistant; walls made from force, fire or similar energies may not.

The caster level to create a spell resistant wall is the minimum level required to cast the spell concerned and the market price is equal to the caster level multiplied by the spell level multiplied by 500. For example, a wall that had been specially proofed against *passwall* spells would have a caster level of

9 and a cost of 22,500 gp. Its saving throw against *passwall* effects would be +13.

You *can* proof a wall against *dispel magic* as well as any one other effect. This is highly advisable, as any spellcaster worth his salt is going to try to suppress the magic of the wall with a *dispel magic* effect before he starts flinging spells at it. You may not, however, proof a wall against *antimagic field.* At the Games Master's discretion, spell resistance against multiple separate spell effects might be allowed. You could thus, for example, create a single door which was proofed against *dispel magic, disintegrate, shatter* and *knock* spells.

It is left up to individual Games Masters whether they allow a magically reinforced wall to be given resistance to spells or to energies as well as its greater structural strength.

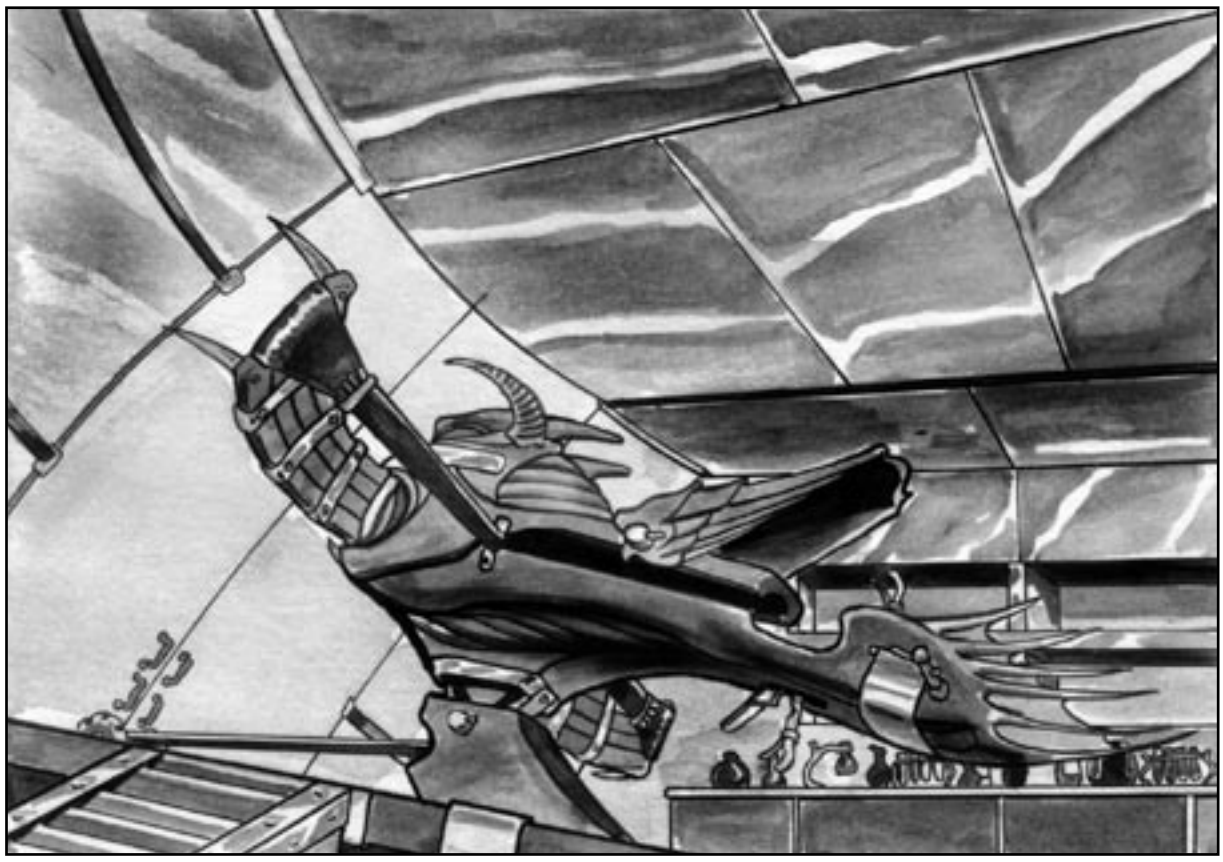
General Resistance: A wall or door with general spell resistance is treated exactly as if it were a creature possessing that special ability. (The maximum dimensions of the wall or door affected are the same as for a spell specific wall or door.) A caster level check must be made by any character attempting to cast a spell at the wall or door. General resistance cannot be combined with specific spell resistance. A spell resistant wall or door has an effective SR of 21. This is *in addition* to the saving throws it is allowed to make by virtue of being a magic item.

Caster Level: 9th; *Prerequisites:* Craft Wondrous Item*, spell resistance;* Market *Price:* 65,000 gp.

Telekinetic Accelerator

The telekinetic accelerator is a formidable weapon, the centrepiece of any stronghold that can afford it. In form it resembles a metal pipe ten feet long and three feet in diameter, mounted upon a bracket that allows it to be raised and lowered. This bracket is in turn bolted to a rotating disk, allowing the accelerator to be pointed in any direction.

A hatch at one end allows the insertion of a projectile. This may be any item that will fit into the accelerator and weighs up to 450 pounds, including a living creature. When the command word is pronounced, the item is hurled along the cylinder and out of the open end. Iron and stone spheres are usually used as ammunition. Items that are not especially structurally sound, such as a barrel, a crate or the contents of the midden inflict 1 point per 25 pounds of weight. Items that are more robust, such as human beings, barrels full of gravel or livestock



inflict 1d4 points of damage per 25 pounds of weight, while solid heavy masses such as stone balls inflict 1d6 points of damage per 25 pounds of weight. The accelerator can thus inflict a maximum of 18d6 points of damage. Creatures placed inside the accelerator are allowed a Will saving throw to resist the telekinetic thrust.

Though it is a magic item, the accelerator is operated as if it were a siege engine. It is fired as if it was a heavy catapult (see *Core Rulebook II*) but may be reloaded or reaimed in three rounds. The accelerator has a range increment of 200 feet and a crew of 3. It may be used indefinitely, having neither charges nor a limited number of uses per day.

Caster Level: 18th; *Prerequisites:* Craft Wondrous Item*, telekinesis;* Market *Price:* 200,000 gp.

Turret Wires

The one form of assailant that the traditional kind of castle keep is most at risk from is the kind that can fly. The use of turret wires cuts down on this risk quite considerably. They are lengths of sharp, tough and very thin wire, that are strung between the turrets and across the battlements of a stronghold. They are hard to see; a successful Spot check at DC 20 is required to notice the wires from further away than 10 feet. (The Games Master may modify this difficulty to take account of the background to the wires; for example, wires against empty sky would be easier to see, while wires against a dark background would be next to invisible.) They have a hardness rating of 10 and 3 hit points each. Breaking one requires a Strength ability score check at DC 18.

A flying creature who collides with a set of turret wires must make a Reflex saving throw. Success means that his aerial progress is simply halted at the wires, as he bounces off them. (Alternatively, the creature may attempt to plough straight through them; he may attempt a Strength ability score at DC 18 to do this, but if he fails he becomes entangled as detailed henceforth.) Failure means that he has become entangled by 1d4 lengths of wire, suffering 1 point of slashing damage from each one that has become wrapped around him. Creatures that depend upon wing beats for flight are immobilised and cannot fly, either hanging in the air ensnared in wire (if they weigh less than 300 lb) or plummeting down with the loose wires tangled around them. The creature must make a separate Strength ability score check to break each entangling wire and takes 1 point of damage when attempting each check as the wires cut into his flesh.

Turret wires are laid across areas in batches of 10 and cost 20 gp per batch. Each set is sufficient to cover an area of open air 10 feet by 80 feet. They must be secured to some form of mount in order to work. Fitting them takes 30 minutes per batch and requires at least two people.

Turret wires can be made more lethal by enchanting them as *electrified objects* (see above).

Undead Generation Plinth

When you are co-ordinating the defence of a fortress of evil, you do not always have time to animate and instruct the legions of undead that you need to act as cannon fodder for your better troops. Subordinate clerics can always be employed, but they are generally needed elsewhere too and are an annoyingly vulnerable target. By using an undead generation plinth, you can have your mortal agents recycle the bodies of fallen foes and turn them into soldiers for your own side.

An undead generation plinth is a flat square slab of matt black stone 10 feet on a side. When corpses are thrown on to it, it animates them as zombies or skeletons. These arise with the purpose in mind that is programmed into the plinth, such as ‘defend the castle gate’ or ‘obey the man in the black helm’. Only one purpose may be set at once and all undead generated by the plinth abide by it as best they can. The purpose may be changed by anyone who knows the command word for the plinth.

A plinth may animate up to 60 hit dice of undead (zombies or skeletons only) per day in total, but no more than 36 hit dice of undead generated may be active at any one time, owing to the limited amount of undead that the plinth may ‘control’.

Instead of animating new undead creatures, the plinth may be used to restore damaged ones. If a damaged undead creature stands on the plinth and the appropriate command word is spoken, it may receive the benefits of an *inflict light wounds* spell at the expense of one hit dice of animation potential from the plinth for that day.

Caster Level: 18th; *Prerequisites:* Craft Wondrous Item*, animate dead, inflict light wounds;* Market *Price:* 100,000 gp.

Mobile Offensive and Defensive Features

These features are not bound to any one stronghold. They may be packed up and transported to the point where they are needed, or used in the open in a battle. Some of these features are portable in as much as they may be carried from place to place and then activated or assembled at the point of use, as in the case of *force screen generators* and *lightning fields*, while others are wheeled and capable of being moved about by a crew, as with a war machine, or under their own power, as with the juggernaut.

Force Screen Generator

These useful devices resemble a trumpet-like cone of coppery metal, set upon a folding tripod. When they are set in place and the activation word spoken, they project a *wall of force* exactly as per the spell effect. This wall must be flat and may occupy up to 10 ten-foot squares, though it can be made smaller if necessary. It cannot be projected as a sphere or hemisphere. The wall remains in position indefinitely until deactivated.

It takes three rounds for the wall to come into existence from the moment of speaking the command word. A second command word deactivates the *wall of force*. It has the same resistances and vulnerabilities as a *wall of force* created by a spell. If the wall is destroyed by a *disintegrate* spell or similar effect, it returns in 3 rounds. The wall may not be destroyed by *dispel magic*, but if the generator itself is successfully targeted by *dispel magic* then the wall disappears for the duration of the dispel effect.

Force screen generators are used as portable stronghold defences. They are activated to seal off areas that are under threat and to seal up breaches made in the walls. Multiple force screen generators may be used to seal off a whole area.

Caster Level: 10th; *Prerequisites:* Craft Wondrous Item*, wall of force;* Market *Price:* 45,000 gp.

Juggernaut

A juggernaut is a grim stone idol on broad rollers, which trundles from place to place on a prearranged course. It is usually placed so that its width takes up all the available space in a passageway, leaving no room to dodge to either side. The core of the juggernaut is magically weighted metal. It is a special variety of animated object, as mindless as it is untiring. A juggernaut occupies a 10-foot square space and is at least 10 feet in height. It weighs 2,000 lb. (one ton), a deliberately overstacked weight, as it deals damage by crushing the opposition under its rollers. Its great weight means that it cannot be used on any surface that does not have solid ground or solid wall (as wide as the juggernaut itself) beneath it to a depth of at least twenty feet; it can therefore not be used on the upper levels of most strongholds.

Juggernauts are usually carved to resemble grotesque elephants, grossly obese people, or laughing demons. Their prime purpose is to sweep areas clean, forcing invaders to the end of a passage and crushing them to death. They are also sometimes set to trundle around the wall walk on top of a fortified wall, as this dissuades enemies from attempting to swarm across. When used as part of an interior defence system, they are usually the second wave to go in after some effect has been used to incapacitate the foe, such as a *sleep, entangle* or *stinking cloud* effect. There is nothing like a juggernaut for destroying a whole group of helpless or immobile foes.

A juggernaut must be set to follow a programmed path. Its memory can hold up to 10 instructions. The allowed instructions are: advance (distance in feet), move backwards (distance in feet), turn 90 degrees to the left, turn 90 degrees to the right, turn around. A person who knows the command words may halt the juggernaut, wipe its memory and give it new instructions. The juggernaut is not capable of reacting to changes in circumstance and can only trundle along its allotted course. It will therefore fall into pits and smash into objects if they are created in its path. If the juggernaut is somehow moved off course, it will continue according to its programming as if it had not been moved even if this means crashing through walls or toppling into the moat.

A juggernaut moves at a speed of 20 feet per round. Turning through 90 degrees takes it a full round. It has an effective Strength of 28. Any creature of Large size or smaller who is moved over by a juggernaut must make a Reflex saving throw at DC 15 or be caught under the rollers; those who save successfully are pushed along by it rather than trapped beneath it. Those who are unfortunate enough to be caught beneath the rollers suffer 10d6 crushing damage and are pinned. On the next round, if they are still trapped beneath the rollers and the juggernaut is still moving over them, they must make a Fortitude saving throw at DC 20 or be crushed to jelly and killed outright. Even if they make

the saving throw, they still suffer a further 8d6+7 crushing damage.

A juggernaut is hard to destroy. As well as the saving throw benefits allotted to all magic items, juggernauts have a hardness of 8 and a total of 2,000 hit points. It is treated as an object, not as a creature. It moves on an initiative count of 1. There are rumoured to be other, more elaborate juggernauts in existence that are capable of independent action, but these are not addressed here.

Caster Level: 18th; *Prerequisites:* Craft Wondrous Item*, telekinesis, animate object;* Market *Price:* 180,000 gp.

Lightning Field

A lightning field is a defensive energy grid primarily used to defend the upper areas of a stronghold against flying opponents and projectiles. (It does not obstruct spells at all.) It is composed primarily of electrical energy, but also has a force component. Three or more *lightning rods* are used to create the field. A lightning rod is a thick metal point like a javelin, two feet long and with spherical protrusions, designed so that it can be tied or clamped to a surface or to a pole. It has 50 charges when first created.

When the rods are activated, which requires a command word, the field comes into being, filling the plane that connects the tips of the activated rods. Bright arcs of constant lightning connect the rods in lines, with a shimmering surface of electrical ripples forming the field between the lines. Additional lightning rods may be used to add greater area to the field. They usually come in sets of four, so that a simple pyramidal field may be set up. A rod may be no further than 500 feet from the two other rods to which it will be connected in order to be included in the field. The rod will not activate if there is anything but empty space where the connecting arcs and the field will lie when it is active. The field is extruded from a point six inches from the tip of the lightning rod, so the rod itself is fully shielded by the field.

Once the lightning field is operative, any creature or object coming into contact with it must make a Reflex saving throw or suffer 10d6 points of electrical damage; success means that only half damage is taken. (If they chance to contact the lightning arc between the rods rather than the field, the damage is 15d6, as the electrical force is more intense there.) It must also succeed in an opposed Strength check to force its way through the field and out the other side. The field has an effective Strength of 20. Each impact drains one charge from the lightning rod nearest to the point of entry. The ordinary running of the field drains one charge from each rod per hour. If a lightning rod is discharged completely, it becomes inert and any arc lines that are connected to it drop immediately. This may result in the loss of more than one plane of the lightning field.

Lightning Rod: *Caster Level:* 15th*; Prerequisites:* Craft Wondrous Item*, chain lightning, wall of force;* Market *Price:* 50,000 gp each.

Liquid Projector

A liquid projector looks like a barrel strapped to a handcart with two wheels. It has a brass T-shaped pump at the rear and a short hose and nozzle at the front. It requires a crew of three to operate. The crew wheel the liquid projector to the point where it is to be deployed, then two of them work the pump while the other directs the flow of fluid. The pipe may be spooled out up to 10 feet from the barrel.

Any liquid that can be barrelled may be used in a liquid projector. If flammable oil is used, the device becomes a primitive flamethrower or 'fire projector', so long as there is a naked flame to hand to light the oil stream with.

A liquid projector may also be used for exactly the opposite purpose. Some strongholds have a fire crew operating a liquid projector; their job is to bring it to any point where fire has broken out and pump water over the flames. Other liquids that may be used are acid (if the liquid projector is made of suitably resistant material) or even holy water. Though this is a slightly irreverent use of a sacred substance, it is a very efficient way to deliver large amounts of it at a target.

A liquid projector's nozzle may be set to spray or to jet. Changing the settings is a full-round action. If the nozzle is set to spray, the liquid is projected in a cone 15 feet long and 15 feet wide at the far end; if it is set to jet, the liquid is projected in a 25-foot line.

Underground Strongholds

Building your stronghold beneath the ground avoids a great many of the weaknesses of a tower or keep. As many creatures in the fantasy world (including people with the right equipment or abilities) can fly, tall walls are not so much of a hindrance as they would be in a more mundane setting. For this reason, dungeons and similar underground retreats are much more common in the game world than they are in the real world. Those who have wondered why there always seem to be so many dungeons to explore should consider their prodigious defensive advantages. It is much easier to knock a brick-on-brick structure down to ground level than it is to smash your way into a well-defended dungeon.

Building an Underground Stronghold

Digging out an underground stronghold is, on the face of it, a straightforward affair. All you have to do is to mark out the areas to be dug and send the excavation team in. The main concern with underground work is how to keep the roof from caving in. During excavation, this is achieved with pit props and similar temporary bracing structures. The final structure will however need the hand of an experienced architect.

Some underground strongholds are isolated, composed of nothing but a subterranean complex. This is how dwarven homesteads and the classic 'dungeon' lair are usually built. However, there is nothing to stop a stronghold builder from having an extensive underground section beneath a castle or fortress. Just bear in mind the golden rule of roof support (see below) and you can build whatever you like under your stronghold. Tactically speaking it is advisable to have an underground section, as if a battle above ground goes badly for you, you can retreat to the tunnels below. A truly prudent stronghold builder may even choose to invest in an escape tunnel for his own use, just in case.

Underground strongholds are composed of tunnels, passageways and chambers, in much the same way as above ground strongholds are composed of walls and floors. Each underground feature has a Stability saving throw bonus, reflecting the quality of workmanship and the soundness of the props and columns keeping the walls and roof up, but no structure points, because they are hollow spaces rather than solid objects. If an underground feature is ever attacked from the 'outside', such as by a burrowing creature slamming into a stone wall, resolve the attack by referring to the wall's hardness and hit points rather than treating it as an issue of structure points. Some of the largest features, such as columns, have been allocated structure points but they are rarely going to be used; siege machinery is just not commonly seen underground.

An underground feature needs to make a Stability saving throw when the integrity of its walls or supports is threatened. The use of an *earthquake* spell, for example, or the detonation of an explosive device would call for a Stability saving throw from the affected regions. As with above-ground structures, the collapse of one feature has a knock-on effect, causing neighbouring features to have to save as well. (See Chapter 19, The Open Mass Combat System, for the use of Stability saving throws.)

The Stability saving throw of an underground passage may be reduced considerably by destroying part of the wall or ceiling supports, as detailed in each entry. To do this precipitates an immediate Stability saving throw, with failure indicating collapse. For example, smashing out the pit props on a section of crude tunnel reduces its Stability saving throw to –2, so to do this is likely to bring the roof down on your head; you would be better off tying a rope around the props and hauling them out at a distance! Destroying supporting columns is even more dangerous and is handled in the section below.

Underground Walls

Building a wall underground is no different to building it above ground. The most common variety of wall used is the basic worked stone wall given in Chapter 5. This can be used as a roof support. It is more efficient to create one large stone chamber, give it a vaulted roof and then divide the space up with stone walls than it is to create multiple stone chambers. Partition walls may be built underground, but they are not common because of their frailty and because damp conditions weaken them.

The Golden Rule of Roof Support

There is one overriding rule that applies to all artificial underground spaces, which has to do with ensuring their stability. There may be no point in empty space anywhere on the floor plan that is not within 10 feet of a wall or support; if there is such a space, a support of some kind must be placed to hold the roof up or the room will eventually collapse. See the diagram below. If the roof of the area is vaulted (made arched for greater structural strength) or domed then this limit is extended to 50 feet. The great majority of underground chambers have vaulted roofs.

Supports are almost always placed at a middle point between the walls; when there are multiple supports, they are spaced out evenly. So, if you have a chamber eighty feet wide with a vaulted roof, you may place a single supporting column forty feet into the room (at the halfway point) or, if you prefer, two columns each twenty feet in. It would be very unusual to have a single column fifty feet from one wall and thirty feet from the other. Symmetry is important in architecture, more for aesthetic reasons than practical ones.

When placing supports for the roof, you have the choice of using wooden, stone or metal supports. Wooden supports may not be used to support a roof that is more than 10 feet high, as they are simply not strong enough. Stone supports, in the shape of pillars and columns, are by far the commonest supports and are detailed in the section on Stone Passage or Chamber below. Metal supports are very rare, as it is next to impossible to produce metal items of appropriate size in a fantasy world setting; at the Games Master's discretion, a column made from metal could be used in place of a stone one, but need only be half as wide.

Remember that an opening in the side of the chamber or passageway counts as a gap in which unsupported points may exist. For example, if you created two eighty-foot square stone chambers side by side with a gap of thirty feet between them, that gap would be unstable unless one or the other of the chambers had a vaulted roof. (The gap would then become an arched entrance way rather than a flat topped one.) Only one of the rooms bordered by the opening need have a vaulted roof in such cases.

If a support column is destroyed or knocked free somehow, the area left behind is unstable. Its Stability immediately drops to +0. Find the longest distance there between the remaining support points. For every 10 feet that this distance is over the limit (10 feet for flat roofs, 50 feet for vaulted roofs), the Stability saving throw of the remaining area is reduced by a further –1. So, if a column 50 feet into a chamber 100 feet wide with a vaulted roof was destroyed, the remaining area would have a Stability saving throw of –5. Note that this lessened Stability saving throw applies only to the region bounded by a line connecting the remaining support points.

Knocking down a support column causes the remaining area to make an immediate Stability saving throw as modified above. If the area caves in, the support columns bordering it must also make Stability saving throws at no modifier. It sometimes happens that a falling column will crash into another column, which is very likely to dislodge it and cause even greater structural damage.
See Chapter 19, The Open Mass Combat System, for more information on knock-on effects of failed Stability saving throws and on the effects of toppling masonry striking another structure.

Using Natural Caverns

Naturally formed underground spaces are assumed to have a Stability saving throw from +0 to +3 at the Games Master's discretion, depending on the extent of the space, the number of natural supports (such as rock columns or stalagmites joining the ceiling to the floor) and the hardness of the rock. Chalk or sandstone caves would have a Stability saving throw of –1, whereas granite caves would have a Stability saving throw of +3. This assumes that they would very rarely have to make a Stability saving throw. It is usually mortal interference that challenges the stability of a natural cavern, such as by use of earthquake spells or transmute rock to mud.

Simple Tunnel, Earth

Type: Modular
Foreman Skill: Knowledge (architecture & engineering) 1 rank, Craft (builder) 1 rank or Profession (siege engineer) 1 rank
Builder Skill: None needed
Labour Cost: 4 gp
Materials: 4 gp logs or 2 gp sawn timber
Optional Extras: Extra Width
Stability: +2
Special: Supports
Footprint: Earth-walled tunnel 5 ft. across, 8 ft. high and 5 ft. long

This is the most basic kind of underground passage that may be built. It is nothing but a hollow hacked out of

the earth, with wooden posts and architraves holding the ceiling up. Such tunnels are usually only constructed as initial excavations that will be fitted with stone walls later on, as exploratory delvings such as in an archaeological dig, or as emergency entrenchments.

The labour cost is only that of the reinforcement of the tunnel with wooden props. It does not include the cost of digging out; for the sake of convenience, all digging out is priced at once, whether it involves placement of foundations or tunnelling. The total labour cost of digging and reinforcing a section of tunnel as given above is 14 gp.

You may have as many earth-walled tunnels under your stronghold as you choose, but they may not be set too close together; at least 10 feet of earth must lie between any one section of tunnel and any other separate section. They are easy and cheap to create but they may not be dug very deep, as you will eventually hit bedrock; the Games Master's discretion is advised as to where this layer of rock lies. See Chapter 3 for more information on bedrock.

Each earth-walled tunnel requires the digging out of a section of earth 5 feet wide by 10 feet high (the top two feet are lost when the tunnel is built, as they are filled with wooden props). The tunnel must be built and reinforced as the digging takes place, or the excavated space will simply fall in sooner or later.

Extra Width: A tunnel may be built up to 10 feet wide for double the cost. You may use this method to create small earth-walled rooms. An earth tunnel may not be made any wider than this. If you want wider tunnels, they will have to be lined with masonry.

Supports: The entire structural strength of an earth tunnel is in its wooden supports. These are an average of eight inches thick and made from wood. They have a hardness of 5 and 80 hit points. Ripping a support beam from its moorings requires a Strength check at DC 18. (The Games Master may modify this DC downwards if the tunnel is damp, leaky, old or otherwise ill-maintained.) If a support is destroyed or ripped out, the Stability saving throw of the feature drops to –2 and it must immediately make a Stability saving throw or collapse.

Simple Tunnel, Rock

Type: Modular
Foreman Skill: Knowledge (architecture & engineering) 1 rank, Craft (builder) 1 rank or Profession (siege engineer) 1 rank
Builder Skill: None needed
Labour Cost: 6 gp
Materials: 4 gp logs or 2 gp sawn timber
Optional Extras: Modularity, Unsupported
Stability: +4
Special: Supports
Footprint: Rock-walled tunnel 5 ft. across, 8 ft. high and 5 ft. long

The rock-walled tunnel is very much like the earthen variety, but is more stable and can be left as a permanent fixture. Again, the cost of digging out is not included in the labour costs; the total labour cost of digging and reinforcing a rock tunnel as given above is 26 gp.

Modularity: Rock-walled tunnel sections may be set next to one another to create a space up to twenty feet wide, but they may not be made any higher than 8 feet. The golden rule of support features applies.

Unsupported: It is possible, though extremely inadvisable for most builders, to construct a tunnel through rock without placing wooden supports. Such a tunnel may be built up to 5 feet high and 5 feet wide and has a Stability saving throw of +0. A tunnel between 5 and 10 feet high or up to 10 feet across, such as a channel freshly dug by a *mattock of the titans,* has a Stability saving throw of –1. If a tunnel dug through raw rock was of dwarven make, it benefits from the +2 bonus to its Stability saving throw.

These statistics assumes that the unsupported tunnel has been dug. A tunnel that is melted through rock, such as by a large thoqqua (see Core Rulebook III) or otherwise created by a method that does not involve hitting the rock with hammers and picks, such as a series of *disintegrate* spells, has a Stability saving throw of +1. Very wide unsupported tunnels, such as those burrowed by purple worms, tend to collapse shortly after these creatures have moved on, which is one of the reasons why they are such a hazard to structures on the surface.

Supports: The rock-walled tunnel has the same supports as does an earthen tunnel. Destroying or removing a wall support reduces the Stability saving throw of the section to +1, while destroying a ceiling crossbeam reduces it to –3. Destroying a freestanding support of the kind created to hold up the ceiling has the effect described in the section above on the golden rule. In each case, removal of a support precipitates an immediate Stability saving throw.

Arched Stone Tunnel

Type: Modular
Foreman Skill: Knowledge (architecture & engineering) 2 ranks, Craft (builder) 2 ranks
Builder Skill: Craft (builder) 1 rank
Labour Cost: 90 gp
Materials: 15 gp worked stone, 4 gp mortar
Optional Extras: Altered Size, Circular, Ledge

Stability: +6
Special: Keystone
Footprint: Stone-walled semicircular tunnel 10 ft. across at base, 10 ft. high and 10 ft. long

The arched stone tunnel deals with the problem of holding up the roof by making the walls and the ceiling into one continuous arch. Round structures in which the blocks of masonry mutually reinforce one another are much more supportive than stone ones. This method of construction is most commonly used to create sewer systems and outdoor tunnels, such as those that are dug through hills or mountainsides. While they are stable, requiring no props or roofbeams, arched tunnels of this kind are not often used in underground strongholds, as they are not very efficient in terms of space.

The labour cost given does not include the cost of digging out the space into which the masonry will be placed, which is the equivalent of 6 5-foot cubes of earth or rock. This costs 30 gp if the tunnel is being placed in earth (the most common option) and 60 gp if it is being placed in rock.

Altered Size: The arched stone tunnel may be made twice as large in height and breadth for three times the cost in labour and materials, or three times as large for five times the cost. Alternatively, it may be extended in height alone; the arched stone tunnel is usually built as a semicircle but is sometimes constructed with a short section of straight wall below the arch, so that it resembles an inverted U. This option adds 5 feet of straight vertical wall below the arched section and doubles labour and material costs.

Circular: By doubling all costs, the tunnel may be made entirely circular. This is occasionally done when the tunnel is intended to convey water or other liquids from place to place.

Ledge: At a cost of 3 gp in labour and 3 gp in worked stone, a narrow ledge up to 2 feet wide and up to 5 feet above the tunnel floor (assuming there is room) may be placed on one or both sides of the arched stone tunnel. This is customary practice if the tunnel is to serve as a sewer. The ledge allows for access and inspection.

Stone Passage

Type: Modular
Foreman Skill: : Knowledge (architecture & engineering) 1 rank
Builder Skill: Craft (builder) 1 rank
Labour Cost: 40 gp
Materials: 12 gp worked stone and 4 gp mortar plus 6 gp logs or 3 gp sawn timber
Optional Extras: Increased Size, Vaulted Roof
Stability: +4
Special: Supports
Footprint: Simple stone-lined passageway 10 ft. wide, 10 ft. long and 8 ft. high

No adventurer needs an introduction to the basic stone passage. Thousands just like it are tromped through every single day. The precise details of its construction have however rarely been looked into; quite an omission, as it pays to know the weak spots of any structure and what materials go to make up what parts. The default stone passage has flat, vertical walls and a flat ceiling of earth or rock held in place by wooden planks or flat stones, which are in turn supported by wooden crossbeams that are placed into sockets in the top of the wall. The floor is covered with flagstones.

The labour cost given above does not include the cost of digging out the earth before construction. A 10-foot cube of earth must be cleared for this

Stone-walled passages may be fitted with a myriad of optional extras, from secret doors to alcoves to hidden traps. They may be magically modified to resist damage or spells. Many of these alterations are detailed in the chapters following or in *Core Rulebook II.*

Increased Size: You may increase the size of the passage by 10 feet in either width or height by increasing all costs by 50%. Remember that a stone passageway more than 10 feet wide is going to need supports or a vaulted roof.

Vaulted Roof: The danger of a cave-in may be reduced considerably by giving the passageway a vaulted roof. Instead of relying on flat horizontal supports, the vaulted roof uses carved stone to bring the roof to an arch or curved point, which is a far more stable geometric form. The vaulted section of the passageway adds additional height to the passage equal to half its width. As the vaulted roof uses the stone of the passageway's walls as its support, it does not have vulnerable beams or props. For this reason it is the typical ceiling to find in an underground stronghold.

The disadvantage of a vaulted roof is that it is very difficult to make. It requires that the foreman have at least 4 ranks in Knowledge (architecture & engineering) and the work force have at least 2 ranks in Craft (builder).

Building a stone passageway with a vaulted roof doubles the cost in labour, worked stone and mortar but dispenses with the cost in logs or sawn timber.

Supports: The easiest way to destabilise a stone passage is to sabotage the roof beams with fire or physical battering. There are three of these beams per 10-foot section if the ceiling is made from planks,

and five if it is made from flat stones. Each beam is six inches thick, has a hardness of 5 and 60 hit points. Pulling them out of their masonry sockets is impossible without breaking them, an action that requires a Strength check at a DC 23. Removing supports reduces the structure's Stability saving throw by –4 per support removed. Roof beams are very stable, so long as they are not tampered with; if they are assaulted, the passageway is almost certain to cave in.

Stone Chamber

Type: Modular
Foreman Skill: Knowledge (architecture & engineering) 1 rank (but see below)
Builder Skill: Craft (builder) 2 ranks
Labour Cost: Variable
Materials: Variable
Optional Extras: Increased Size, Vaulted/Domed Roof
Stability: +4
Special: Supports
Footprint: Variable

You may build a stone chamber to any size, so long as you remember the golden rule of roof support (see above). It is also not easy to build high chambers as it is long ones. One extra rank in Architecture & Engineering is needed for every 20 feet in height that you seek to build past the first 20. So, a chamber 80 feet high would require 4 ranks. This rule only applies to chambers more than 10 feet across; stone-lined shafts of any height or depth require only 2 ranks in Knowledge (architecture & engineering).

Constructing a stone chamber has a variable cost, depending on how extensive the room is. Work it out by calculating the approximate surface area of the walls and floor and assuming a labour cost of 10 gp plus a materials cost of 6 gp in worked stone and 2 gp in mortar for each 10-foot square of surface. If the roof is flat and made from wooden beams, add 5 gp in labour and 6 gp in logs (or 3 gp in sawn timber) for each 10-foot square of roof.

Vaulted/Domed Roof: As with the stone passage, this modification allows rooms up to 50 feet square to dispense with the need for supports altogether and allows rooms beyond this size to need fewer supports. If the chamber is larger than fifty feet in any given direction, the arch of the vault tracks from wall to column or from column to column, thus forming a series of archways. The arch of the vault must rise to a point at least half as high as the width that it is spanning. Each 10 foot square of vaulted roof costs 20 gp in labour, 12 gp in worked stone and 2 gp in mortar.

Column

Type: Modular
Foreman Skill: Architecture & Engineering 2 ranks
Builder Skill: Craft (builder) 2 ranks
Labour Cost: 8 gp
Materials: 4 gp worked stone
Optional Extras: Natural Column, Ornamentation, Solidity
Stability: +1 per 2 feet of diameter
Structure Points: 8 per 2 feet in diameter
Special: None
Footprint: Section of circular stone column at least 2 ft. diameter and 10 ft. high

Columns are the best way to support a ceiling when you want to keep a room open instead of dividing it up with interior walls. They are sometimes placed on either side of an entrance arch, as they are an ornamental and practical way of providing support and are sturdier than walls alone because of their additional thickness.

Support columns are made from cylindrical sections of stone stacked one on top of the other. So long as they only receive pressure from directly above and not from the side, they are very stable. A column must be 1 foot in width for every 10 feet of height that it is to have, so a 100-foot high column would need to be 10 feet thick.

Natural Column: If you have dug the chamber out of solid rock, you can dig around sections of rock in appropriate places and carve it into support columns instead of bringing the stone in from outside. This dispenses with all materials costs and lowers the labour cost to 4 gp per section. Dwarves are masters of this art, using it to create their famous, gigantic high-ceilinged chambers filled with row after regimented row of huge pillars. Natural columns have an additional +2 to their Stability saving throws, as they are of one continuous substance with the rock of the ceiling and the floor.

Ornamentation: Columns are often made into a visual feature. By the stonemason's art they are wreathed around with ivy and grapes, engraved with stylised linear designs or fitted with ornate pedestals and cornices. Instead of a circular pillar, you can have a statue of your choosing holding up the roof, so long as the necessary breath of stone is in contact with both floor and ceiling, i.e. 1 foot of width for every 10 foot of height.

Powered Strongholds

A typical stronghold is made from nothing more than bricks and mortar. Its moving parts are minimal; doors open and close, locks fasten and in some strongholds a drawbridge or portcullis might raise and lower. That is all the mechanical art most strongholds ever know.

There are those builders, however, who are more ambitious. They apply their intelligence and creativity (sometimes with more than a touch of insanity) to create strongholds in which a single central power source provides energy to work many different features in the stronghold, from something as simple as artificial light to ingenious mechanical traps. These are the powered strongholds.

A powered stronghold must have a single engine room in which the 'power' is generated. In this context, 'power' can be in the form of energy (as with a lightning powered stronghold) or simple mechanical motion. The machinery at the heart of the stronghold is referred to as the engine. An engine has a Strength rating; this is the maximum amount of effective Strength that can be exerted by any feature powered by the engine. This is an important consideration, as a garbage crusher with a Strength of only 12 is going to be hard pressed to crush anything more than a few old wooden barrels, while an engine with a Strength of 6 is not even going to be able to lift a drawbridge.

An engine room has to be within the stronghold or attached to it. Transmission cables cannot send power of any kind more than 1,000 feet from the engine, so the more central the engine room is, the more efficient it can be.

Any mechanically powered feature in the stronghold must be connected to the engine by transmission cables. See Chapter 8, Additional Stronghold Features, for information on powered features and on the types of cable used to connect them up. The stronghold builder must show on a map where his transmission cables are. Breakage of a cable renders the features 'downstream' of the breach useless. Cables may not be laid in a loop or circuit.

Types of Engine

The engines available to the stronghold builder depend greatly upon the environment. The easiest engines to build are those that tap into a natural power source, such as a flowing river or waterfall. Other types of engine need magic in order to work; some of the strongest but least reliable engines are dependent upon living creatures to work them.

There are three basic types of power that an engine can provide, being Current, Kinetic and Steam. This power is transmitted down the cables of the stronghold and turned into mechanical motion by the blocks of machinery that they feed into.

Current is usually electricity, though other similar energies could be employed if the Games Master wished. Its source is almost always magical, though some strongholds are placed in such electrically charged areas that they can rely upon regular lightning bolts. The disadvantages of using current are that it is an unpredictable, erratic force; you may lose your power at any moment and it is hard to get it back on line. It is also something of a fire hazard. The advantages are that it is a strong power to use and it is difficult to interfere with the transmission cables without injuring yourself.

Kinetic power is simple mechanical motion, such as might be had from a person turning a crank or pulling a rope. Its source is motion of some sort, whether this originates with creatures doing work or from a natural feature in constant motion. Its disadvantage is that the available power is limited by the strength of the creature(s) or feature that is providing the energy and can not easily be increased; its advantages are that a system powered by creatures can be set up almost anywhere, while a system powered by a natural feature requires no fuel and can be left to run indefinitely.

Steam power is pressure exerted by steam expanding within pipes. It is only ever generated by large amounts of heat. This heat may be produced in a furnace or by a less mundane means. Its disadvantage is that it requires constant attention and maintenance, so that the fires do not go out. Its advantage is that the stronghold has an inbuilt source of heating and that the available strength can be boosted if necessary. In the real world, steam engines are means of generating kinetic power; in the game world, steam itself is driven down the pipes.

All of the following engines are suggested means of generating one of the three types of power. No engine can generate more than one kind of power at once.

Boiler Power (Steam)

This is one of the simplest kinds of engine you can build. In order to build a boiler, you must first have a ready source of water. The boiler itself is a huge metal canister or set of canisters, cylindrical in shape and occupying a 20 foot square. A fire of some sort must heat this boiler from beneath. A fire powerful enough to keep the boiler running with an effective Strength of 12 would consume 50 gp of logs or 30 gp of coal per day. The boiler needs to be fed every hour. It is made

from shaped metal plates that have been riveted together *in situ.* The engine room where a boiler is running is constantly hot and humid, with steam venting from ducts and rivulets of condensation flowing down the walls.

The operator of a boiler may stoke it up by doubling its fuel consumption and pumping up the fire with bellows. This increases the boiler's effective Strength to 18. Constant attention is necessary to keep the boiler running at this level and there is a chance of explosion (see below). The effective Strength may be increased to 24 by tripling the fuel consumption. All boilers have an emergency shut-down valve, which may be opened to vent all the steam within the boiler if it is in danger of exploding.

If you are able to create a constant source of heat by magical means, this may compensate for the boiler's high fuel consumption. Multiple *heatstones* (see Chapter 8) can power a boiler and 20 of them are needed to make a boiler completely independent of fuel. However, such a boiler can never be stoked up.

The boiler has a hardness of 10; it is necessary to inflict 90 hit points of damage in order to break the canister. Making a boiler requires that the builder(s) have 10 ranks in Craft (blacksmith) and access to several tons of workable metal. The overall cost is 90,000 gp

Hazard: Boilers have an unfortunate tendency to explode. If they are stoked too high or their vents are blocked off, the pressure building up inside can cause the metal casing to rupture. A boiler that is suffering strains from internal pressure greater than it was designed to bear (i.e. producing more effective Strength than 12) has a 5% chance per hour of exploding. If it has been damaged in any part, the total number of hit points of damage dealt in any one 5 foot area is added to the chance of a boiler explosion; so, if one of the plates has been struck repeatedly for a total of 14 points of damage, the hourly chance of an explosion is increased to 19%.

An exploding boiler inflicts 6d8 points of fire damage in a 40 foot radius; a Reflex saving throw against DC 20 is allowed to take half damage from this. In addition, all creatures in this area suffer 1d4 ranged attacks from flying shrapnel. These attacks are made at a base attack bonus of +12 and inflict 2d4 damage with each successful hit, plus the additional damage from whatever the boiler's effective Strength ability score was at the time of the explosion.

Rust monsters must be kept out of a boiler room *at all costs.*

Elemental Power (Steam, Kinetic)

Bound elementals may be used to drive engines. Fire elementals may be used to heat boilers, earth elementals may be used to work treadmills, air elementals can drive turbines (treat these like a treadmill, as wind power is not used in strongholds) and water elementals can power water wheels. The suitable elemental is substituted for whatever original system powered the engine. The amount of effective Strength produced by the elemental powered engine depends on the number of Hit Dice of elementals involved. Eight hit dice of elementals are needed for every 6 points of effective Strength provided by the engine. This level is constant; it cannot be stoked up or otherwise increased.

If an enslaved elemental bound into an engine ever escapes, it will be furious with its captor and attempt to take revenge. This is the primary disadvantage of using elementals for power.

Dragon Power (Steam, Current)

Some dragons can be used to power engines. They do not often consent willingly to do this, as in many cases it is beneath their dignity. However, it is not inconceivable that a dragon might make a deal with a stronghold builder, whereby the dragon was provided with food and defence and the stronghold was supplied with power. This deal could be especially attractive to the dragon if all it had to do was breathe into the engine a few times each hour to keep it running.

Dragon-powered engines run on the force of the dragon's breath. This is not always a full use of the

breath weapon, but a low-key and frequent use, akin to a person blowing on a fire from time to time. The only kinds of dragon that are useful for this purpose are those that can produce fire or electricity. The amount of Strength that can be produced by a dragon-powered engine that runs on fire is equal to the amount of dice of damage that the dragon's breath weapon can inflict (up to the maximum for the type of engine, if any) irrespective of the type of die involved. A fire-breathing dragon can stoke up a boiler by breathing on it more often, but the same risk of explosion applies. An electricity-breathing dragon can keep a lightning engine constantly running at 24 Strength, simply by breathing on it several times per day.

Golem Power (Kinetic)

Many wizards and clerics use golem power in their powered strongholds. The mindless constructs never complain and have plenty of strength to bend to the task. It is something of a waste of a complicated construct to set it a constant and tedious task but if there are golems to spare, then setting them to work on a treadmill has a great many advantages.

Golem power is employed by setting the golems to work on a treadmill or spindle (see below). Stone and iron golems are too cumbersome to work on a treadmill, as their heavy feet would splinter the wood; they must be set around a spindle. As golems cannot run, they cannot be commanded to increase their speed. A golem-powered treadmill or spindle is thus only capable of producing a single constant amount of Strength.

Golems kept constantly on the go do tend to fall to pieces, like any other machine. For every week spent working constantly on the treadmill or spindle, a golem must make a Fortitude saving throw against DC 15 or suffers 1d4 points of damage. It is customary to shut down golem-powered engines for maintenance, which includes repairing the golems, for one day in every month.

Lava Power (Steam)

For the truly daring, a stronghold may be built on or near a site of volcanic activity. In the fantasy game world, rivers of lava sometimes run through the underground chambers beneath a stronghold; it makes sense to use this constant source of heat as the power for a boiler system. To use lava power, build a boiler as normal, with the tank suspended over the lava. (It cannot be immersed in the lava as this would weaken and possibly melt the metal.) As the heat source is constant, the boiler cannot be stoked to provide more effective Strength. On the positive side, it requires no fuel and little maintenance.

The main difficulty with lava power is finding a source of water that the lava can then turn into steam. It is highly unusual to find naturally occurring water in the same area as a lava flow. The stronghold builder is advised to look into magical sources of water, such as a *decanter of endless water*, to supply this need.

Lightning Power (Current)

A lightning powered system works in a different way from the other types of engine. Instead of a source of power keeping the engine in constant motion, a lightning engine stores up electrical power and releases it gradually. A single bolt of natural lightning is enough to keep the engine running for a day, with an output Strength of 12.

A lightning powered engine resembles an enormous copper cylinder surrounded by a spring-like metal coil, ten feet wide and five feet across. It is topped by a V-shaped metal device, up which fizzing lines of electricity crawl when the engine is in use. The outsides of the engine shimmer with electric ripples. In order to be charged up, it must either be struck by lightning (or similar electrical effect) itself, or be connected by a transmission cable to a lightning rod on the outside of the stronghold which then receives the stroke.

The amount of effective Strength provided by the lightning engine is set in advance. (The setting may be changed by means of a dial, but the engine will not be able to output at the new Strength level until it has been charged.) To provide that much Strength for one day, the engine must receive three times that many hit dice in energy damage from an electrical source. For example, a lightning engine set to provide 6 effective Strength must be powered by 18 hit dice of electrical energy per day. The electricity may be either natural or produced by magical or monstrous sources. A lever or switch trigger (situated more than 10 feet away from the engine for safety reasons) is provided that shuts down the system when pulled.

The engine has a hardness of 10; if it suffers more than 200 hit points of damage, it is disabled. Striking the engine has the same effect as striking a lightning conduit variant of transmission cable, with the principal difference that the electrical damage dealt is 1d6 per point of Strength that the engine is currently set to emit.

Throwing water on to a lightning engine is guaranteed to cause a short-out. Sparks fly everywhere and a nasty smell of burning fills the engine room. Any creature coming into contact with the water must make a Reflex saving throw at DC 15 or suffer electrical damage equal to half the effective Strength of the engine in d6; a successful save halves the damage. The engine has a flat 25% chance of breaking down completely. If it remains functional, its effective Strength output is reduced by 1d6 until it can be shut down, taken apart and dried out. If the Strength output has been reduced,

it may not be set to produce a higher Strength until repaired.

Hazard: Lightning engines are not at all safe to be around. Any person standing within 10 feet of the engine's surface has a 1 in 6 chance per round to be struck by a stray arc of electricity, inflicting 4d6 damage (Reflex saving throw against DC 15 halves). Anybody carrying more than 2 lb. of uninsulated metal, such as plate armour or a sword, or who is soaking wet has a 4 in 6 chance to be struck.

Sun Power (Steam)

Solar power is an unreliable but extremely cheap source of energy. In order to use it, the stronghold builder must buy or build a *sun lens* (see Chapter 9, Magical Offensive and Defensive Systems). The *sun lens* is then trained upon a boiler, which in turn produces steam power for the stronghold. The boiler produces a maximum of 12 effective Strength and cannot be stoked. Obviously, this method can only produce power during the day while the sun is out. The boiler tank must also be situated somewhere where the rays can be focused upon it and the lens itself must be steadily rotated as the day passes and the sunlight changes direction. The advantage of this method is the low fuel cost; the disadvantage is the ease with which the power could be cut off. Some stronghold builders simply use the boiler in a conventional fashion at night, with a coal or log fuelled fire beneath it, while using solar power during the daylight hours.

Treadmill (Kinetic)

This is the very simplest form of engine there is. A captive creature, or set of creatures, keeps a great wheel in constant motion and the power of this wheel works the other machinery within the stronghold. Treadmills are usually made from wood and cost 7,000 gp to make; they require 10 ranks in Craft (carpenter) to build and install.

A treadmill proper is like a gigantic hamster wheel 10 feet thick and 40 feet high. It is kept rotating by the creatures in it trudging forwards, walking endlessly day after day. Other variants include the capstan, which is a huge spindle in the centre of the room that is rotated by creatures walking around and around it and the climbing wheel, which is much the same as a treadmill but with the creatures on the outside.

Operating a treadmill requires a minimum of 30 hit dice of creatures to turn it; it does not matter if this is a collection of multiple creatures or just one or two larger ones. They must, however, be able to fit into the treadmill or around the spindle. The effective Strength that may be exerted by the treadmill is equal to the average Strength of the creatures that are turning it minus 6, or minus 8 in the case of a spindle, as they are less efficient. No one creature may be kept on the treadmill for more than six hours without becoming fatigued. The effective Strength of the treadmill may be increased by 6 (to a maximum of 24) by having the creatures work harder but this extra effort may only be sustained for a maximum of ten rounds; continuing past this point inflicts 1d6 points of subdual damage on the creatures for every round and they will be instantly fatigued when they stop. Also, every ten rounds of extra effort reduces the time before the creatures will need to rest by one hour.

Treadmills are customarily powered by slaves. These are kept for no other purpose than to keep the wheels constantly in motion. They are kept on the wheel for between eight to twelve hours a day, are fed on bland mush and allowed to sleep only so they can get up and carry on working. Slaves who are physically robust and used to hard work, such as dwarves and half-orcs, are preferred for this job.

Water Power (Kinetic)

Watermills are used in rural parts of the fantasy world to grind corn and saw wood; far greater watermills may be employed to power the various features within a stronghold. In order to generate enough strength to drive even the simplest of features, the force of a strong river is needed. It is impossible for a water powered engine to generate more than 6 effective Strength unless it is driven by a waterfall. The falls of a strong river would generate 12 Strength, those of a mighty river would generate 18 and a waterfall the size of Niagara Falls in the real world would be able to generate 24.

A truly ambitious stronghold builder can build a dam across a river and thus generate an artificial source of water power by regulating the flow through. This can be done by building a fortified wall (see Chapter 5) across a large river valley, to the width and height necessary to create a reservoir; the Games Master should set the dimensions, but as a general rule it needs to be at least 200 feet across and 50 feet high. This action spells doom for the surrounding countryside, as it floods the land to a depth of at least 40 feet. For an evil stronghold builder, this is not a concern and may even solve two problems at once, disposing of an unwanted local population while providing a convenient power source.

To build a watermill, simply create a treadmill (see above) that is placed with its paddles in the water flow. Water power is clean, efficient and the cheapest of all systems to run. The amount of effective Strength it may generate is constant; there is no way to increase or lower it. The one exception to this rule is in the case of a dam, which may have the sluice gates opened to generate more Strength if necessary, always to a maximum of 24. Opening the sluice gates too wide for too long runs the risk of draining the dammed reserves of water.

The Mechanics of Government

This volume introduces a large-scale system for the governing of provinces, kingdoms and whole empires. By use of this system, you can quantify the player characters' impact on the politics of the region, enable them to participate in intrigue both local and international and even simulate the power struggles between separate kingdoms, including the raising of armies and the toppling of whole governments.

There are two types of record sheet in the Open Land Management System (OLMS). These are the regime sheet and the province sheet. If you ever become the ruler of a kingdom, the regime sheet is what you will use to manage your domains.

The Regime Sheet

The regime sheet is the record of the government that is officially in power, whether that is operated by a player or a non-player character. On this sheet are kept records of the people in command, the system they use, the resources that they may call upon and the reserves currently available in the treasury. The regime's military might is also listed, though this is liable to change rapidly.

The regime sheet is updated at the start of every month and is held by the player who is in overall charge of the regime, or by the Games Master if this person is a non-player character. Some factions (see below) may in time become so powerful that they have regime sheets of their own. In this case, the Games Master manages them.

Head of Regime: This is the person at the very top of the pyramid of power, the king or emperor in a monarchical system, the president in a republic, the high priest or priestess in a theocracy and so on.

Official Residence: This is where the head of the regime officially lives, whether or not he actually spends any time there. It is usually a well-defended residence, at least the size of a large house and often as big as a small keep. The official residence is where visiting ambassadors and other dignitaries will be entertained and private summit meetings held.

Base of Operations: This gives the building and the location where the heads of the regime meet to discuss policy, pass on information, formulate changes to the law and issue edicts. In most kingdoms, the base of operations will be a large stronghold in or near the kingdom's capital city. Some kingdoms will have council chambers or even private manor houses as their bases of operations. There is often a formal and an informal power base, the formal one being a grand building and the informal one being a more downbeat establishment. For example, a ruler may do his day-to-day governing in the marble halls of a lofty palace, but entertain heads of state on a private estate in more tranquil surroundings.

Council Members: These are those individuals closest to the head of the regime. They may be given titles appropriate to their responsibilities. The rules governing council members and what they may do are given in the next chapter. Those players who have taken to governing after a life of adventuring will find that their former colleagues are the most suited to take on the positions of the council members, as they are generally trustworthy and in possession of suitable experience. For more on councils and how they work, see Chapter 14, The Power Structure.

Government Type: This details the kind of government that the regime is, which may be either a Dictatorship, Monarchy, Ard Ri, Republic, Theocracy, Magocracy or Plutocracy. The type of government will affect the relationship that various different factions have with your regime and will set limits on what the ruler is allowed to do independently. For example, in a dictatorship the ruler may change the laws as he sees fit, whereas in a republic any change in law has to be debated in the Senate. See Chapter 15, The Art of Governing, for more on the various types of government available.

Intimidation Bonus: When a regime is known to be especially brutal, all of its representatives are viewed with fear. Often the terror of reprisal is all that keeps the populace from taking up arms, arising in strength and throwing down a despised regime.

Sometimes, however, a regime earns respect by being especially resistant to coercion and by having no tolerance for crime, thus earning an intimidate bonus without having to be despotic. The intimidate bonus is a circumstance bonus to any Intimidate skill check made by a representative of the regime. This includes those who are acting under the regime's orders, such as a military force. The bonus will rise and fall according to the regime's actions. For example, if the regime ordered the execution of anyone who spoke out against the ruler, the intimidation bonus would be very high, whereas a regime that tolerated dissent or whose ruler had recently been publicly humiliated would have a zero bonus or possibly even a penalty.

The base intimidation bonus of a regime is determined by the alignment of its head. Evil or chaotic regime heads have an intimidation bonus of +2, while all others have an intimidation bonus of +1. The Games Master may adjust this bonus up and down as the campaign proceeds, based on the actions the players take as governors.

Diplomacy Bonus: When a regime has had plenty of chances to prove its trustworthiness and has not acted hypocritically, its neighbours notice. Some regimes have a reputation for honour, fairness and wisdom, which induces people to listen when they speak. The diplomacy bonus is a circumstance bonus applied to all Diplomacy skill checks made by a member or appointed representative of the regime. Irrespective of how competent the individual is, he benefits from the positive reputation of the regime in whose name he is acting. Diplomacy bonuses do not appear overnight. Nations earn them over time, by going for many years without making unprovoked attacks or having insurrection in their own land.

Some regimes will have a diplomacy penalty instead of a bonus. These are those regimes that are viewed with distrust the world over. As they are quite aware of their reputation (however much they might deny it) they are much more likely to resort to intimidation than to use diplomacy. A history of untrustworthiness, shady dealing or repressive actions is likely to gain a regime a diplomacy penalty. Representatives of such countries tend to be silver-tongued, making up for their country's bad reputation with their own oratory skills and persuasive techniques.

The base diplomacy bonus of a regime is determined by the alignment of its head. Lawful or good regime heads have a +2 diplomacy bonus, while all others have a diplomacy bonus of +1. The Games Master may adjust this bonus up and down as the campaign proceeds, based on the actions the players take as governors.

Corruption: This figure is an indication of how hypocritical and corrupt the regime is and how much proper procedure (including the course of justice) may be overridden by the interests of a powerful individual or group. Corruption does not necessarily mean the regime does overtly evil deeds. It is best summed up as 'one law for the rich, another for the poor'. It indicates how easy it is to bypass the legal system by paying bribes or doing favours for people. A corrupt system will have a facade of lawfulness, but will operate behind the scenes on a basis of privilege, bribery and nepotism. Those regimes that make the most noise about respect for the law and obedience to authority are in fact the ones most likely to be corrupt behind the scenes.

The corruption figure is a straight percentage. It indicates how likely it is that any member of the regime or duly appointed representative thereof will be willing to accept bribes or favours in exchange for an abuse of his official duty. For example, if corruption stands at 15%, you would have a straight 15% chance of being able to bribe your way out of an arrest. The corruption figure essentially indicates what proportion of the regime's members are of evil alignment, or are tending that way. You have a chance to encounter an honest soul even in a corrupt regime, but the more corrupt it is the less chance you have of doing so.

The level of bribe or the size of the favour are determined by the Games Master, but should always reflect the rank of the official concerned. A city guard might only want a few gold pieces to let you go, while a judge who is about to hang you would probably be looking for a sum closer to a thousand, or possibly a little assassination job on the side.

The Games Master should determine the corruption rating of a regime if the regime is already established. If it is being built from the ground up, assume a starting corruption rating as given in Chapter 15, The Art of Governing.

Control: This figure shows how much of a sustained grip the regime has upon its citizens. It shows how much power the regime has to direct their lives and how much respect they give it. In regions where control is high, the populace are obedient and peaceful and do the jobs that they are told to do, irrespective of whether they enjoy them or not; high control can lead to resentment and a desire for freedom. Where control is low, there is a greater risk of crime, disorder and disrespect for authority, but more anarchic spirits are generally much happier.

Control is expressed as a percentage figure. It indicates how likely a citizen of the regime is to co-operate with a member or representative of the regime if he has a good reason not to do so. For example, a control check would have to be made if a man was being asked to testify honestly in a case in which his own brother was being tried for an assault against an officer of the regime, or if an official needed to commandeer a peasant's horse when it was the only one the peasant owned. Control is not a matter of fear (which is covered by the intimidation bonus) but a matter of authority, respect and habitual obedience. It also rests upon the proven rewards of co-operation. People allow themselves to be governed if they know that submission has in the past brought them prosperity and gain. If they have had little reward from their lords and masters, they are more likely to be rebellious.

Some events can cause your control to increase, while some events lessen it. You can take governing actions (see Chapter 15, The Art of Governing) to attempt to increase your level of control. Other regimes can attempt to lower your control level from outside, by sponsoring insurrection, assassinating functionaries or causing sabotage.

The primary effect of your control rating is in taxation. If you have little control over your people, you will find it hard to bring in the taxes you are owed. For more information on this, see Chapter 17, Trade and Taxation.

If your control percentage ever drops below 30%, your regime falls. The people no longer acknowledge your rule and place a new ruler in your stead. There is nothing to do but pack up your belongings and head for a safe retreat.

The Games Master should determine the corruption rating of a regime if the regime is already established. If it is being built from the ground up, assume a starting corruption rating as given in Chapter 15, The Art of Governing.

Taxation: This details the tax schemes currently in place. There are different kinds of taxes that may be placed; these are detailed in Chapter 17, Trade and Taxation. Each tax currently enacted adds to the percentage of the region's wealth that is taken by your tax collectors and added to the regime's treasury every month.

The amount of money that can be drawn from a given province in taxes is calculated by reference to its productivity. Areas that produce crude, common goods tend to be poor, while areas that produce fine or otherwise rare goods are richer. Any resources that you do not seize or buy at cost are assumed to be sold on the open market. The workers do not keep them in reserve. The one exception to this is 'stored food'. Any province that has the facility to store food reserves will usually do so; for the mechanics of food storage and the effects of poor harvests, see Chapter 16, The Seedtime and the Harvest.

Treasury: The goods and money currently in the treasury are listed, along with their place of storage. Resources, especially perishable ones like food, have to be kept in a suitable storage facility. The treasury of a regime must be kept careful track of, as rival regimes will be keen to get their hands on it.

The Province Sheet

The province sheet details one of the regions within a kingdom. A single kingdom may consist of one or more provinces. The Games Master usually sets the geographical or political boundaries of a province, as the province will have had its area defined by long-standing tradition. Provinces have no set size and are divided according to game management convenience.

The province sheet shows such details as the available labour in the area (a measure of how many able-bodied adults there are), the maximum number of natural resources that may be extracted from the area in a given month, the key structures that have been built in the province and the various factions that exist there. The province sheet is updated at the start of every month.

Population

This is an indication of the numbers of able-bodied adults living in the province and is given as a simple number. It is liable to increase and decrease with each passing month, as environmental factors cause the numbers to alter.

These people are allocated to specific jobs according to the available work in the region. The default activity of the population is 'farming'. Obviously, not every single member of the population will be a farmer; this activity simply reflects the everyday work the populace does to stay alive. Farming produces food according to the quality of the land

The population of an area will be reflected in the number of towns and cities found in the province. (If you are adapting an existing campaign map for use in the OLMS, then you can work backwards and convert the number of towns and cities into a total population figure.) Try to make the allocation realistic, with a ratio of about three villages to each small town and about three small towns for each large one and so on up the scale. Referring to page 155 of Core Rulebook II, either calculate the population based on how many settlements there are, or allocate the population to suitable settlements. Rather than detailing every last thorp and hamlet, allocate about 1,000 – 2,000 members of the population to 'unmapped rural dwellings'. Not every member of society can live in a town, or wants to.

As more people move into the province, the towns and cities will grow. Sometimes, whole new villages arise, growing into towns; the Games Master will indicate when a previously unknown hamlet has become large enough to count as a village and be marked on the map. The number of settlements in the province is important, as some actions that you can take can only be done once per settlement. For example, the Minister of Health's ability to take precautions against the plague has to be applied to individual settlements.

Available Soldiery

This shows how much of the population also has military training and could take up arms in defence of the province or to form part of an army per month. It is not a reflection of how many troops are currently stationed in the province. If you want a large amount of soldiery available from month to month, you must invest in military training for your people. See the Military Actions section of Chapter 15 for more information. Ordinarily, this figure is a percentage of the population equal to your Control rating, divided by 20.

Under certain circumstances, some of them deliberate such as the issue of a conscription notice and some of them spontaneous such as the invasion of the province by a foreign power, part or all of the available soldiery can be turned into a fighting force. The military strength of the governing power is listed on a separate sheet.

Resources

The different types of resources are listed in Chapter 13, Resources. Resources are either raw materials, such as stone or timber, or the result of work done on these materials, such as leather armour or wooden furniture. There are four levels of resource; crude, processed, worked and fine, representing the differences between the finished product from the raw material. An area can have any number of resources. The more it has, the more rich and desirable the area is likely to be. Resources are sold by the members of the province to earn money. The controller of the province may also make trading arrangements with other kingdoms to supply them with resources they want; see Chapter 17, Trade and Taxation.

Resources produced count towards the region's trade. They are either sold on the open market or collected in lieu of taxes by the governing power. Some resources are finite, such as coal, oil, gold or silver; you can only take so much of them from the land before the supply is exhausted. Others, such as logs or fish, have a maximum safe yield. You can take more than the safe amount, but doing so will leave less for future years.

The region's financial wealth is calculated by adding together the total number of resources produced in the area. The following modifiers apply:

† Minimal production produces one unit of resources, scant production produces two, moderate production produces three, prolific production four and abundant production five. Rare resources are usually scantily produced, whereas common resources are more likely to be prolific or abundant. For this reason, a single goldmine in a province can be less lucrative than a well-established and productive trade in horseflesh and cattle.

† Every stage in the resource refinement process multiplies the value of resources by an increasing amount. So, processed resources count for twice the base value, worked resources for three times and fine resources for four. Therefore, a province that produces only cattle has produced a resource at the base value, whereas a province that produces worked metal items has produced an item of three times the base value for metal and a province that produces fine precious metal items has effectively produced goods of four times the base value.

† The scarcer a resource is, the more it is worth. Common resources have a base value of 1,000 gp per unit. Uncommon resources have a base value of 3,000 gp per unit, Rare resources have a base value of 7,000 gp per unit and Very Rare resources have a base value of 10,000 gp per unit.

For the purposes of calculating the region's wealth, resources are only considered to be a given type at a given stage. 'Metal armour' is not considered to be a separate resource from 'tools'; they are both 'worked metal goods'. However, for the purposes of making trade arrangements with other kingdoms, the exact type of product in which the region specialises is relevant. The province must therefore keep a record of the kinds of goods it makes. Each resource has a 'typical item'. Suggested typical items are given in the Resource Table in Chapter 13, Resources. For example, some typical items of worked wood and paper goods are furniture, small boats, wooden weapons and books.

The limits set on what a province may make are up to the Games Master, who may (for example) rule that a given province cannot produce metal weapons because it has seen so little war that it does not know the proper procedures, or that it cannot produce glassware because its craftsmen have never been taught the secrets of doing so. For more suggestions on these points, see Chapter 15, The Art of Governing.

The total wealth of the province is of course not accessible all at once. It represents the region's prosperity in an abstract sense, being the net result of a month's buying, selling and haggling. The regime may, however, tax the province's wealth. The tax rate is set as a simple percentage; that amount of money flows into your treasury, or that of your regional governor, every month.

There are other advantages to being a controlling regime. The controller of the province (or the overall head of the regime) may, in any given month, buy resources made in that province at half price. He essentially creams off part of the region's productivity for his own use. This is extremely useful if you are planning to build a castle or outfit an army. As the head of a regime, you may buy at half price any of the

units of the resource that your province has produced, but these must be used immediately; they may not be stockpiled and sold later. For example, you may buy a single unit of worked metal items (such as swords and armour) that was worth 9,000 gp for only 4,500 gp, which would provide you with plenty of armour and weapons for your troops. Alternatively, you could buy a unit of worked stone, costing 1,000 gp on the open market, for only 500 gp and use it to build part of your stronghold with.

Units bought at cost do *not* count towards the region's total wealth for tax purposes. You may not tax a province's resource and buy it at cost in any given month. You may either take the tax on it, or buy a quantity of it cheaply, but not both.

For more tyrannical regimes, there is another way to get your hands on the region's resources. The province's controller may simply seize the resources he wants without paying for them, as a special tax; if done at a time of war, this is called 'sequestering'. It is extremely probable that the denizens of the province who make a living out of producing the resources will be extremely angry at the confiscation of their work. In order to keep the angry voices quiet, many rulers issue promissory notes to the resource makers, pledging to pay them back in full once the battle is won. Sometimes, when your treasury is empty, you have little choice but to go to war in an attempt to fill them again...

Since the Games Master keeps the province sheet private, the governing power does not necessarily know which resources are available in the region, nor how many months they will last before the supply runs out. The amount of resources produced can drop from 'abundant' to 'scant' in a matter of months. It is quite possible for a player to conquer an area that has large precious metal reserves that nobody knows about. Finding new resources is handled by prospecting. Your citizens also have a chance to discover hidden resources at random, simply by happening across them. Whether they tell you about them or not is another matter.

The Games Master decides what resources a region can produce. If the ruler of the regime wishes to add a new resource to the province's output, the Games Master may stipulate the achievements that are necessary for this to happen. For example, if a player has just taken a ship full of colonists and founded a new country, it is not going to be capable of producing many resources. The Games Master may rule that it can start to produce sugar after the first six months, once the settlers have had a chance to clear some ground and plant sugar cane.

Sometimes a natural resource has an owner listed. If your regime is based upon the feudal system, as many in the fantasy game environment are, then you are considered to be the ultimate owner of all natural resources. Anyone working the land, setting up a mine or cutting logs is doing so with your permission and the right to benefit from the land's riches is yours alone. If you are operating a system that allows regional sovereignty, then the resources may belong to a private claimant, such as a local merchant or to a village.

Factions

The faction relationship grid is the most important feature of the province sheet. A faction is a group wielding significant power within the province. The governing regime detailed on the regime sheet is in fact only one of these factions; it is a local manifestation of a national power.

In all cases, the factions will include the three classes of society: upper, middle and lower. Provinces will usually have several other factions as well, depending upon the density of the population and the political climate. For instance, an outlying rural area in old pagan country will probably have the druids and the outlaws as factions in addition to the three classes. A province containing several large towns is more likely to have the priests of the local deity, the mages' guild and the main city's rogues as additional factions.

Factions are often but not always linked to a given class of society. This means that whenever that class gains or loses goodwill towards the regime, the faction gains or loses it too, though it still keeps its own separate goodwill rating. For example, the Salingate Guild of Merchant Captains would be linked to the middle classes, as it would be a mercantile faction.

Some secret factions exist to represent the interests of a given class. In the real world, one could draw on examples like the Luddites, who were a group of working class men who sabotaged industrial machinery that was taking away the jobs of the common people. Other secret factions exist purely to serve their own interests, such as a conspiracy of noblemen who want to place their own favourite into power. The Games Master can detail as many of these secret factions as will be manageable in the campaign.

In order to be a faction, a group must wield significant power in the province. A good rule of thumb is to give faction status to any group that has at least 100 experience levels among its members. So, one hundred and fifty first-level warriors of a given clan, twenty fifth-level priests of a deity or ten tenth-level rogues would all be sufficient to count as a faction. This rule is not absolute, however. A single powerful individual can count as a 'faction' in his own right, if enough people have heard of him and if he has political influence. For instance, a popular folk hero who robbed from the rich

Default Factions

There are several default factions that will be present in any province. These are the upper, middle and lower classes in the society. The upper class are usually the nobles. These are the landowners who have control over the region, on whose territory the commoners live and to whom rent is paid. The middle classes are the merchants and traders, who achieve social standing by accumulating wealth. The lower classes are the commoners. These often have nothing to sell but their labour, or the products they have made with their own hands.

What kind of person falls into the upper, middle and lower class brackets will depend on the type of regime you are running, the prevailing culture and the nature of the society. For example, in a monarchy run along standard fantasy lines, the upper classes would be the ermine-clad nobility and the perfumed courtiers, the middle classes would be the fat merchants with their warehouses full of produce and the working classes would be the peasants, grubbing out a living in the fields of potatoes and turnips. By contrast, in a republic the upper classes would be more likely to be wealthy landowners of good family, while the middle classes would be entrepreneurs and traders and the lower classes would be the plebians or ordinary citizens. Some regimes may also have a fourth class of slaves or untouchables. The point to remember is that the upper classes always hold most of the land, the middle classes do most of the trading and the lower classes do most of the work.

and gave to the poor would have good relations with the commoners and poor ones with the nobles, while an independent wizard who was known to pay handsomely for arcane spell components would probably have good relations with the merchants and poor relations with everyone else.

On the province sheet is a grid showing the relations of the different factions to the governing regime. This is expressed as a positive or a negative figure, as zero or as a dash. The figure acts as a circumstance modifier to all Charisma-based checks, such as Diplomacy, made when a member of one faction interacts with a member of the other that they recognise to be such. It is quite possible for one faction to think better of another than the second faction thinks of them; they may have their own private reasons for this. Faction relations are adjusted up and down as the campaign proceeds. New factions enter the scene and others disappear from it.

A zero score on the relationship grid indicates neutrality. The relationships of the various classes and factions to each other will vary and should be adjudicated by the Games Master; however, as a general rule of thumb, those that are happy with the regime will also be happy with each other, while those that are dissatisfied with it will resent those who are content with it. If you need to calculate the goodwill a given class of society or faction holds towards another, assume that the score is positive if the factions are both positive or both negative, or negative if one is tending one way and the other is of the opposite opinion. (Treat neutrality as positive.) Apply the average of the figures as the goodwill rating. For example, if the nobles had +2 goodwill towards the regime and the commoners –4, the attitude of the commoners to the nobles and vice versa would be –3 goodwill.

The regime sheet is kept by the governing player or players, while the province sheet is kept by the Games Master. The factions listed will therefore include any that the player is not aware of. The governing power of the region is never allowed to know the exact figures listed on the faction relationship grid. Intelligence agents can make reports that give an idea of where the different relationships stand with a successful Glean check (see Chapter 15, The Art of Governing) but these are never definitive.

Discovering a hidden faction is also a matter of intrigue and spycraft. The more paranoid a ruler is, the more likely he is to see hidden factions wherever he turns. The Head of Intelligence in a given regime may attempt to root out hidden factions; see Chapter 15 for the appropriate abilities to use.

Roads

This indicates the general state of repair of the roads in the province. It is expressed as a positive or negative figure. It is primarily an indicator of their physical state, though frequent instances of highway robbery or monster attack will lower a province's Roads rating. This figure is applied as a circumstance bonus to certain checks, such as the roll to see how effective famine relief is. If the roads are in disrepair, it takes much longer for goods to reach their destination. A province with poor roads will find itself with less trade from merchants, as they are not enthusiastic about taking their cargoes to far-off places when the roads are unreliable.

Civic Structures

This section is a record of the state of public facilities in the province, such as roads, and lists any buildings that the regime has constructed since coming to power along with the effects that these buildings have, such as prisons or town halls.

Military Structures

Listed here are the military emplacements that have been built, such as border forts and troop barracks and the cost to maintain them in good order.

Resources and Goods

Resources are consumed in the fantasy environment all the time. Weapons and equipment are bought, used and discarded without a second thought. Yet, if it were not for a multi-layered process of extraction and production, those resources would never have come to exist.

Take the humble flask of oil, for example. It costs a mere silver piece and yet it has been assembled from many diverse elements, having their origins in many different places and each requiring a specialised kind of work. The clay from which the flask is made had to be dug out of the ground, probably by a peasant who did so for a few meagre coppers a week, then shaped and fired in a kiln. If it is a glass flask, its origins are even more arcane; glass has to be made by fusing sand, soda and lime into a searing hot blob of molten stuff, which then has to be blown into shape by a professional craftsman who has spent years learning the art. As for the oil, it was not simply found lying in the road. It was either taken from a natural oil deposit in the earth and refined into a substance that would burn without choking clouds of smoke, or it was produced by pressing the oil out of a vegetable crop (such as olives) and refining it down. It may even have come from the carcass of a whale.

Resources are important to the governor of a kingdom or region, because they more than any other factor determine the region's inherent wealth. A region that is rich can be taxed, whether for money or for goods bought at cost. The more resources there are coming out of a region, the more different items you can help yourself to. As governor, you can acquire large amounts of equipment at cost price, so long as it is made in the region. If you balance the tax books properly, you can find yourself with a stronghold full of quality weapons, trained mounts and enough food to keep you and your company alive for many weeks.

Resources also allow you to trade with other nations. It is assumed that there are already merchants doing the same thing, but you can take charge of some of your kingdom's trade personally, allowing other regimes to benefit from the productivity of your provinces and making money out of the deal for yourself.

Resources are produced in units. A single province may produce up to five units of a given kind of resource. What a 'unit' is may vary wildly depending on the resource; it could signify enough wheat to feed several villages, or enough gold to fill a large chest. It is an abstract term, used to quantify production in a simple way.

Maximum Different Types of Resource

A province may only produce three different types of resource plus one per 3,000 people living in the province. So, a province with 7,000 people could (for example) produce grain, stone, furs, livestock and whale products. If you discover a new resource that you wish to exploit instead of one that you are currently using, you must first cease production of the old resource. You may change what you produce once per month. This limit does not apply to resources brought in by trading with other nations.

Resource Conversion

If you have the wherewithal to convert one form of resource into another – for instance, if your province can produce worked metal goods from raw metal – you may turn one unit of resource of one kind into the next resource along. For example, if you were producing three units of metal per month, you could turn them into three units of worked metal. Turning basic resources into more processed ones is almost always the wisest thing to do, as resources that have been refined or worked on are worth much more money.

You may only ever produce one unit of any Fine resource per province. This is because the production of Fine resources requires highly qualified artisans or special ingredients that are just not all that easy to get hold of.

Cottage Industry

Cottage industries are the work that is carried out by the commoners in their own homes, with very simple working equipment. Any province you control may turn one unit of raw materials into one unit of processed materials per month by means of cottage industry; you may add one further unit to this quantity for every 2,000 people there are in the province. So, if you had 11,000 people in a province, you could turn 6 units of raw material into processed resources by means of cottage industry.

This is essentially a 'free' processing activity that requires no special facilities. If you wish to process your raw materials in greater quantity than one unit per month, you must build appropriate facilities; see Processed Resources below. Cottage industry is only used to turn raw materials into processed materials. It does not need to be used to turn processed materials into crafted or fine materials.

Seasonal Resources

Seasonal resources increase at certain times of the year and not at all during the other times.

Any resource that is taken from a plant is, by definition, a seasonal resource, with the exception of wood. (There are some others, such as Hive Products, which are also seasonal.) Such resources as grain, fruits, spices and flax are all therefore seasonal. The general rule regarding seasonal resources is that they are not collected all year round. They are not available in the winter months, these being the game world equivalents of November, December, January and Feburary.

Many seasonal resources may be stored for later use. This is vitally important, as if the resources were not stored, there would often be no food in the months in which the resources were not available.

Excessive Resource Extraction

The system as it stands assumes that resources that are not finite and replenish themselves naturally, such as wood, livestock, fish and horseflesh, depend on a core amount of the resource from which a little is taken at a time. Ordinarily, they will not have more taken out of them than will be restored over the available time. For example, a province that yields 3 units of logs per month is not cutting down the same grove of trees again and again. Instead, the province has forests that can comfortably produce 3 units of logs per month indefinitely. By contrast, a silver mine can only produce a certain amount of silver ore before it is exhausted. When a province produces 3 units of silver ore per month, that is a reflection of the quality of the ore, the relative ease of extraction and other similar factors.

In cases of urgent need, or if for whatever reason you do not care about ransacking the land, it is possible to overwork non-finite resources so that their future productivity is damaged for a greater gain in the short term. For every point of permanent productivity that you remove from the province's resource, you may produce 5 extra units of that resource that month.

For example, if your province was producing 3 units of logs per month, you could deforest the area completely (no future production at all) and gain 15 units of logs in addition to the normal yield.

Circumstantial Resource Harvesting

If you simply want to gather resources of a given kind for a project of your own (such as the building of a stronghold), a deposit of the resource lies close at hand and you have a labour pool to draw upon, then you may use 1 gp of labour to gather 1 gp worth of the resource, so long as the province has a deposit of the resource in question and the labourers have the relevant skill. For example, if you have a group of 50 colonists, each one can do 10 gp of labour in a week, so in one week they could gather 500 gp of logs - enough to build a longhouse. This, however, would only work if there was a forest nearby and if the labourers had at least one rank in Craft (carpenter) or Profession (lumberjack).

Typical Resources

This is a list of the different resources that may be extracted from the land and the goods that may be produced by doing work with them.

Crude Resources

Any region may produce the crude variety of resource if it has large quantities of the appropriate raw material or the appropriate environment. For example, a province that has grassland may produce cattle or sheep and a province that has an abundance of orchards may produce fruit. It is left to the Games Master, as creator of the campaign world, to decide which crude materials may be produced in an area. Civilised provinces will already have their resource production in hand by the time a player gains control of them; wholly new countries, founded and explored by players, will produce resources according to the kind of natural deposits found in the area and the decisions the colonists make as to what to plant or to breed.

Processed Resources

Processed resources are the result of working on the raw material. Sometimes, the process is simple and requires no extensive facilities. Cattle can be slaughtered and turned into meat, fruit can be dried out and sheep can be shorn. The process does not always involve treating the material; it can involve training and breeding over time, as when ordinary horses are broken to the bridle and thus 'processed' into trained mounts.

Other processed resources are what you get when a simple and usually laborious process has had to be applied to the raw material in order to turn it into something readily usable. This often involves a process of purification or refinement. Iron ore needs to be smelted to turn it into iron, cotton needs to be spun into thread, crude oil needs to be refined into usable oil and logs need to be sawn into timbers. Even the most primitive provinces can carry out a small amount of resource processing (see Cottage Industries above); however, in order to produce processed resources in sufficient quantity for more than one unit to be made, you will need appropriate facilities. The exact details of this are left to the Games Master, but as a rule of thumb we would suggest that no fewer than two industrial buildings (see Chapter 4) of the appropriate kind should be constructed in various parts of the province in order to convert one extra unit of raw material to one unit of processed material. For example, you will need four tanneries in order to be able to turn two extra units of cattle into leather.

Processed resources rarely fall into the category of finished items. They are almost always components for a finished item or the material that will go to make it.

Crafted Resources

These are those resources whose manufacture requires the application of skill (almost always a Craft skill) to a processed material. A solitary crafter in his or her own home or workshop is almost always the source of crafted resources. Brewers make beer from malt, leatherworkers make leather armour from tanned skins, potters make dishes and vases from clay and blacksmiths make swords and breastplates from metal ingots.

What crafted resources can be made in your regime depends on the Craft skills of your population, not upon any industrial buildings or other facilities that you may have built. The Games Master is, again, the arbiter of what crafted resources can be made in the province. It is possible that a province might be able to make some goods but not others, owing to a lack of expertise.

Fine Resources

Resources in the 'fine' category can only be made in places where there is a very high level of the appropriate Craft skill. They are produced in addition to crafted resources, not instead of them, and may never be produced in more than scant quantity.

The amount of fine resources available reflects the number of master craftsmen and women in the area. For example, a region might produce a plenitude of crafted metal goods but only minimal quantities of fine metal goods.

Masterwork arms and armour, expertly crafted jewellery and wines of legendary quality are all fine resources. There is also likely to be a great degree of secrecy involved in the techniques by which some fine resources are produced. Scarcity alone can never make a resource fine. Gold and gems are valuable because they are rare, but they are made even more valuable by being worked by an expert hand.

A fine resource stands out from the background of general commerce. It is usually associated with the region that it comes from, because the quality of the resource is so good that it makes the region famous. In the real world, fine resources would be famous products like 'a good Toledo blade' or 'best Devon cream'. Similar associations are entirely appropriate for a fantasy realm.

Resource Descriptions

The various resources are detailed here, along with the processes that are employed to make them into finer versions. The Games Master may adapt or change these resources as the campaign requires. For example, the farming communities of a Drow settlement in the caverns beneath the earth would be likely to produce a great many types of fungus crop, from which wines, medicines and poisons could be extracted as second-stage resources. These are all detailed on the resource table, but they alone would not account for the requirements of an underground community. So, in addition to this, spiders could be kept as livestock, with meat, spider silk, venom and fur being typical second-stage resources. Other giant vermin such as stag beetles could be farmed for their meat.

Bean Products

Coffee and cocoa beans are found mostly in hot climates. Both their end products, coffee and chocolate, are favourites with just about any culture that discovers them. It is up to the Games Master whether they are delicacies available only to the rich, or more popular indulgences. Coffee is popular among fighters who need to stay awake at their posts and spellcasters who like to study late into the night, while chocolate is considered a mark of high living along with fine clothing and exotic wines and is thus prized by the nobility. A pound of ground coffee

Resource Table

Resource Class	Frequency	Crude	Processed	Crafted	Fine
Bean Products	Uncommon to Rare	Coffee or Cocoa Beans	Roast Coffee Beans, Ground Cocoa Beans	Ground Coffee, Cocoa Powder	Specialty Coffee and Cocoa, Chocolates
Ceramic Products	Common	Clay	Potter's Clay, Bricks	Pottery Goods, Urns, Vases, Crockery, Clay Lamps, Ceramic Tiles	Porcelain Vases, Ceramic Art
Corn Products	Common	Corn	Ground Corn, Corn Oil	Food (Bread, Grits), Animal Food, Corn Whiskey	Quality Spirits
Cotton Products	Common	Cotton	Cloth, Thread	Clothing, Canvas, Sheets	Fine Clothing
Fish Products	Common	Fish	Food (Dried Fish, Smoked Fish)	Fish Oil, Ink	Fine Sauces
Flax Products	Common	Flax	Spun Flax, Linen Cloth, Flaxseed Oil	Linen Clothing, Canvas	Quality Linens
Fruits	Common	Food (Fruits)	Stored Food (Dried Fruit)	Juice, Wine	Preserves, Fine Wines, Spirits
Fungus Products	Common	Food (Edible Fungi)	Stored Food (Dried Mushrooms)	Mushroom Wine	Medicinal Preparations, Poisons
Furs	Uncommon	Raw Pelts	Tanned Furs	Fur Garments	Fine Furs
Gemstones and Jewels	Very Rare	Rough Gems	Graded Rough Gems	Cut Gemstones & Jewels	Quality Gemstones & Jewels
Grain Products	Common	Wheat, Barley, Rye	Threshed Grain, Malted Barley	Food, Beer, Brandy, Flour	Pastries, Delicacies, Fine Spirits
Hempen Products	Common	Hemp	Hemp Fibres	Hempen Cloth, Rope, Nets, Rigging, Narcotics	-
Hive Products	Uncommon	Raw Honeycomb	Wax, Honey	Mead, Candles, Sealing Wax	Metheglins, Fine Mead
Hops	Common	Hops	Dried Hops	Beer	Fine Ales
Horseflesh	Common	Horses	Trained Mounts	Shire Horses, Warhorses	Thoroughbreds
Lime and Glass Products	Uncommon	Lime	Mortar, Glass (requires Soda Ash)	Glass Containers, Bottles, Windows, Lanterns	Fine Glassware, Spectacles, Lenses, Optical Instruments
Livestock Products	Common	Cattle, Pigs, Goats	Leather, Food (Meat)	Leather Clothing and Armour, Stored Food (Cheeses), Stored Food (Salted Meat, requires salt), Regular Parchment, Horn Goods	Vellum Parchment, Fine Leather Goods

Metal Products	Uncommon	Metal Ore	Metal Ingots, Blanks	Worked Metal, Tools, Studs, Spikes, Nails, Small Metal Goods, Farming Equipment, Weapons, Armour	Masterwork Metal Items, Thieves' Tools, Scientific Instruments
Narcotics	Rare	Narcotic Plants	Narcotic resins, oils and leaf mass	Ingestible narcotics	High quality narcotics
Nut Products	Uncommon	Food (Nuts), may be stored	Nut Oil	-	-
Oil Products	Uncommon	Crude Oil	Oil	Fine Oil	Alchemical Products
Precious Metal Products	Rare to Very Rare	Precious Metal Ore	Precious Metal Ingots	Coinage, Jewelry, Ornaments, Precious Metal Items	Masterwork Jewelry
Rice Products	Common	Picked Rice	Food (Threshed Rice), may be stored	Rice Wine, Rice Paper	-
Salt Resources	Uncommon	Rough Salt	Fine Salt	-	-
Sheep and Wool	Common	Sheep	Food (Meat), Tallow, Wool	Stored Food (salted meat, requires salt), Woollen Clothing	Luxury Woollen Clothing
Silk Products	Rare	Raw Silk	Silk	Rough Silk Clothing, Silk Rope	Fine Silken Clothing
Slaves	Uncommon	Unexceptional Slaves	Trained Slaves	Specialist Slaves	Exotic Slaves, Quality Slaves
Soda Ash	Rare	Soda Ash	-	-	-
Spice Products	Rare to Very Rare	Spice Leaves	Ground Spice	Incenses and Oils, Resins	Fine Perfumes
Stone Products	Common	Rough Ashlar	Worked Stone, Roofing Slates	Carvings	Fine Statuary
Sugar Products	Uncommon	Sugar Cane	Molasses	Rum, Sugar	Quality Rum, Sweetmeats, Delicacies
Tobacco Products	Uncommon	Tobacco Leaves	Chopped Tobacco	Pipe Tobacco, Chewing Tobacco	Fine Cigars
Vegetable Products	Common	Food (Vegetables), may be stored	Vegetable Oil	-	-
Whale Products	Uncommon	Whale Carcasses	Food (Meat), Whale Oil, Crude Ambergris	Stored Food (salted meat, requires salt), Whalebone Items, Fine Oil, Cosmetics, Soap	Ambergris Perfume

can cost between 3 and 5 gold pieces, while a pound of cocoa powder can fetch the same amount; solid blocks of chocolate, which requires other ingredients as well as cocoa, cost between 8 and 10 gold pieces per pound.

Ceramic Products

Ceramics are wares that are made from clay of whatever kind. The most basic use of ceramics is when clay is dug from the ground and fashioned into earthenware pots, a practice that has been carried on for as long as there have been humanoid races walking on the world's surface. Ceramic pots are used as storage for just about any kind of substance. More exotic ceramics, such as porcelain, are made to a specific recipe that is a closely guarded secret of the manufacturers. There are some extremely strong ceramics that are used as arrowheads or even as cutting edges.

Fired clay is the default material for making bottles, tankards, flasks and similar containers; glass is not available in sufficient quantity to make vessels from. A bottle of wine, such as that listed in Core Rulebook I, would be made from clay and stoppered with wax rather than the more costly cork.

A clay pot of average size would sell for a few coppers. A large urn in which several gallons of wine could be stored and which had been ornamented with decorative glaze would fetch 10 or 15 gold pieces, while a porcelain figurine of a unicorn made by a master craftsman would sell for between 75 and 100 gold pieces.

Potter's clay is clay of a suitable quality for pot-making; it is dug from the earth. It costs a couple of copper pieces for a pound. Bricks are made from a special preparation of clay baked in blocks. They are not widely used in building in the fantasy milieu, as stone is more robust and the kiln requirements to produce bricks in bulk are impractically large.

Corn Products

Corn warrants a section to itself, as it is a multipurpose crop. Commonly used as food for humans and animals, it is also used to make alcoholic beverages. Corn is the staple diet of many tribal peoples, as it is relatively easy to grow; though it can be ground down into meal, it can also be stripped from the cob and eaten that way, meaning that there is less preparation time involved. A ten-pound sack of cornmeal would sell for 3 silver pieces.

Cotton Products

Most affordable clothing in the fantasy milieu is either made from wool or cotton. Cotton is picked in bales and must be spun into thread before it can be woven into cloth. Cotton cloth is used to make garments, wrappings, hangings and canvas sheets such as those used to make the walls of tents or the sails of ships. It is more lightweight and plentiful than wool, but is not as warm nor as pleasant to wear. Cotton sells for 2 gp per half pound, approximately one square yard.

Fish Products

Island dwellers and coastal villagers all over the world consume fish on a regular basis. Fish do not keep well unless salted or smoked, so the price of fish tends to rise the further inland you travel. Some second-stage products can be extracted from fish, such as ink and oil. A barrel of salted fish costs between 3 and 6 gp.

Flax Products

Flax is the plant whose fibres are woven to make linen, the basis of more costly garments. Linen cloth is usually reserved for sacred offices (such as priests or kings) or special occasions. It is not so luxurious as silk, but it is more lavish than hemp or cotton. Linen is prized for sail making, as it is three times stronger than cotton; linen sails are thus more expensive but are less likely to split in a savage gale, especially since linen becomes stronger if it is wet. It is commonly used to make ritual vestments, altar cloths and burial shrouds. Linen costs 4 gp per pound, approximately one square yard.

Fruits

Fruits are cultivated primarily as a source of food, with their secondary application being the preparation of alcoholic beverages. Grapes in particular are cultivated more for wine-making than for any other purpose. Apples are used to make cider and applejack, popular in temperate southern regions and in rustic communities where there are plenty of orchards.

Fruits do not keep well unless they are dried out first, owing to the amount of liquid in their constitution. As fruits are seasonal, their value increases depending on how hard they are to get hold of. Anyone who can cultivate strawberries in winter (perhaps through magical means) can make a good deal of money selling his produce to those who can

afford it. Fresh fruits out of season can fetch up to 5 gold pieces a pound.

Fungus Products

Mushrooms and similar fungi are mostly used as foodstuffs. They can be dried and kept in reserve for winter.

Most fungus products come from above ground, from the forest floor. They are not produced in more than one or two units, as a rule. However, there is a part of the world in which four or five units of fungus production is commonplace. In the sunless caverns below the earth, a whole variety of fungal species grows. Some are small, bunched and phosphorescent, like glowing toadstools; some are like puffballs, bloated and pale; a few are even hazardous, like the shrieker mushroom or yellow mould. Of these various strains of fungus, some are selected for their nutritional and commercial value and cultivated in special sprouting troughs. Fungus flesh is highly nutritious, despite its lack of contact with sunlight and helps the young grow to maturity with the vitamins they most need to develop a strong intellect. It is part of the reason why the Drow, who subsist on the stuff, are a strong-willed and ingenious race. Other fungi are grown purely because of their venomous qualities. Their liquors, fatal to most creatures if eaten in their natural state and even more lethal when collected and processed, are bottled and used by the various denizens of the world below. Sometimes, they are traded with those above ground who have use for such things; there are tales of the criminal underworld in this or that city making trade agreements with the literal underworld many hundreds of yards below.

Underground fungus products are only available to regimes that have access to extensive cave systems and the ability to set up farming communities inside them. This will certainly mean drawing upon a force of labourers who do not object to spending the great majority of their days out of sight of the sun. Unless drow, duergar, gnomes, dwarves or suchlike races form a major part of the population, there will be problems finding such a force.

Furs

Provinces produce furs when they have a well-established system of hunting and trapping. Animals are not often farmed for their fur. Instead, trappers set up home close to woods and other places where fur-bearing creatures live, setting snares and hunting with ranged weapons. The animals are skinned immediately after they are killed and their hides taken to a trading post, from whence they are taken to be turned into properly washed and prepared furs. Like leather, furs need to be tanned before they can be used. Some barbarian tribes and monstrous humanoids wear the skins untanned; though these are stiff, malodorous and uncomfortable, it is preferable to freezing to death.

Furs are mainly used for making clothes, though they can be used for making bed coverings, wall hangings and floor rugs. A fireside rug made from a single animal skin such as a wolf or bear is a common sight in the houses of a hunting community.

It is usually the colder provinces that produce the most sought-after furs; animals that have adapted to live in icy conditions, such as seals and arctic foxes, are the ones with the most luxurious coats. Furs are expensive; even readily available furs like rabbit can double the price of a garment when added as a trim or lining. Rare furs like ermine or mink are, in many countries, the exclusive possessions of royalty. Ermine sells for 50 gold pieces a pound.

Gemstones and Jewels

The deposits of rock in which these precious stones are found can occur just about anywhere. Mining for gemstones is a matter of knowing which kind of seam you are looking for and recognising the humble-looking raw stone when you see it. Dwarves, with their stonecunning instinct, are masters at the art of 'sniffing out' jewels and ore from the surrounding rock. Gems are only found in a particular channel of the rock called a 'lode', which is like a river running through the rock; it may have smaller, subsidiary branches, which are usually the first to be found. The main body of the stream is called the 'mother lode', as it is the source of all the lesser streams.

Digging out the rough jewels is often harsh, difficult work, as the surrounding rock is frequently very hard. Assume a hardness of 14 and a hit point rating of 20 per inch of thickness for any rock in which rough gems are found. Diamonds in particular are found in profusion in a tough pick-blunting rock called 'the blue' which has to be hacked out in slabs and brought into the sunlight, as the rays of the sun cause it to change in composition and become easier to dig through.

Winning the rough gems from the earth is only half of the process. The full value of the stones can only be tapped by cutting them properly, a process that requires complete concentration, appropriate

instruments and years of experience. A botched gem-cutting job can wreck the value of a stone, causing its potential value to drop by anything between 50% and 90% according to the severity of the flaw. Gnomish craftsmen excel at gem-cutting; it is common practice to send the rough gems produced in once province over to a nation where gnome gemcutters live, so that the resources may reach their full potential value. This is an instance of overseas processing, for which see Chapter 17, Taxation and Trade.

Grain Products

Grains are primarily wheat and barley. They are used in the making of flour, which is then turned into bread, a foodstuff so basic and universal that it is called 'the staff of life'. Almost all provinces that contain flat land will have a goodly amount of it given over to the cultivation of grains. Grain is especially important to the province's welfare because it can be kept for months without deteriorating. So long as the granaries are kept cool, are not raided by rats and remain free from damp and similar hazards, grain can be kept for years without perishing. The largest granaries tend to be in the province's main cities, where the nobles and the merchants can get easy access to them.

In practice, grain is frequently substandard, especially in poorer countries where the best of the crop is reserved for the privileged and the spoiled portion is given to the peasantry. Some grains are susceptible to moulds that are not immediately detectable. Rye can become infested with ergot, a hallucinogenic fungus that causes nightmarish visions, cramps and vomiting; treat this as an ingestive poison with a saving throw DC of 17, with an initial loss of 1d6 points of temporary Intelligence and a secondary damage of 2d6 points of temporary Intelligence. Some moulds are, however, beneficial. When used in the treatment of wounds or disease, scraped bread mould (penicillin) gives a +2 circumstance bonus to a Heal skill check.

Grain has to be ground into flour before it can be used in food preparation. Most cultures in a fantasy milieu will use watermills or windmills to do this; some may use oxen or even slaves tied to wooden poles that rotate huge stone grinding wheels. As grain is so commonplace a resource, it is very cheap, costing only one or two silver pieces for a sixteen-pound sack of grain and approximately twice that for the same amount of ground flour. This cheapness is of course dependent upon availability. Grain prices rocket in times of famine, with the same sixteen-pound sack of flour costing as much as seven or eight silvers. The magic of druids and clerics inclined to the path of nature can help to keep famine at bay, but there is only so much that they can do; when a whole province is affected by drought or an infestation such as a plague of locusts, only the mightiest enchantments (such as those of a sovereign mage) can prevail.

Barley is the most common grain used for making beer. Before it is used to brew with, it must first be malted, a process that involves steeping it in water and then drying it out. Most brewers use hops to make beer as well as malted grain (see below).

Hempen Products

Hemp is a hardy plant with a bewildering variety of uses. It grows in all but the most cold of climates, providing vegetable mass and seeds for use in human and animal food. Its main use is found in the strong fibres it yields. These are woven into coarse cloth, which is prickly and resilient and commonly used for making sacks rather than clothing. They are also used for making other fibrous products such as paper and rope. Hemp rope is the commonest variety of all, being particularly valued by sailors as it is the strength of the ship's rigging that keeps her sails from flying loose. Hempen skeins are used as the commonest and cheapest variety of lamp wick.

Some cultures cultivate hemp for its narcotic properties. When smoked on its own or with tobacco, it is an inhalant drug. It has to be inhaled in quantity to have any effect; passive smoking does not make any difference to a character. Inhaling quantities of hemp smoke has the effect of temporarily reducing the imbiber's Intelligence and Charisma by 1 point; they must also make a Will saving throw against a DC of 10 in order to remember any events that took place since they began smoking the hemp. Increasing the dose is liable to cause the smoker to collapse in fits of giggling akin to a tascha's hideous laughter spell. At the Games Master's discretion, the effects of hemp smoke inhalation may increase the smoker's creativity and receptivity to ideas, giving him a circumstance bonus to Craft, Scrying and Spellcraft skill checks.

Hempen cloth sells for two silver pieces per pound, which equates to about a square yard of material. Hemp rope sells for one silver piece per pound, which equates to 10 feet of rope.

Hive Products

Beekeeping is a challenging but rewarding industry,

far more widespread than is generally recognised. The demand for quality beeswax, for document sealing, candle making and magical purposes is immense. Beehives are an extremely common sight in monastic communities and rural farms. Beeswax is the best wax available for candle making, as it is sweet-smelling and gives a good steady light. Many religious orders will only permit the use of beeswax candles in their services, as candles made from lesser materials would profane the holiness of the place. Tallow candles are much more common and cheap but they have a lower melting point, so they liquefy more readily than beeswax candles do. A pound of beeswax, enough to make ten good-sized altar candles, can be sold for 1 gold piece. Scented beeswax, which has been melted and mixed with perfume oils, can sell for twice as much.

Honey is the other product of the hive industry. In provinces where there is no sugar cultivation, which includes most places outside of a warm environment, honey is the only sweet substance available. As with so many rare dainties, it is a luxury that only the wealthy can afford to enjoy, as a pound of honey can cost from six to nine gold pieces, depending on how scarce it is in the region.

Honey is used to make mead, a strong and delicious alcoholic beverage particularly beloved of barbarian tribes and other fighting men. Hill and stone giants are also said to have a taste for it and will raid caravans just to get at the barrels, which they will smash and lick clean once they are drained, relishing the sugary sediments. A more concentrated alcoholic drink called metheglin is produced in a similar way to mead, with the addition of spices to enhance and vary the flavour. Mead costs from eight to ten gold pieces per bottle and metheglin twice that amount.

Hops & Beer

If there is one trade that is assured of never running out of customers, it is the brewing trade. Wine is all very well for the rulers of the land and their ilk, such as priests and scholars, but beer has always been the drink of the field labourer and the common soldier alike. Beer can be made from many different substances, with barley or wheat being the main ingredients, but most brewing in civilized provinces done with hops being added to the process, to give the beer its distinctive bitter flavour and hoppy nose. A province that produces hops cannot go on to produce beer unless it also produces grain in at least moderate quantity or has a trade source for it.

Horseflesh

Horses are essential to life in the fantasy world environment. They are the standard mode of transport over long distances and are the basis of cavalry divisions, the heaviest unit of any army. Whole cultures evolve around the breaking and training of horses, with the young of the tribe being set on horseback from their very earliest years.

Horses are either bred and raised in captivity, which is the standard method in populated regions, or captured from the wild and broken to the bridle. Captive breeding produces stable and strong animals who take to the bit more readily than a creature with the wilderness still in him. A province cannot produce 'worked' or 'crafted' horses unless it uses the captive breeding method, as the shire horse and warhorse are special breeds produced for their heft and muscle power. Thoroughbreds are horses of exceptional quality; these rare mounts have a +1 racial bonus to their Strength and Constitution ability scores and a +20 racial bonus to their running speed.

A thoroughbred can sell for between 800 and 1,000 gold pieces. Descendants of a named horse are more likely to sell for a higher price, as the sire's fame is taken as a guarantee of the quality. As thoroughbred horses are so valuable, horse theft is a serious problem and adventurers are often hired to guard against rustlers.

Lime and Glass Products

Lime, a whitish powder, is extracted from limestone dug from inland quarries or from burned oyster shells. It is sometimes used in warfare, as the fine powder is strongly alkaline and has the double effect of burning the skin and choking the victim. A pound of lime thrown as a grenade-like weapon bursts in a cloud 5 feet wide; those caught in the cloud must make Reflex saving throws at DC 15 or be blinded and suffer 2d4 points of acid damage. The cloud lasts for 3 rounds before dissipating and may be blown away by a strong breeze such as that produced by a *gust of wind* spell.

Lime is used for making mortar, an essential part of the construction of permanent structures. It is also used to lower soil acidity, making more of a province's farmland fertile. See Chapter 16, The Seedtime and the Harvest, for more details on soil fertility. It has one other use that all criminals and soldiers are familiar with, namely the hastening of decomposition. The bodies of those who have been killed within the walls of a prison or who have been

executed in public are usually thrown into pits of lime. This causes the body to rot down very quickly, allowing the bones to be taken away and disposed of elsewhere. The lime pit is sometimes called the pauper's grave, as those who are too poor to afford a burial plot are often thrown into lime pits when they die. At times of plague, lime is in massive demand as it is one of the only ways to get rid of so many dead bodies at once.

A body that is buried in lime powder decays to a skeleton in one week. Every day spent in lime deducts five days from the allowable time after which *raise dead* may not be cast on the corpse, so if a comrade has been buried in a lime pit it is essential to find and retrieve him before raising becomes impossible. Lime pit burial cancels the effects of *gentle repose,* as that spell only protects against the natural decay of the body, not the alkaline corrosion of lime.

A province that produces soda ash (see Soda Ash below) can use lime, soda ash and sand to make glass. One unit of lime plus one unit of soda ash equals two units of glass. Glass is a rare and desirable product, not found in the more humble dwellings, which seal off their windows with wooden or metal shutters. Containers made from glass are far less common than those made from ceramics. A pane of glass 3 feet square (average window size) costs 5 gp, which is useful to know given the amount of times players end up breaking them. A glass flask costs 1 gp, a bottle 2 gp.

Some expert artisans can use gem-cutting skills to grind glass into lenses, a process which requires complicated technical equipment and absolute precision. Among other applications, lenses are used to make magnifying glasses, telescopes and spectacles. Lenses are expensive, costing 100 gp for a lens 4 inches across; a pair of spectacles costs between 130 and 200 gp, depending on the quality.

Livestock Products

Herding, feeding, milking and slaughtering livestock is probably the oldest form of agriculture known. The term 'livestock' here includes any herd animal (other than sheep) but is particularly geared around cattle, who are the most useful animals to a peasant community. Cows provide milk (which may be turned into cheeses) while alive and beef and hides after they are slaughtered. Other products, such as bone meal, are used to fertilise fields.

Meat is the staple diet of most of the population. It does not keep very well under ordinary conditions, especially if the weather is hot. It can be kept indefinitely in freezing cold conditions, though it is sometimes difficult to cook! The problem of meat storage can be partially overcome by using salt. Up to three units of meat can be converted to salted meat by using up one unit of salt.

Livestock units may be processed twice, yielding one unit of leather and one unit of meat for every unit of livestock processed, so long as the province has the ability to tan leather. This must take place in the same month; you cannot process the unit once in one month and once in another.

Livestock animals are usually kept in large fenced-off enclosures to graze, where they are watched over by a herdsman who guards them against theft or loss. In cold weather they are kept in a byre, a prepared sleeping area floored with straw. Some cultures do not look after the herds at all, choosing instead to hunt them when they pass close by. Such cultures will be intimately familiar with the migratory routes taken by the herds and will be ready to ride out and meet them when the time comes.
The hides from slaughtered animals can be used to make crude hide armour or carrying sacks but are not much use for anything else. Unless the hides are properly scraped and tanned, they will be stiff, thick and stinking. Hides can be tanned as a cottage industry (see above) or tanned *en masse* in a tannery. Tanned leather becomes soft and workable, though its quality will still vary depending upon its source.

Different kinds of leather are used for different purposes. Cowhide and buckskin are used to make clothing, leather armour, whips and thongs for tying, while goatskin and calfskin are used to bind books with. The hides of more exotic beasts (such as dragons or wyverns) can be used for these purposes, but they are usually too dangerous to farm! A square yard of cowhide leather costs 5 silver pieces. The same amount of calfskin costs 1 gold piece.

As well as being used to make leather, animal skins are stretched until they are thin and translucent, dried out and cut into pages to create parchment. Ordinary parchment is fairly coarse but is adequate for most purposes. The best quality parchment is vellum, which is creamy white and is made from sheep or calf hide. Vellum is most commonly used for inscribing magical scrolls or holy texts. A square yard of ordinary parchment costs 1 gp; a square yard of vellum costs 5 gp.

The horns of livestock beasts are an important source of material; horn is in many ways the equivalent of plastic in the fantasy game world. Carved horn fittings, trimmings and plates are part of the workings of most mechanisms, in particular the firing triggers of crossbows. Horn is also used decoratively and is carved into elaborate drinking vessels that are sometimes fitted with silver or gold. Unworked horn costs 2 copper pieces a pound, while a smoothed out and polished horn ready for drinking from costs 5 silver pieces.

Metal Products

Metal is ubiquitous in the fantasy environment. Everywhere you look, armour clanks, swords clash, mail jingles and coins clink. All metal goods begin their life as unrefined ore within the earth, which has to be dug out in open-face or tunnel mines. The ore is then smelted to release the metal, a process that requires great heat and creates clouds of smoke. The metal is stored in bars or ingots, each one weighing approximately 10 pounds. This is the form in which the metal remains until the various blacksmiths of the region melt it down and recast it into new shapes, such as horseshoes, sword blades or shield bosses. Sometimes the smelter will have a selection of moulds or 'blanks' in commonly requested shapes, such as a bar or a flat plate, which can then be shipped out to the smiths who only need to make a few adjustments to the item's shape to create the finished object.

Every village of more than 40 inhabitants has a resident blacksmith. On the local scale, it is more economical to make goods to order from raw material, or to repair broken ones, than it is to have a stock of manufactured items available. If someone needs a new ploughshare, he has the local smith make one from scratch, as any smith worthy of the name will be able to do. Only in the larger cities are there shops specialising in weapons and other metal goods. Characters who want metal items in rural areas are therefore often obliged to place an order and then wait until the blacksmith has finished making them. (Of course, the advantage of this approach is that you can have the item made to your exact specifications.) In more heavily populated areas, where shops have stock in anticipation of the demand, a selection may be made from several stock items on offer.

There is too much of a variety of metal goods to give prices for all of them; *Core Rulebook I* has prices listed for most of the common goods that a party might desire; common items that would be made from metal but not count as 'adventuring equipment' would include shovel heads, ploughshares, barrel hoops, butchers' hooks, reaping scythes, rakes, hoes and iron stakes.

Smaller metal items that have more than one moving piece, such as a mousetrap, require more refined levels of skill than those of the typical village blacksmith, who works with large pieces of metal and heavy tools. Metalwork of this kind involves small tools like needle files and fretsaws; if the Games Master so wishes, it may be categorised as 'locksmithing' rather than 'blacksmithing' and require a separate investment of Skill ranks. The Craft: Locksmithing skill can thus be expanded to include the manufacture of any complicated metal device. Typical metal goods of this kind would include gimbals (a rotating spherical cage used to keep candles upright when aboard ship), puzzle boxes, thieves' tools, surgical equipment, simple clockwork devices, compasses, sextants and astrolabes. Such items increase in value as they increase in complexity; you can reckon on selling an astrolabe for 200 gp and a mechanical clock for 1,200 gp.

Narcotic Products

Narcotics are generally produced from specific parts of flowers, shrubs or other plants, or are the harvested plant mass in an ingestible or smokeable form. They are treated in the same way as spices in terms of their cultivation, collection and storage but are given their own category because they all have an effect upon the imbiber that is addictive and ultimately antisocial. Incenses and food additives are not controlled substances, because they do not compel the user to purchase more; traffic in narcotics, by contrast, is often prohibited in lawful kingdoms because they are addictive or otherwise harmful to the individual.

Narcotic trade is often a major source of income for lawless and highly corrupt regimes. Lawful nations form coalitions to assist each other to prevent narcotics from entering their countries. Unfortunately, this prohibition has the effect of pushing up prices. Narcotic smuggling is big business for all involved, as the producer, the smuggler and the distributor all stand to make a large amount of money; narcotics traders can usually afford to hire quality security, making them dangerous people to oppose.

Nut Products

Nuts are harvested from trees and usually require a hot climate. They are greatly valued as shipboard

food and as provisions for the cold months, as they keep extremely well. The nut's shell provides it with a measure of inherent protection against decay and staleness. Some ground nuts produce nut oil, a substance used in cooking and to season wooden items. Walnut oil in particular is a favourite for preserving wood.

Oil Products

Oil has hundreds of different applications in the fantasy milieu and is always in great demand. When quality oil cannot be acquired, inferior substitutes are used rather than do without. Oil of organic origin is used in food preparation, to give light, to keep metal armour and weapons from rusting, to season wood, to treat metal in blacksmithing and to make cloth waterproof. Its resistance to water makes it an important substance in cultures that have not yet discovered rubber and other similar means of waterproofing. Wooden items that are exposed to the elements or which suffer frequent manual use, such as bows, need to be treated with oil regularly to keep the wood in good condition.

The great majority of oil comes from organic sources; mineral oil is unpleasant smelling and inedible and is only used for preserving and lubricating metal. All oils may be refined, a process which involves reducing the quantity while increasing the quality. Alchemy uses many substances that are extracted from oil and many alchemical products are made from oil derivatives. Alchemists' Fire and Tanglefoot Bags are two products that may not be made without access to substantial qualities of refined oil. Oil of especially high quality, such as the 'virgin' olive oil that comes from the first pressing of the olives, sells for three times the price of a regular flask of oil.

Precious Metal Products

Any province whose land includes deposits of gold or silver is rich indeed. Veins of these precious metals are found running through common rock; tunnelling races, most commonly the dwarves, are often the first to encounter it. In a province where there are many dwarven settlements, it is very unlikely that a source of precious metal will have been mined by any other race. Dwarves have a nose for gold and will often set up mining communities literally overnight when a new deposit is found.

The most common use of precious metals is in coinage. The gold and silver in gold and silver pieces has to come from somewhere. Ingots of metal are turned into stamped coins in a special facility called a 'mint', which is always kept under high security to prevent forgers getting their hands on the moulds. Precious metals are also used to make the jewellery items so familiar to adventurers. Adamantium is considered a precious metal, as there are so few sources for it. Provinces that produce adamantium can count on the interest of militaristic regimes, as there is no material better for making armour.

Rice Products

Rice is a grain and as such may be used to make beer and wine as well as serving as a foodstuff. It forms the staple diet of peasants and monks in more Asian campaign settings. Rice growing requires a mild and humid climate with a lot of moisture in the ground, so there are some countries where it will not grow at all. In such places, rice is not a bland staple but an exotic foodstuff.

As with other grains, rice needs to be threshed to remove the chaff. The market price of threshed rice varies from province to province. In places where rice is readily available, a sixteen-pound sack costs two silver pieces; it can be sold for six or seven in places where it is scarcer. Rice wine is clear and strong and usually served warm. Rice paper is semitranslucent and has the advantage of being quickly edible. A spy who is carrying a message written on rice paper can quickly devour it if there is a chance of it falling into enemy hands. Rice paper costs 1 silver piece per sheet; though it is cheap to produce, it is not made in very many places.

Salt Resources

Salt is a rare and treasured luxury in the fantasy game world, easily fetching 5 gold pieces per pound. It has to be extracted by a boiling process in which salt water is evaporated away and the crystals of salt collected. The salt water must of course be accessible first; seawater is one possible source, but the best salt comes from inland salty springs. Salt may also be mined straight out of the hillsides if there is a natural deposit nearby.

Crystals of rough salt are reduced to the fine salt preferred by the nobility by simple grinding. Many merchants use small bags of salt as currency, finding it easier to trade in goods than in coin. In some cultures, salt is so precious that soldiers prefer to be paid in blocks of salt than in gold. Salt can be sold for 5 gold pieces per pound.

Sheep and Wool

Sheep are relatively easy to cultivate but are renowned for being stupid. All the herder has to do is to make sure they stay where they are supposed to, rather than wandering off. Sheep can survive in quite cold climates and can live on scant vegetation, making them ideal animals for northern barbarians and hill-dwellers to keep. The wool that they yield goes to make thick, cosy garments and blankets, which together with their fatty mutton is the best way to keep out the winter cold. Most clothing and bedding intended for use in cold conditions will be made from wool, guaranteeing a steady demand for sheep products in regions where the weather is harsh.

Sheep units may be processed twice, yielding one unit of meat and one unit of wool for every unit of sheep. This must take place in the same month; you cannot process the unit once in one month and once in another.

Sheep are sheared once or twice a year, the fleeces being combed out before being woven into woollen yarn and thence into cloth. An uncombed fleece can be sold for between 5 sp and 1 gp, depending on the quality of the wool. Woven woollen cloth costs 3 gp per pound, which covers approximately one square yard. Sheepskin from slaughtered sheep is used to make overcoats and other hardwearing garments. When the wool is removed, it is stretched and used as parchment.

The fat from sheep is used to make tallow, the single most common substance used in candle making. Tallow candles are cheap, smell slightly unpleasant (though the best tallow is nearly scentless) and have a low melting point, giving them a tendency to wilt on hot days and necessitating their storage in cool dark places. Tallow candles cost 3 copper pieces for half a dozen. An average household can easily get through six to eight tallow candles in the course of an evening.

Silk Products

Some silk can be harvested from wild silkworms that feed upon scrub oak. The silk produced from this source is called wild silk and is of a lower quality than the home-bred variety. The majority of silk is produced by home cultivation. The process of silk cultivation is very delicate and labour intensive. The silk is spun in threads by silkworms, which have to be kept in a quiet clean place and carefully fed upon the proper leaves. Once the silkworm has woven its cocoon, it is suffocated and the silk threads are spooled out from the casing. These threads are then twisted together to make yarn, which is in turn used to weave silk clothes. Only a very few places have the proper conditions to produce silk, which is why it is so expensive. Silk is used to make clothing, thread and rope. The prices of silk items are given in Core Rulebook I.

Slaves

The abhorrent practice of slave trading is not uncommon in many parts of the fantasy world. As there is always a good deal of manual work to be done, buying a person who can do the work makes sense to the kind of person who has money to do so and no scruples. The attitude towards slavery varies from culture to culture. Some nations consider it an inherently evil practice, while others tolerate slave ownership so long as the slave's elementary rights (such as they are) are protected. In evil regimes, slaves are nothing more than property. You do not interfere with or damage another person's property, but you may dispose of your own as you will, meaning that it is quite normal to work a slave to death or to beat them senseless for any infraction.

Slaves are handled differently from other 'products'. The 'raw material' slave represents a captive individual who is completely unused to his state and has not been broken in. Slaves of this kind are not in the least resigned to their role and are likely to be rebellious. 'Processed' slaves have had their spirit broken by prior ownership or by harsh treatment prior to their sale. They are not likely to have been trained in any craft and are used as manual labour. This kind of slave is most commonly employed in building large structures or labouring in the fields. 'Worked' slaves are qualified to practice a Craft or Profession skill. They are more akin to indentured servants than slaves and are generally treated with less contempt, as they are more useful. Slaves of this kind are habitually employed in service to large families, where they will cook, care for the family's children and perform domestic duties.

Exotic slaves are selected for their beauty, grace or similar distinctive feature. They are owned by people who keep them like pets; humanoids and the like who have something unearthly about them, such as tieflings, are sometimes kept as exotic slaves. They are used as concubines, private dancers, entertainers or simply as domestic ornaments, presented to emphasise the host's wealth and taste. Quality slaves are either especially robust examples of ordinary slave stock (such as the hardest workers from a particular village) or slaves who have been trained

to a high degree of fidelity of service and quality of workmanship. Such slaves are considered almost the equals of their owners; their status as property is not brought up in conversation, though both parties are always aware of it.

There are a great many markets for slaves in which a hard-minded slave trader can make a fortune. Unexceptional slaves can always be sold to a gladiatorial arena, where they can provide a few hours' entertainment for the rich by being slaughtered in reconstructions of historical battles or hopelessly unequal fights with savage beasts. Stronger slaves are bought to do menial work on plantations or in mines; mine work is extremely punishing and a few years of it without let-up is enough to kill most labourers, so it makes sense to use slaves whose life is worth little anyway and who can always be replaced. Wealthy families buy those slaves whose work skills are more sophisticated. Depending on the culture, even poor families or institutions may have one or two slaves, usually to take care of the work that nobody else wants to do. Exotic slaves are most likely to be bought by tyrants, merchants, crime lords and high-level wizards and sorcerers, who are renowned for their interest in curious life forms.

The prices asked for slaves vary greatly, as the health, strength, gender and aptitudes of the slave can push the price up or down. Slaves are customarily sold on an auction block rather than having a set price attached to them. By way of example, a healthy slave with a Constitution ability score of around 11 and a Strength ability score of around 13 is worth 30 gold pieces, while a captive half-dragon with an astounding singing voice and silver eyes could easily fetch over 20,000 gold pieces.

Soda Ash

This is a naturally occurring mineral that is used in glassmaking and is also often used to make soaps and dyes. It sells for 2 silver pieces per pound.

Spice Products

The term 'spice' in this context refers to any herb, spice or plant that is grown for its flavour or for its botanical properties. It thus includes medicinal herbs and toxic plants as well as ginger, cinnamon, pepper and other commonly recognised spices. They are gathered in a variety of ways; some are plucked from the ground or from shrubs, some are scraped from the boughs of trees and some are a single small part of a plant, as in the case of cloves, which are the dried, unopened flower buds of a species of myrtle tree and which are probably the most expensive spices on the market.

Many spices cannot be cultivated voluntarily as the conditions for producing them are so geographically specific; all that you can do is to find a source and carry on harvesting it. This is one reason why spices are so rare. The yield of usable spice from the plant is also extremely small, with only a few tens of pounds of useful material coming from a whole field of spice plants. Most spices will only grow in very hot countries, so they have to be shipped out to the other nations that are waiting for them, with the risk of piracy pushing up the price still further. Spice fleets are guarded as vigilantly as treasure fleets; their cargo is not much less valuable than one of gold and silver, weight for weight.

Spices may be reduced down to essential oils, which are used in medicine, magic and perfume making. Some spices are resinous, meaning that their gum can be extracted and crystallised out into chunks. Resins are a common form for narcotics and incenses to take. Resin incense, such as frankincense and myrrh, is used in a great many religious rituals and in some clerical spells. A pound of frankincense costs approximately 30 gp.

Stone Products

Good strong stone for building with is highly prized, so much so that builders are quite prepared to pay the price to have stone blocks delivered from a reliable quarry more than a hundred miles away. Granite is the rock of choice for building fortresses with, with marble being preferred for more ornamental structures. As stone is heavy, it tends not to be a substance traded with other nations. Distribution is more usually kept within the province. At the quarry, stone is quarried out in large blocks called 'rough ashlar' that are approximately the shape and size of the finished piece. These are then chiselled down into rectilinear pieces by a team of stonemasons. All of this work is customarily done at the quarry site; the stone is not shipped out until it is ready to be used.

The heaviness of stone means that overland transport is avoided if at all possible. In provinces where magic is common, an unemployed mage can find himself ready work casting *tenser's floating disk* spells for companies of stonemasons so that they can haul their loads over the land more easily. Canals and rivers are the most popular means of transport for quarried stone. No especial storage facilities

are needed for quarried stone, as it is resilient to the elements and difficult to steal.

Slate quarries are used to produce slabs of flat stone for tiling floors or roofs. Slate is the most desired material for roofing in cities. Peasant villages are almost always roofed in thatch, but that is impractical for a larger city, as well as being a fire hazard. Slate roofing tiles are cut to a regular shape and then nailed in place over the roofing timbers. Good slate can fetch upwards of 2 silver pieces per pound. It is not uncommon for thieves to steal slate off the rooftops of the rich, selling it on to unscrupulous building merchants. Many a rogue with no fear of heights has made a good living that way, avoiding the hazards of picking pockets in the street.

When a province produces stone carvings or statues, it must bear in mind the eventual destination of the merchandise. Statues of the Gods of one nation are hardly likely to sell to a nation that honours a different pantheon, irrespective of the quality of the workmanship. The manufacturing province must state what its typical statue output will be. At the Games Master's discretion, some images will sell better than others; it is always a safe bet to make marble busts of heroes of the nation or the current monarch, but it can be embarrassing (and costly) to be stuck with a warehouse full of unsold images of a gladiator whose fame only lasted a few weeks.

A good artisan can produce generic figures of warriors, maidens with amphorae or bunches of grapes and heraldic lions and pay the bills that way, but the real money is in private commission work. A province renowned for its sculptors in stone will attract many dignitaries and worthies seeking to have their images immortalised in the form of a statue. For statue prices, see Chapter 9, Additional Stronghold Features.

Sugar Products

Molasses is produced from the juices of the sugar cane, a crop grown in warm climates. It is usually much more readily available than honey and easier to extract. Molasses can be refined down into sugar, but most civilizations will not use granulated sugar and will use molasses instead as their principal sweetener, as there is less effort necessary to produce it. Where sugar exists at all, it is likely to be brown and have a flavour of treacle; white sugar is a luxury even more precious than salt and is rarely seen outside of the houses of the richest merchants.

As white sugar involves several extra processes that bleach the colour and smokey flavour out of it, including bleaching with bonemeal, it is not produced in very many places. Products that are not naturally white, like sugar and flour, are sometimes processed to the point of whiteness in order to satisfy the nobility (or other elite groups) that what they are eating is 'purer' than the common stuff available to the peasants. It is easier for them to believe this if the stuff on their table is satisfyingly white and clean-looking rather than brown and murky.

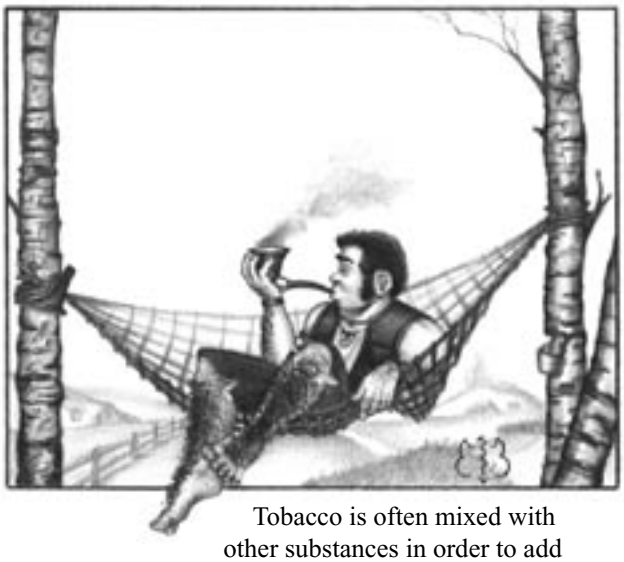
Molasses is also used to make that most well-beloved of beverages in the fantasy game world, rum. Dark rum is coarse and strong, while white rum is less harsh to drink but has more of an intoxicating effect. Rum that has been treated with spices is a favourite among mariners, who find it bracing and warming; as communities that grow sugar cane often have a spice crop as well, the warm climate being conducive to both, spiced rum is a common sight there.

Molasses costs 8 silver pieces per pound and is usually shipped in the same kind of large barrels used to store beer. Brown sugar costs 10 gold pieces per pound and white sugar costs 20. Rum costs 3 gold pieces per bottle, with spiced rum costing 6.

Tobacco Products

Tobacco is a leafy crop that has to be cut, chopped and stored with the greatest care, as it can easily dry out and become stale and unsmokable. Different areas produce tobacco of different strengths, from the golden mild variety to the black and oily kind that can only be smoked by a seasoned practitioner. If a culture is not used to smoking tobacco, it will be hesitant to introduce it; this should be borne in mind when making international trade agreements (see Chapter 17). Even fine tobacco products will not be desired by nations that find the idea of smoking burning weed to be strange. Once they are used to it, however, they will be keen to keep supply lines open. A land of tobacco smokers that is deprived of its supply is likely to become very truculent indeed.

In the fantasy game world, tobacco is smoked in pipes and occasionally in the form of cigars. Pipe-smoking is extremely common among women as well as men, with aged wizards, halflings and rogues being the most likely individuals to indulge in a pleasant bowl. Cigars, being expensive, are more an affectation of merchants and other individuals who wish to make a point of their wealth, such as the heads of rogues' guilds or retired sea captains.



Tobacco is often mixed with other substances in order to add flavour and vary the smoking experience. Certain strains of tobacco may have mildly narcotic effects, as the Games Master decides. Halflings are said to be especially fond of a brand of pipeweed that induces drowsiness and dreamy reverie.

A pound of tobacco of ordinary quality can be sold for 5 silver pieces, whereas a pound of exceptional tobacco could go for 2 to 3 gold. A box of 20 quality cigars is priced at 10 gold pieces.

Vegetable Products

This section encompasses all the various root vegetables that are cultivated by peasants the world over, such as potatoes, carrots, parsnips, turnips, beet and radishes and also those that are cultivated above ground such as olives, peas, green beans and marrows. Vegetables are the bulk of a peasant's diet, as they are usually too poor to afford meat or fish except on one day of the week. Vegetables are most often consumed at the point of growing. They do not store well and are unlikely to be shipped outside the region. When food is transported out of the province, it is usually in the form of grain.

Vegetables are, appropriately, dirt-cheap. Unless a province has very little fertile soil to go around, vegetables are going to be extremely common fare. A pound of ordinary vegetables costs a couple of copper pieces at most.

Whale Products

Whales are sometimes considered the cattle of the sea. Their bodies yield many resources that are taken for granted on the land, with quality lamp oil being the most commonly used. Whale blubber is used for a variety of purposes including ointments, candlemaking and the manufacture of cosmetics. Other resources might be available from sea beasts at the discretion of the Games Master, depending on what kind of creatures live in the seas of the game world. For example, juvenile dragon turtles might yield a tough and beautiful shell, while giant oysters could provide nacre and vast pearls.

Whales are of course not cultivated, but hunted. A province that produces whale resources must be on the coast, with sufficient shipping to make whale hunting a regular trade rather than an occasional activity. In order to hunt whales at all, the province must have seagoing vessels strong enough to withstand assault from an angry cetacean and weaponry powerful enough to kill one. A freshly killed whale's carcass is worth between 100 and 300 gold pieces, depending on the size and the species. The oil and blubber must be taken from it quickly to avoid spoiling. To this end, some ships have small extraction facilities and refineries built on to their decks; these are those vessels that will spend months at sea, returning with barrels full of whale oil. Coastal whaling industries do their processing on shore and haul the slain whales back in from sea, a more laborious process but one which reduces the risk of losing one's accumulated shipboard resources in one calamitous moment.

Ambergris is a substance found in the stomachs of some whales and dolphins; it is sometimes found floating on the surface of the water. A stinking mess in its raw state, it is used in perfume-making as a fixative. It is extremely valuable, selling for 35 gold pieces a pound.

Wood and Paper Products

Wood for building with is a necessity that just about any above-ground community cannot live without. There will always be a demand for logs, both as building material and as fuel. It is common for whole villages to grow up around a logging industry, with the local sawmill being the place of work for the community's labourers. Logs are relatively cheap, with a single ten-foot tree trunk a foot and a half thick selling for five silver pieces. This assumes the wood would be for building with, in which case it is likely to be of oak or yellow deal. Logs that are intended for burning are more commonly made of ash.

Paper is a relatively uncommon sight in the fantasy milieu, as parchment is more plentiful and does the same job. Those provinces that do produce paper

make it from wood pulp and rags. Paper is very expensive, costing four silver pieces for a single sheet (high quality) and two silver pieces for a more rough make. For more information on paper and books, consult *Encyclopaedia Arcane: Tomes and Libraries* from Mongoose Publishing.

Land and What It May Provide

The resources that you may extract or cultivate are dependent largely upon the land types in the province. The Games Master may use this section as a guide to placing resources that are yet to be discovered; it is also worth consulting as a player, to determine which resources you should attempt to cultivate in a newly conquered or colonised region.

Desert

Very little will grow in a desert and most living creatures shun the place. Deserts are, in terms of resources, possibly the poorest type of land there is. Mineral deposits are sometimes found there. Chemicals and oil are the most likely type of resource to be found in a desert. As there is no internal combustion engine, mineral oil is not the source of wealth it is in the everyday world. It is a more unpleasant alternative to organic oils and does not burn especially well in lamps unless refined. It is, however, an excellent lubricant and is used to keep siege machines and moving metal parts in good working order.

Forest

Obviously, the most abundant product of a forest is going to be wood, with fruits coming a close second. Fungus resources, when they are in season, are more likely to be found growing on the forest's floor than anywhere else above ground. Hive products are easier to cultivate near forests, as bees nest there. Some forests yield rare plants and other produce that comes under the general heading of 'spices', i.e. exotic foodstuffs or condiments. These are such dainties as truffles, a wildly expensive fungus desired by the nobility, or certain rare medicinal herbs. Forests contain many wild animals, so some livestock resources might be garnered from them. They are not suitable places for cultivation, so they will not produce crops such as wheat, barley or tobacco. Forests of the right kind can harbour silkworms, allowing silk production.

Hills

Craggy hillsides are ideally suited to raising sheep, which are hardy animals and will rove up and down exposed lands without complaint. Owing to their gradient, hills are not best suited to crop-raising, though some civilizations have been known to cut their hills into flat terraces and cultivate crops there. Hills are more easily cut into than other types of land, making them ideal for mining and quarrying. Practically all stone quarries are set into hillsides, as are coal mines, metal mines and limestone diggings. Depending on the kind of ground, hills may also yield clay or rock salt.

Ice Waste

Ice wastes are barely more productive than deserts. About the only resources available are livestock in the form of seals, fish and seabirds and the occasional mineral deposit. If there are forests on the periphery of the ice waste, they are likely to yield furs.

Mountains

So long as there is grazing land available, mountains may be used to herd sheep and goats. Other livestock may be raised on mountain land, though cattle do not take well to the height. Mountains are likely to yield stone, metal, precious metals and sometimes gems but not clay or lime.

Plains

Plains and grasslands, being level, may be used to cultivate almost any crop and graze almost any livestock. Plains land is thus the breadbasket of the province. The most common arrangement is for outlying villages and towns, who see to the farming, to supply the city with agricultural produce; the city's occupants pay for this in coin and in fine goods, which are not commonly available in the surrounding towns.

What will flourish on plains land depends on the prevailing climate. Fruits in particular are very hard to grow outside of the climate where they are naturally found. Oranges and bananas, for example, are not often found outside of tropical regions, while apples prefer warm climates but will grow in a far wider range of places.

Settled farmland, with properly dug fields, an irrigation system and knowledge of farming (manifest in such things as knowledge of crop rotation and planting times) is necessary to cultivate a crop beyond the 'scant' level in a province. Until a new

colony has become established in this way, which may take between six and eight months, it will have to forage and hunt for its food. Some vegetable crops, such as rice, are dependent upon large amounts of water in the ground to grow properly. See Chapter 16, The Seedtime and the Harvest, for more details on growing crops.

Large amounts of wide open land are ideal for raising herd animals, with cattle and oxen being the obvious choice. Those provinces that breed horses are usually places with a lot of plains land available, as this is where the wild breeds are captured and broken to the bit.

River / Lake

Rivers do not contain many resources in themselves, producing only fish, but they have a pronounced effect on the territory around them. Rivers are the guarantee of fertility to the surrounding plains and grassland. The gift of the river's life-giving waters causes them to be seen as sacred in many pagan cultures. Rivers are also necessary for the building of water-powered structures such as mills, without which granary crops cannot easily be ground; the alternative to water power is to turn a grinding stone by hand.

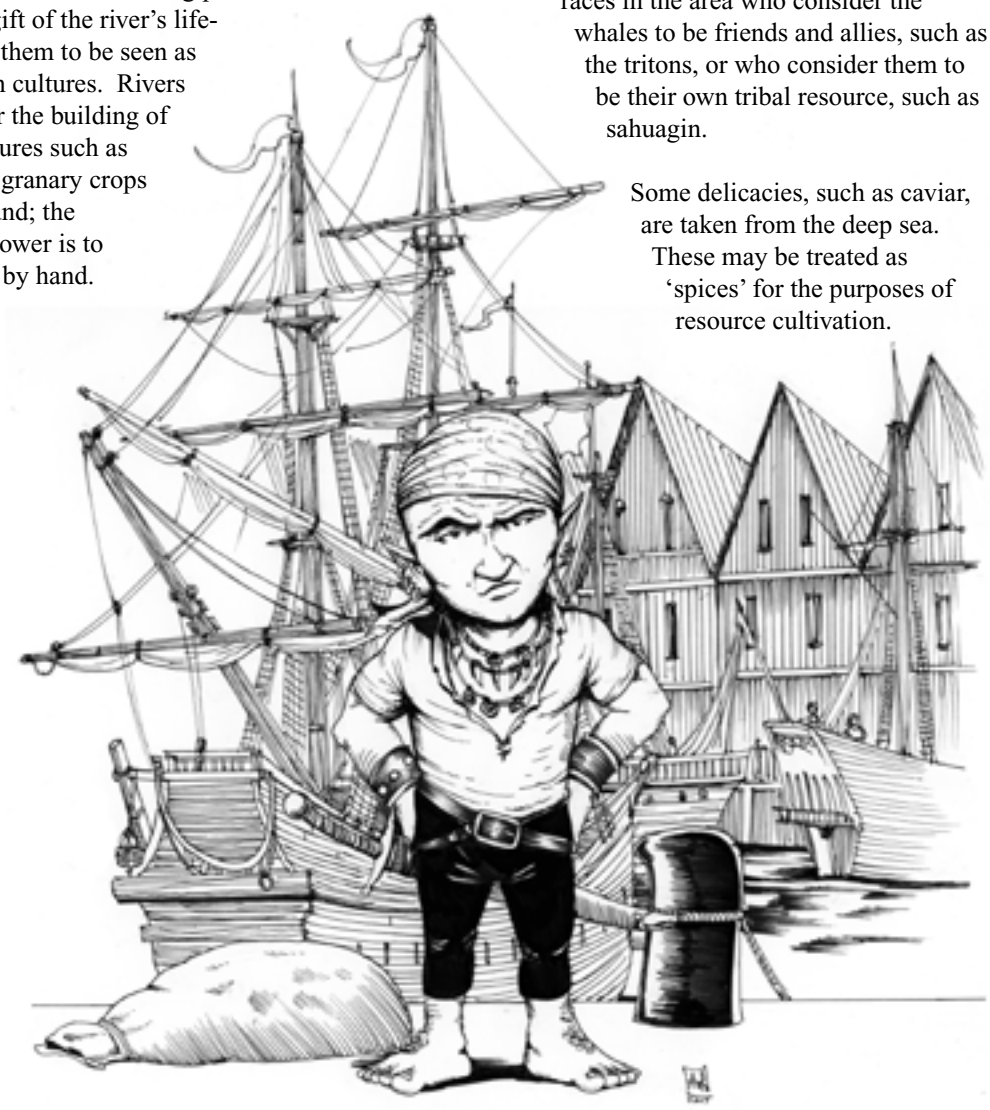
Sea Coast / Deep Sea

The most common product of the seas is food; shoals of fish and scuttling creatures of the ocean floor form part of the staple diet of almost all surface dwellers. The amount of food that may be taken from any given coastal fishing region is entirely up to the Games Master. Some regions are only fruitful in certain seasons, while others are naturally abundant but so many of the sea's riches are consumed by the undersea dwellers (such as merfolk, tritons and locathahs) that there is little left for the surface folk. Provinces where the coast's fauna include a large number of shellfish may produce pearls, which are treated as gemstones and jewels on the resource table.

Coastal settlements may also produce salt. The process of extracting salt from sea water is fairly laborious and does not produce much of a yield; this is one of the reasons why salt is scarce. Mining it straight out of the ground is a more profitable venture, if you can find a deposit.

The deep sea is where whales may be found and hunted, along with other sea-beasts such as squid, octopi and kraken, with the leviathan being the greatest prize of all if one were able to hunt and kill it. Whale hunting in some seas can be especially hazardous, as there may be other sentient races in the area who consider the whales to be friends and allies, such as the tritons, or who consider them to be their own tribal resource, such as sahuagin.

Some delicacies, such as caviar, are taken from the deep sea. These may be treated as 'spices' for the purposes of resource cultivation.



The Power Structure

So, you have taken over a country, or founded a new one. Your stronghold is built, the people hold you in regard (or awe) and your work from here on in will be that of a governor. At this stage, it is time to consider what form your administration is going to take. You may wish to be a despot, giving all the orders and punishing others for your mistakes; you may prefer to share the power, giving autonomy to those best suited to do a given job; you may even want to allow the people some kind of a say in how the country is run. What is certain is this: without a power structure, you will have no power.

The Inner Circle

Every power structure begins with the inner circle. These are those people who you know personally and trust to give you advice. The inner circle is not the same as a council, because the members of the council are publicly known, while your inner circle is kept confidential. When a player comes to power, his inner circle is usually made up of those people who knew him before he was famous and who he can trust to tell him what he is doing wrong.

Inner circles often have a supernatural or magical element to them. An evil tyrant might have the cleric of a patron deity in his inner circle, who could provide him with auguries and divinations to tell him whether he was in the deity's favour or not. A benign King might have an inner circle composed of fey creatures and powerful wizards. A ruler might even have an inner circle who controlled him, rather than giving him advice. The common people are given to whispering and tale-telling and there are many rulers who are said to have been placed in power (or removed from it) by some shadowy conspiracy behind the scenes. Some of these rumours may even be true.

Your inner circle should also comprise those specialists who you trust to do unofficial or technically illegal work for your regime. This will include your spymaster if you have one and any assassins who work for you. In order to maintain secrecy, such persons can be given a cover identity to explain their presence at court. For example, your chief assassin could also be your court jester, or your most accomplished personal spy could be the kitchen cat, the form taken by a polymorphed cross-class rogue-sorcerer. Some rulers have secret rooms built in their strongholds purely for the purpose of calling meetings of the inner circle, with secret passageways in the walls so that each individual member can make their way inside. There may even be secret ways into and out of the stronghold from outside.

The role played by the inner circle will vary depending on how the ruler came to power. The following kinds of inner circle are the most commonly found:

Private Interest

A ruler of noble origin who was elevated to the throne by a coalition of fellow nobles is likely to find that his inner circle consists of the heads of the noble families, representing the coalition's private interests and expecting them to be given priority. An inner circle of this kind exists to keep the ruler in power by keeping him informed of the various courtly intrigues, while simultaneously making sure that he does what is expected of him. A similar arrangement would be found where the ruler came to power by an arrangement with various wealthy merchants.

Trust

An inner circle composed of former comrades or trusted associates has no vested interest in compelling the ruler to act in a given way, but will help him retain a moral perspective and ensure (or attempt to ensure) that he is not corrupted by power. Inner circles of this kind are valued greatly by rulers, as they can be counted upon to give their honest opinion, while the atmosphere of the royal court is likely to be one of flattery and lies. The members of a trust-based inner circle are also more likely to do the ruler favours that an ordinary council would not consider for a moment. For example, if the crown jewels had been stolen and the ruler wanted to keep the news quiet, he could ask a member of his inner circle to arrange the preparation of duplicates until the originals were recovered. In regimes that are evil and corrupt, the inner circle consists of the ruler's favourite lackeys and partners in crime.

Magic

An inner circle of spellcasters, diviners and prophets could be turned to by the ruler for frequent updates on the progress of his great destiny. Such people would have not only magical levels of insight but the power to use magic in the ruler's interest. This is an

especially likely arrangement in nations where magic is rare or viewed with superstition.

Monstrous Puppet Masters

The inner circle might be composed of evil outsiders, shapeshifters (such as rakshasas or doppelgangers) or even undead. A mortal ruler with a hunger for power could easily make a pact with infernal powers in exchange for a fast route to the government of a country. Such a ruler would have to consult with his dark masters frequently and in private. This is an excellent basis for a series of adventures, with the corruption in a kingdom being traceable from the local authorities all the way to the throne and beyond, to the Abyss or the Nine Hells.

The Council

The inner circle is secret and does not officially exist, while the council is the group of people to whom authority over the various different branches of the regime is given. The council is not always called that. Some regimes refer to a cabinet, a circle or a court rather than a council. In a campaign where one of the players is the head of the regime, the other players may find it rewarding to take on the roles of council members. Suggested minimum skill ranks and class levels are given in most cases; this is intended more as a guide for the Games Master, should any of the council roles be taken by non-player characters.

In most regimes, the head of the regime personally appoints the council. Each council member must have an agreed salary, which you will pay him or her out of the kingdom's coffers. It is up to you who you have in your council; in most games, they will be non-player characters. If you do not have a person in a given council position, you will not be able to take governmental actions that require that office; see Chapter 15, The Art of Governing. The following are some important council positions. You are free to create your own (after consultation with the Games Master) to suit the nature of the campaign. Do not be concerned if the title of the office sounds too modern; offices with similar titles have been found in late mediaeval historical periods! However, if the titles do not suit the campaign, then they may of course be changed. For example, the Minister of Health could be known as the Senior Healer or the Provider for the People.

Every member of the council is assumed to have a staff of assistants, appropriate to his or her role. Generals, with years of command experience and scouts, bearing messages to and from the various different emplacements, will attend the Captain of Armies. The Private Secretary will have a selection of scribes and clerks to assist him, while a network of spies, rogues and secret agents reports to the Chief of Intelligence. These assistants are not detailed; simply assume that they are doing their jobs unless the situation prevents them from doing so. Their job is to get on with the business assigned to them so that you do not have to concern yourself with it and only disturb you when there is something requiring your attention. It does not make for an interesting game if the players are bothering themselves over the minor details of running the country. The assistants to the council can be assumed to take care of the majority of the day-to-day business.

Council Member Special Abilities

Irrespective of character class or level, each member of the council has one or more special abilities, by virtue of his occupancy of the office, the staff working under him and his access to the office's resources. The staff of assistants, more than any other resource, is what gives him the special abilities. He does not magically become able to do new things just because he now has a fancy title.

These abilities may be used as and when the Games Master deems them appropriate; as they usually require time and concentration, most of them they cannot be used more than once in a day and some of them require at least a day to get results. For example, the Glean ability of the Head of Intelligence can return information about events in the city on the same day but would take several days to find out about events in a village one hundred miles away. Use of the ability 'ties up' the council member. While he is using it, he cannot easily concentrate on other things. For this reason, council member special abilities are best used in downtime, between the sessions of actual roleplaying.

Some of these abilities have a cost price attached to them, as their use necessitates the purchase and use of equipment, paying travel and accommodation costs, bribing people and so on. The money must be supplied in advance. If it is not available, the ability may not be used.

The Games Master should certainly allocate circumstance bonuses or penalties to the use of special office abilities according to the state of the

official's resources. A Head of Intelligence who is trying to work from a chaotic, bombed-out office should receive a significant penalty to his Glean checks, while a Head of Intelligence who has several sorcerors on his staff (who can use Invisibility spells and such like to enhance their spying abilities) is entitled to a bonus.

Whenever a special ability calls for the use of a skill, such as the making of Bluff and Disguise skill checks when attempting to Infiltrate, only the base skill ranks and ability modifier of the council member are used. Bonuses from magical items do not apply, with the sole exception of enhancement bonuses to ability scores. This is because the skill is employed by proxy rather than by the council member in person. Other people are carrying out their instructions.

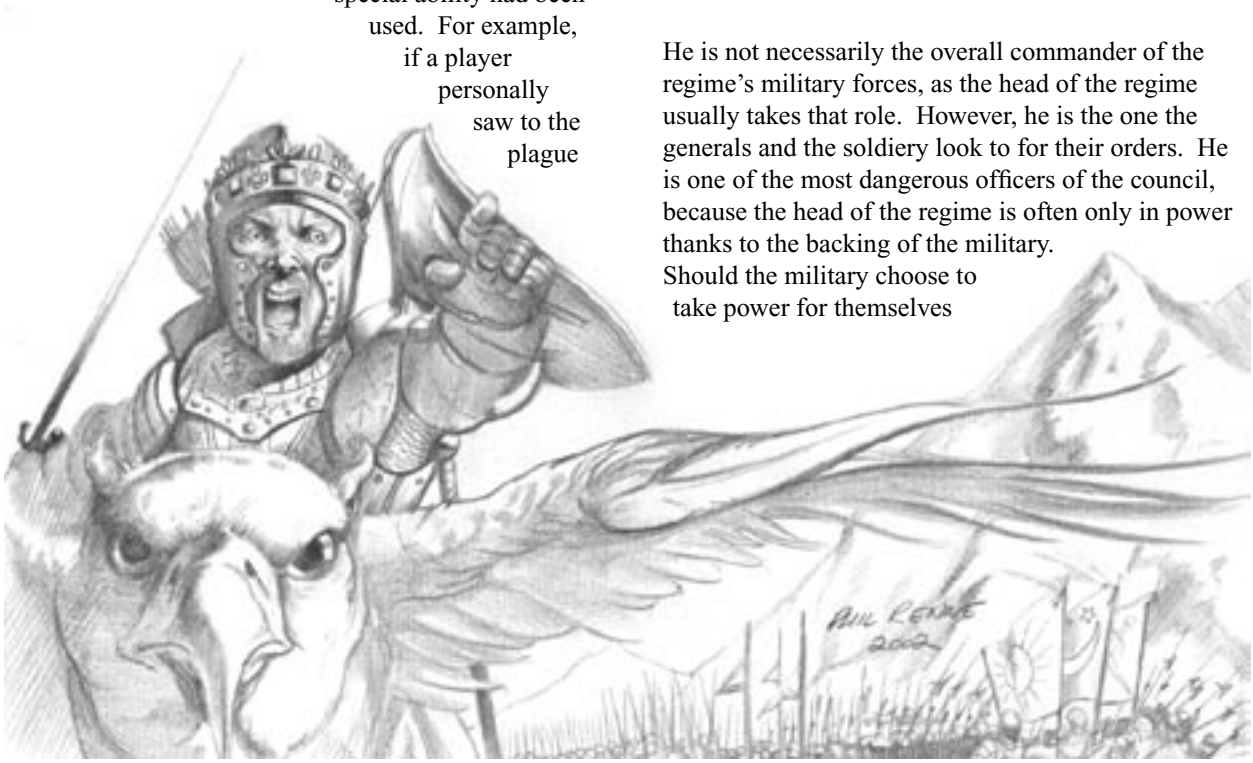
Roleplayed sessions may take the place of the use of special abilities; for example, a player might infiltrate a foreign government and learn important information about invasion plans in the course of one or more game sessions. The same effect might be had just as easily (but with less of an enjoyable game) simply by having the Head of Intelligence use the Infiltrate special ability followed by the Gleaning special ability. The special abilities are really there to simulate large-scale operations that take place in the background and which cannot all be roleplayed out. If a player decides to do the job personally, the results should definitely be much more detailed than if a special ability had been used. For example, if a player personally saw to the plague preparations in a city (as per the Plague Precautions special ability in the repertoire of the Minister of Health) to the extent of giving the Games Master a clear description of what was being done and how, the resultant circumstance bonus to the Resist Contamination check should be +3 or even +4 and no skill check need be made.

A special ability should never be used if to do so would override events that are being or have been roleplayed out 'in game'. For example, if a player is taking the part of a rogue infiltrating a secretive religious cult, the Head of Intelligence should not resolve any of his attempts to find out information by making Glean checks. Special abilities represent a 'macro' level of task resolution, which should not be mixed with the 'micro' level of player involvement.

Captain of Armies

This person should have at least 6 levels as a fighter and possess the Leadership feat, in order to have the confidence of the troops over whom he is set. His job is to oversee military campaigns, deploying troops as necessary, receiving messages from the front and seeing to it that maps are updated. He has overall responsibility for the strategic arrangement of military forces. He is also responsible for the state of the kingdom's troops. If they are not battle-ready, or if they are equipped with substandard weapons or armour, the captain of armies is the one accountable for it.

He is not necessarily the overall commander of the regime's military forces, as the head of the regime usually takes that role. However, he is the one the generals and the soldiery look to for their orders. He is one of the most dangerous officers of the council, because the head of the regime is often only in power thanks to the backing of the military. Should the military choose to take power for themselves



in what is known as a 'military coup d'etat' then the regime will find it next to impossible to resist. The reason why troops do not rebel more often is that they are better off when they do not have to run the nation themselves; the option of coup d'etat is reserved for those times when the nation has become so badly run or corrupt that seizing power by force is the only way to save it.

Special Ability: Military Strategy

The captain of armies can draw upon the information relayed to him by his advisors in order to deploy troops with maximum efficiency. During any battle in which the Captain of Armies is giving the orders, he may make a Wisdom ability check at DC 10 to gain a strategic overview of the situation. If he succeeds, all troops under his overall command receive a +2 circumstance bonus to their Initiative checks for the first five rounds of combat. The battle must begin within two hours of the successful check and the attackers must not significantly alter their position. If either of these conditions is broken, the bonus does not apply and the check may not be made again until the next day.

Special Ability: Inspire Troops

Having the Captain of Armies on the field alongside you is a powerful boost to the morale of a fighting man. So long as his colours can be seen on the field, the Captain of Armies grants all friendly troops a +2 morale bonus to attack rolls, damage rolls and saving throws. It is a gamble, however, to have him on the field at all. Should he be seen to fall, friendly troops suffer a –2 morale penalty to the same rolls. Bear in mind that this ability is based upon the perceptions of the troops, so a person who had been magically altered to resemble the Captain of Armies and who fought on the field would also inspire the same bonus, while a convincing illusion of the Captain's death would also inspire the penalty.

Chief of Defence

The job of this official is to see to the defensive emplacements within the kingdom. He works closely with the Captain of Armies; in some regimes, the same person holds both of the two offices, but in most regimes the Captain of Armies sees to the offensive military engagements and the Chief of Defence to the domestic defences.

The Chief of Defence also has the authority to recommend to the ruler where military structures should be built. He is responsible for allocating engineers and architects to the job of building these structures and ensuring that they are completed on time. Such structures as garrisons, border forts and city walls are his responsibility. He is expected to be expert in siege warfare tactics and strategy and is called upon to give his advice should any city in the realm be besieged. Ideally he should have at least six levels as a fighter, with at least 8 ranks in Profession: Siege Engineer and a further 8 ranks in Knowledge: Architecture and Engineering.

Special Ability: Consolidate Defence

The Chief of Defence may allocate troops in a defensive situation so that they make maximum use of the available cover and mutually complement each other. During any battle in which he is giving the orders, he make a Wisdom ability check at DC 10 in order to gain a strategic overview and assess the likely plans of the invaders. If he succeeds, all friendly troops who are taking part in defensive actions receive a +1 circumstance bonus to armour class for the first five rounds of the battle. The battle must begin within two hours of the successful check and the defenders must not significantly alter their

position. If either of these conditions are broken, the bonus does not apply and the check may not be made again until the next day.

Special Ability: Hold Breach

If a breach is created in a wall, the Chief of Defence may give orders that assist the defenders to repel any invaders attempting to enter through it. To do this, he must have the breach in his line of sight and be able to shout orders to the troops. His help lends a +1 morale bonus to the defenders' attack and damage rolls for the next five rounds; he may use this ability once per breach. Should they attempt to patch up the breach, a barricade made on the instruction of the Chief of Defence has +1 to its Stability saving throw.

Treasurer

The Treasurer is responsible for all financial matters in the regime. He notifies the various different tax collectors and excise men in the cities and towns of changes to the tax rate, oversees the collection of taxes and handles the regime's accounts. He must be able at all times to explain where the regime's money is and what it has been spent on. This can, in some regimes, involve a great deal of creative accounting.

The Treasurer's job is something of a double-edged sword, as it involves a great deal of trust on the ruler's part to place you in that position and always brings in a good rate of pay, but presents you with a horrible amount of responsibility. If the treasury should ever go missing or be short of a significant sum, the Treasurer would be the first person called to account. A treasurer should have at least 8 ranks in Appraise.

Special Ability: Embezzle

This ability is a very risky one to use. The Treasurer, or any other person with access to the treasury and the books, may skim off funds from the regime's treasury and doctor the books so that nothing appears to be amiss. So long as the treasury contains no less than 10,000 gold pieces, he may siphon off up to 100 gold pieces a week without attracting notice. To garner more than this, he must make an embezzlement check. This takes the form of an Intelligence check (made in private by the Games Master) with a DC equal to 12 plus the sum desired divided by 1,000, rounded down. So, if he tried to embezzle 6,000 gold pieces, the DC of his Intelligence check would be 12+6, or 18. (If he has 4 or more ranks in the Forgery skill, he may add a +2 synergy bonus to his Intelligence check.) Success means that the desired sum is withdrawn from the treasury without any evidence being left behind.

If the Treasurer fails an embezzlement check, an error is left in the books indicating that someone has been removing money. He does not notice this error on his part, though he may check his work the next day (and not until then) by making a Spot skill check at a DC of 20; success means that he notices his mistake and he then only has to pray that nobody else has checked the books since he made it. Any other person checking the books is also entitled to the same Spot skill check. They may only make this check if they are specifically looking for anomalies; it is not something that would be noticed if the books were just glanced through.

The Treasurer is not always an embezzler for his own sake. In corrupt regimes, the head of the regime will sometimes expect the Treasurer to skim off money to line the head's own pockets, while keeping the books balanced so that the other council members do not suspect anything. This is usually done when the head of the regime is planning to flee a crumbling nation and wants to make sure that he has enough money to survive.

Special Ability: Detect Anomaly

As part of his responsibility for keeping track of

monies, the Treasurer must develop a keen sense for missing funds. If anything has been taken that shouldn't have, he needs to know about it. He may make a Spot check at a DC of 15 while searching the treasury and checking the books (a process that takes an hour) to detect tampering or theft. Many honest, parsimonious Treasurers make such a check part of their daily routine. If the Treasurer has any levels in Rogue, he may add a +2 circumstance bonus to his Spot check, as he will have a better idea of the actions a thief would take to cover his tracks; the old adage that you have to set a thief to catch a thief holds true here.

Special Ability: Investments

So long as the Treasurer is allowed access to local merchants and other independent traders, he can attempt to use business acumen to increase the stock of gold in the treasury. He makes loans, charges interest and trades in goods 'on the side' using the regime's money, with the intent of making a profit. This is in addition to any revenue earned from taxation or trading. The relevant portion of the treasury's wealth must be in the form of coin for this ability to be used.

To capitalise on a part of the treasury's wealth, a sum must be set aside and not used for anything else that month. The Treasurer may make an Appraise skill check at a DC of 20; this is not exactly a standard use of the skill but it represents his ability to tell a good investment from a bad one. Success means that he has managed to turn a profit on his investments, increasing the amount of gold by 1d10+5%. Failure means that he has made losses, reducing the amount of gold by the same amount. A roll of 1 means that the investment was a catastrophic loss and is halved in value, while a natural 20 increases the investment's value by half. This calculation is only applied to that part of the treasury that was set aside for investments, not to the whole lot. This ability may only be used once a month, during which the Treasurer may not spend more than two days in a row away from the treasury; if he does, the Appraise skill check fails automatically.

Private Secretary

The private secretary takes care of the regime's administrative records. He calls the various council members to meetings, records the proceedings and arranges for the writing of any necessary letters. It is also his duty to attend to matters of protocol; he makes it his business to ensure that foreign dignitaries are addressed by the proper titles and to advise the ruler of what subjects of conversation are guaranteed to offend a guest from a different culture.

As he is expected to be literate and intelligent, the private secretary is often called upon to consult the regime's libraries. Written history is very important in international diplomacy. For example, the private secretary may be called upon to provide instances of precedent in order to justify actions the regime intends to take. If a kingdom needed to find an excuse for making war upon a neighbour, the private secretary would be the one to sift through the history books and find some past insult that had not yet been adequately answered. The private secretary should have the ability to speak and write as many languages as possible and have at least 8 ranks in Knowledge: Nobility and Royalty. This would be a good position for a bard to take. The private secretary is often the same person as the Minister of Information, as the two sets of responsibilities are closely akin.

Special Ability: Historical Lore

The private secretary must have access to the regime's records or to a properly furnished library to use this skill. He may make an Intelligence check in order to find out recondite facts about subjects that the head of the regime orders him to research.

The DC of this check is set by the Games Master; we recommend a DC of 10 for readily ascertainable facts, such as the birthday of a local Count, a DC of 15 for more obscure facts, such as the name of a ship that was docked in the harbour last month, a DC of 20 for difficult facts such as the true parentage of an illegitimate noble and a DC of 25 or 30 for very obscure facts, such as the details of a conspiracy from 100 years ago.

If you use the research rules system from Encyclopedia Arcane: Tomes and Libraries by Mongoose Publishing, this Special Ability gives the Private Secretary a +2 circumstance bonus to all rolls made when conducting deep research or asking simple questions in the regime's library.

Special Ability: Write Persuasive Letter / Write Impressive Speech

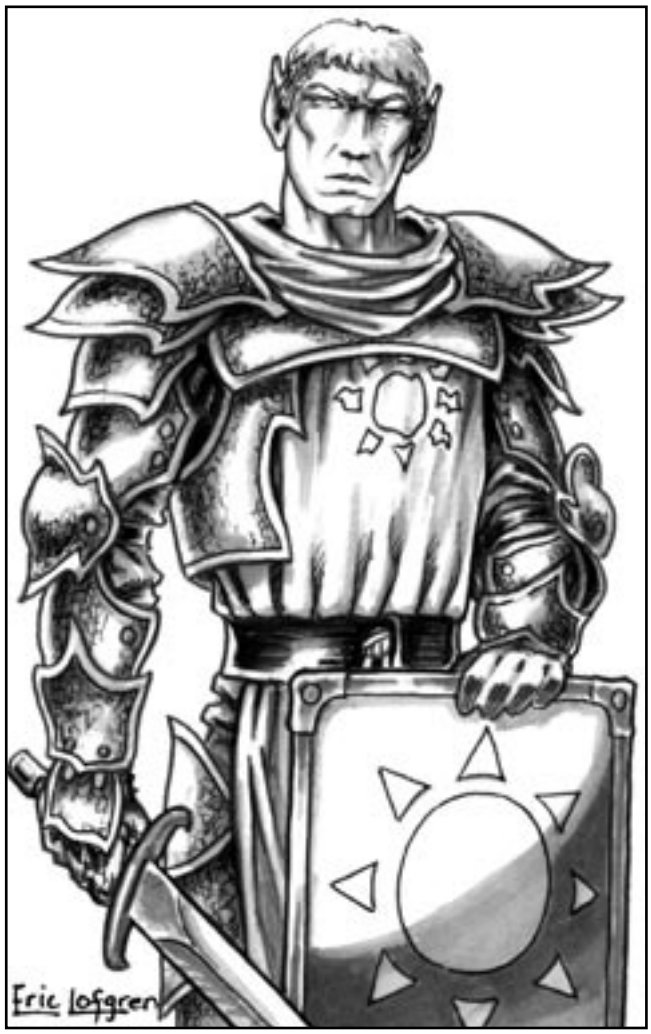
The private secretary is the scribe for the regime. When official communications need to be sent or public addresses written, the private secretary takes care of it. He may use his resources to prepare a letter or speech that is phrased in such a way as to sound very persuasive to the listener or reader. Even if he himself is not a particularly articulate individual, his staff will have had enough collective experience to make the composition suitably impressive.

Successful composition of the letter or speech requires a Diplomacy skill check at DC 12. A +2 synergy bonus may be added if the Private Secretary has more than 4 levels in Craft: Calligraphy (in the case of a letter) or more than 4 levels in Perform (in the case of a speech). When read or delivered, the letter or speech allows the head of the regime, or the individual for whom the service is being performed, to make a second Diplomacy skill check using his skill (not the Private Secretary's) at a +2 circumstance bonus, even if he is not there in person, in order to persuade the recipient(s) that the point of view expressed in the letter is right.

For example, an allied nation might be about to go to war with another ally of the regime; a persuasive letter could therefore be written urging the first nation to show restraint in the name of common interests. A speech could be given in order to persuade angry citizens that the execution of a popular criminal was necessary and right. The audience, or the reader of the letter, are allowed to make Sense Motive skill checks in opposition to the original Diplomacy check in order to 'read between the lines' and ascertain the writer's true motives. Owing to the amount of work involved, only one persuasive letter or impressive speech may be written per day.

Chief of Police

Many regimes do not have a centralised police force, having instead a system of city watchmen who know their city well and are expert at defending it. The police force system keeps this arrangement but places all city watches in the kingdom under the overall command of a chief of police. This person ensures that all local watches are notified of important events, such as the escape of a criminal. He has the job of ensuring that the various watch divisions work together and share information and the privilege of demanding all information relating to any incident in which the local watch were involved. For example, if the ruler wanted to know more about a cult that a city's watch had successfully broken up, the chief of police could demand all the relevant files and any items claimed and kept in safe custody from the raid.



The Chief of Police is often something of a bruiser, who has respect on the streets. A wise ruler will not appoint anyone to this office unless the candidate has himself had experience of life in the city watch, as the local officers will not be inclined to trust someone who does not come from the same background as they do. The Chief of Police has to make sure that the regime is not undermined from within by criminal elements. In corrupt regimes, the Chief of Police is often the most hated official in the regime (with the exception of the ruler) because he is the one charged with investigating dissension against the state. As such, he will often be expected to torture suspected dissenters or threaten their families in order to get information out of them. In some regimes, the Chief of Police is nothing more than the head of an official brute squad, with no interest in justice whatsoever; such people are only concerned to keep disruption to a minimum by terrifying the general public into obedience.

A Chief of Police should have a base attack bonus of at least +6/+1, 8 ranks in Intimidate and 8 ranks in Knowledge: Local. His reputation amongst the common people is very important, so he should ideally be a person who is already famous for being just or for being savage.

Special Ability: Interrogate

The status enjoyed by the Chief of Police gives him a degree of charismatic power when a guilty person, or someone with something to hide, is in his presence. By working with his assistants, who are likely to be other guards and watchmen, he can use a combination of mind games, intimidation and tricks to soften a subject up and make them talk. For every hour of interrogation, the Chief of Police may make an Intimidate check; success causes the subject to blurt out something they were trying to keep secret. If the first Intimidate check fails, another one may not be made until the next day.

Special Ability: Intuitive Leap

The Chief of Police can examine all the evidence relating to a case and let his intuition (and that of his assistants) work on it. On any day on which significant new evidence has been presented or details have been uncovered, he may make a Wisdom check at DC 15 in order to receive a 'hunch' or flash of insight prompting him to research in a particular direction or question a specific person. The Games Master should be cautious when a player uses this ability. It does not confer answers, just a vague sense of something important that the player 'cannot put his finger on'. It may be used in order to drop hints to a group of completely stuck players, which can often be better than waiting all night for them to figure out what is going on.

Foreign Secretary

All but the most isolated regimes will have some kind of contact with their neighbours. Staying on top of international relations is the job of the foreign secretary. It is his task to organise meetings with foreign ambassadors, look into potential areas of future co-operation, assess the value of current allegiances and suggest new ones, propose trade deals and provide intelligence on what other nations are planning. When the head of the regime asks 'What do we know about this nation' it is the job of the foreign secretary to have an answer ready.

As the head of the regime cannot travel abroad for very long (having interests at home to protect) it is the foreign secretary's job to act as an ambassador and represent the regime's interests overseas. The regime may have other ambassadors in permanent residence in other countries. These report to the foreign secretary, who in turn reports to the head of the regime. The foreign secretary is also kept informed of the reports that come back from spies, scryings and other unofficial sources of intelligence, so that foreign policy can be formed in full knowledge of what the other nations are up to.

A foreign secretary's most important ability is the skill of Diplomacy, in which he should have at least 8 ranks. A good number of ranks in Bluff and in Sense Motive are also useful, as the ambassadors of foreign nations can be slippery people to deal with. This would be a good position for a bard, as it involves a great deal of travelling and a charming, persuasive manner can do wonders for improving relations between regimes.

Special Ability: Smooth/Ruffle Feathers

Foreign Secretaries are constantly being called upon to soothe tensions between the regime and other nations, or between nations allied to the regime. A good Foreign Secretary knows how to appeal to a nation's sense of national character and use rhetoric to prevent hostilities from progressing any further. When in conversation with the representative of a regime that is irate over something (this may be the ambassador of the regime, or even a council member of the head of the regime itself) the Foreign Secretary may attempt a Diplomacy skill check to calm the troubled waters. This does not solve the situation;

it only persuades the representative of the angry nation to overlook temporarily the cause of the anger and proceed with negotiations. It is most usually employed as a means to buy time while the council decides what to do next.

The difficulty of the Diplomacy skill check and the amount of time that the angry nation will allow to elapse before bringing the subject up again depends on the severity of the problem and the degree of anger in the irate nation. For example, a nation that believes its athletes have not been given a fair chance to compete at an international games event held in your regime's amphitheatre would have a DC of 12 to placate and would leave the matter for 10 days before mentioning it again, while a nation whose Minister of Public Works has just been assassinated by someone who admitted under torture that he had been sent to do the job by you personally would require a DC of 30 to placate and would be calm for 24 hours at the most.

A Foreign Secretary knows how to cause trouble as well as smooth it over. With a successful Diplomacy check, he can persuade the representative of one nation that he has reason to be angry or suspicious of another nation. The DC of the Diplomacy check depends upon the severity of the rift he intends to cause (or exploit) and the amount of time for which he intends it to last. Proceed as with the 'smoothing feathers' use of the ability, but with the events reversed. So, a successful check against a DC of 12 would cause one nation to be mildly irritated with another for 10 days, while one made against a DC of 30 would cause intense fury for 24 hours. Stirring up trouble between nations is a risky business. The subject of the Diplomacy check may oppose it with a Sense Motive check to find out your true intentions; if it is discovered that you were deliberately trying to cause an international incident, your own regime's reputation will undoubtedly suffer for it.

Special Ability: Thorough Briefing

It is the Foreign Secretary's business to make sure that any representative of the regime who is heading into a foreign nation on official (or unofficial) business is completely prepared for the cultural differences that he may encounter. If a representative knows the correct protocols for the other nation and can provide the appropriate gifts, courtesies and suchlike niceties for the occasion, he can expect to be treated much more warmly than if he had shown up without having done any research. Advance preparation is especially necessary when the representative is meeting people of the other nation for the first time. It is very easy for an isolated community of elves to conclude that your ambassador is a graceless bore, or a dwarven prince to jump to the conclusion that he is an effete snob, if you do not give him some advance warning of how

he will be expected to conduct himself. In some circles, it is a grave offence to belch loudly after a meal; in others, it is a grave offence not to.

With a day's hard work, the Foreign Secretary and his assistants can brief a person on the customs, etiquettes and social habits of a people. This gives the individual a circumstance bonus to all Charisma-based ability score checks when interacting with those people of +1 to +3, according to the Games Master's assessment of how well the Foreign Secretary and his staff know the people in question and how much store they set by social airs and graces. This circumstance bonus only lasts for the first three days of the representative's visit and cannot be bestowed twice upon the same person. The Games Master should be aware that this bonus is in fact intended to compensate for the increased DC for Charisma based skill checks when dealing with an unfamiliar culture. It does not make the individual supernaturally charismatic; it merely aids him in getting over the problems presented by cultural differences.

Minister of Public Works

The regime is responsible for seeing to the maintenance of structures that have already been built in the public interest and for building new ones where there is need. It is the duty of the Minister of Public Works to advise the head of the regime as to how much needs to be spent on keeping the roads and waterways within the kingdom navigable. He also has to travel and assess the requirements of each individual village, town and city, according to the needs of the people and the economic advantages of processing or tapping resources. The regime may need to build a bigger granary in one town, or invest in a series of windmills in another. The Minister of Public Works has the job of sending out prospectors who seek out as yet untapped resources that the regime may exploit. For example, he has to tell the head of the regime where any new mines should be dug; if they fail to produce a decent yield, his job is on the line.

The Minister of Public Works also has the general responsibility of acting as a go-between for the regime and the general public. When an announcement needs to be made, a festival held, a political wedding celebrated or a hero honoured, the Minister of Public Works takes care of it. He sees to the work that is done just to keep the people happy, such as the building of statues and parks or the issuing of licenses to gaming houses. He should ideally have 8 ranks in Knowledge: Architecture and Engineering. Regimes that have several races on the council would be well advised to have a dwarf or a gnome in this office, as they have a good deal of experience with civil engineering.

Special Ability: Locate New Resources

By visiting an area with his team of assistants or by sending them on ahead, the Minister of Public Works can scout an area (the size of one province in the kingdom) for suitable new mining sites, quarrying points or open-air resource deposits such as oil seepings. Every month he is in office, the Minister may make a Wilderness Lore skill check at a DC of 20 as if he himself was scouting the area in person. Obviously, he cannot always do this, but it is his Wisdom ability modifier and his perceptive abilities that are being called into use, even if he is only looking at a map and listening to the reports of the scouting parties. He may add a +2 synergy bonus to this check if he has more than 4 ranks in Knowledge: Nature, Knowledge: Geology or Knowledge: Geography. Success means that a new resource has been found. Of course, it is up to the Games Master what resources are latent in the area, so new resources may only be found while there are still any left.

This ability costs 1,000 gp to use.

Special Ability: Assess Local Needs

This ability is used in response to the request of

the head of the regime to look into a given village, town or city and find out what they most need to prosper, so that the regime's funds can be used to provide such buildings or public works as may be necessary. This ability is mainly used when there are problems in a region, such as a low tax yield, frequent uprisings, public disorder and the like. The minister of public works can visit the area (in person or by proxy) and make a Search skill check; if he is not there in person, there is a –2 circumstance penalty to the Search check. (If his assistants visit the area instead of him, he still makes the roll, as he is telling them what to look for and where.) The DC of the check is 15.

Success means that the Games Master informs the minister of any sources of local dissatisfaction and what is required to remedy them. For example, the population of a village may be unruly out of sheer boredom and a desire for excitement, in which case a local games day or fair could be organised; or they could be depressed at the lack of available work, meaning that money could be invested in suitable industrial buildings. Up to four settlements may be investigated per month.

This ability costs 1,000 gp to use per settlement.

Minister of Agriculture

This official is in charge of the crop-growing, animal husbandry and fishing that take place within the kingdom. The vast majority of the actual farming is of course done by the common people, who get on with it without any kind of supervision from above, so the minister of agriculture does not often have to involve himself in the business of food-growing. Where he is active is in providing for the needs of farmers. It is the job of the Minister of Agriculture to collect information on pests, hazards to livestock, disruptive creatures like ankhegs and bullettes and similar impediments to successful farming and make sure that the kingdom's farmers are forewarned. He also makes sure that in provinces where there are druids active, they know which crops are most in need of an increase plants spell at seedtime. Lastly, the Minister of Agriculture is responsible for finding out who is growing what and what is happening to the produce. He passes on agricultural policy to the farmers; if it has been decided that a given crop (such as narcotic spice) is forbidden, it is his job to let the farmers know.

A Minister of Agriculture should have at least 8 ranks in Knowledge: Nature or Profession: Farmer and 8 ranks in Knowledge: Geography. It is an ideal office for a druid or pastoral cleric to hold.

Special Emergency Ability: Rationing

The Minister of Agriculture can attempt to lessen the effect of famines and starvation. His familiarity with the land means that he can anticipate which places are likely to be hit worst. By working with his team to draw up systems of collection and distribution, he can make sure that such food as is available is passed on to those that need it with optimum efficiency. He may make a Knowledge: Nature or Knowledge: Geography skill check with a DC of 15; success

means that money from the treasury may be invested in order to lessen the population loss incurred by starvation. See Chapter 16, The Seedtime and the Harvest, for rules on population loss due to insufficient food in any given month. The province's Roads rating is applied as a circumstance bonus or penalty to the relevant Knowledge check; if the roads are in disrepair, the minister's advice cannot reach the affected settlements in time.

This ability costs 1,000 gp to use for every 100 deaths prevented in a month of starvation, to a maximum of 400 deaths prevented.

Minister of Health

Not all regimes will have a Minister of Health. The very existence of the office implies that the regime is concerned about the health of its citizens. Many regimes are not. To them, the common people live the lives they were born to lead and their state of health is between them and their Gods. Other regimes, such as those in largely elven countries, do not bother with a Minister of Health simply because everyone is so long-lived anyway. Nonetheless, some regimes have an office that is dedicated to extending the natural life of each citizen where possible and its occupant is the Minister of Health.

His duty is to ensure that the standard of healing shrines, hospices and facilities for the sick is properly maintained. This duty places him into contact with a great many clerics and other healers; as the presence of a cleric with healing powers or a temple that provides healing services in a settlement is largely a matter of chance, he tries to negotiate with the various religious orders so that they will provide a resident healer. The usual arrangement is that the regime makes a donation to the religious order in exchange for a resident cleric taking up practice in the village, town or city desired. The Minister of Health is also expected to have the contacts necessary to deal with outbreaks of disease, contaminated water supplies and even such supernatural plagues as vampirism or lycanthropy.

The Minister of Health's responsibilities mean that he must either be a cleric or have several very close allies who are clerics. The office of Archbishop for the kingdom (if it has an official religion) is often combined with that of the Minister of Health, so that the same person is ultimately responsible for the physical and spiritual health of the subjects. At the very least, he should have 8 ranks in Heal.

Special Ability: Sustain Citizens

Every month, the Minister of Health may attempt to use his influence and the expertise of his staff to keep the population healthy. He does this by applying his wisdom as a healer, making sure that the various different settlements in the kingdom all have the right foods to eat and access to medicinal herbs. This results in an effective population increase, as more children survive into adulthood.

He must make a Heal skill check with a DC of 20; success adds a +1 circumstance bonus to the d4 multiplier used in the population growth checks for

all provinces in the kingdom. Success by more than 5 adds a +2 circumstance bonus to the d4 multiplier. See Chapter 16, The Seedtime and the Harvest, for information on population growth checks.

This ability may be used once per month. It can be used on provinces not governed by the regime, so long as the Minister of Health is allowed to study plenty of information concerning the population of the province and their staple diet. In this case, it may only be used in a single province, not a whole kingdom.

This ability costs 20,000 gp to use per province affected.

Special Ability: Public Health

The Minister of Health may investigate a settlement (in person or by proxy) and assess the likeliest sources of disease. Having done this, he may prescribe any action that needs to be taken to reduce the risk of disease in the settlement. This may include such measures as building water filtration tanks, allocating a cleric to the area who can cast cure disease when required, planting regime-sponsored crops of healing herbs or even arranging for fresh water to be piped to the area. The net effect of this attention is that all those who are resident in the settlement (including travellers) receive a +1 circumstance bonus to all saving throws made to resist the onset of disease from natural sources (i.e. not magically induced diseases). All Heal skill checks made to help a character through a disease are also made at a +1 circumstance bonus. The effect is permanent. It only applies if the character making the saving throw or the Heal check has ready access to the settlement's water and other resources; if he is locked up or otherwise isolated, it does not apply.

Settlements that have been treated with the public health special ability are less vulnerable to plague. They only lose one sixth of their population (rather than one third) if plague should chance to strike the settlement and they receive a +1 circumstance bonus to their check to resist contamination from plague in the first place. See Chapter 16 for more information on plagues and how they spread.

This ability costs 10,000 gp to use on a village, 40,000 gp to use on a town and 100,000 gp to use on a city.

Special Emergency Ability: Plague Precautions

When plague breaks out, it rapidly spreads from settlement to settlement. By use of this ability, the Minister of Health can issue instructions to the citizens as to how to keep the plague at bay. They will be taught how to make herbal sachets, masks to breathe through, elementary herbal infusions to make and so forth. If this is done, the settlement need not be sealed off altogether, though it is still the safest course of action to do so. For each province treated, he must make a Heal skill check with a DC of 15; success adds a +2 circumstance bonus to the settlement's check to resist contamination. Even failure adds a +1 circumstance bonus; it just means that the Minister's efforts have not been especially effective, but that the investment has not gone to waste. The province's Roads rating is applied as a circumstance bonus or penalty to the Heal check; if the roads are in disrepair, the minister's advice cannot reach the affected settlements in time.

This ability costs 1,000 gp to use on a village, 4,000 gp to use on a town and 10,000 gp to use on a city.

Head of Intelligence

When you are running a country, knowledge is a vital asset. A ruler has to be kept informed of what is going on in his kingdom, especially if he is so feared or revered that nobody will tell him the truth for fear of incurring his wrath. The Head of Intelligence sits in the centre of a web of agents who use all of their skills in disguise, intrigue and investigation to find out facts that others do not want the regime to know. By consulting with his Head of Intelligence, a ruler can expect to find out what the people really think of him, root out troublemakers who are plotting against the Crown and find out what the strengths and weaknesses of foreign empires are.

The Head of Intelligence should be used to a life in the shadows. Unless he himself knows the ways of intrigue and stealth, he will be ill prepared to command a group of spies and undercover agents. It is therefore best, assuming the regime takes the traditional route, if the Head of Intelligence has at least 8 levels as a rogue or an assassin. He should also have at least 8 ranks in Gather Information, Diplomacy, Bluff and Innuendo. Alternatively, the regime may be more inclined to magical methods of information-gathering, in which case the Head of Intelligence is more likely to be a wizard or sorcerer with expertise in Divination spells and a flair for scrying.

Special Ability: Glean Information

The Head of Intelligence thrives on information. He has a finger on every pulse and a contact in every settlement. When requested by the Head of the Regime, he may set his staff to work investigating any issue within the province, or in any other country where there are agents. The ability may not be used in a province where there are no agents present, or where the lines of communication are cut.

The Head of Intelligence may make a Gather Information check as per the usual rules for the use of that skill in order to find out the information desired. This must, of course, be information that the agents could realistically access. Suitable questions would be 'How well defended is the capital city of the nation next door?' or 'How do the residents of the village of Garm feel about the King?'

The time it takes to find out the information depends on how far the subject of the inquiry is from the office or other headquarters occupied by the Head of Intelligence. If the inquiry relates to the same city, the answer is returned in 1d4 hours. If it relates to the same province, the answer is returned in 1d4 days. If it relates to another province within the same kingdom, the answer is returned in 3d4 days and if it relates to an overseas province it is returned in 1d4 weeks. Naturally, this time delay implies that the agents are not giving exceptional priority to the research. The amount of time taken to get the answer back can be halved by doubling the cost of the ability's use; if the Head of Intelligence has some means of communicating with his agents over distance by magic, or has an assistant who has this ability, the default time to get an answer back is 1d4 hours.

Half the province's Roads rating (rounded down) is applied as a circumstance bonus or penalty to the Gather Information check, to represent the ease or difficulty with which agents communicate. Intelligence agents use messenger birds, magical spells and similar means to communicate, so they are not wholly dependent upon roads, but they do occasionally have to travel. If information is being received from a province in another kingdom, then the Roads rating of that province is applied.

Information of a secret nature, such as the planned activities of a cult or the military plans of a foreign government, may be gleaned by use of this ability if (and only if) the regime has succeeded in infiltrating the group in question. Owing to the need to maintain cover, it is more difficult for the infiltrating agent to acquire the information and get the response back to the Head of Intelligence and more time is taken in so doing. Gather Information checks to gather secret information are made at a DC of +2 and the time taken is rolled on a d6 instead of a d4. A counterspy operation (see below) may increase the DC of a glean attempt yet further.

A failure by more than 5 on the Gather Information check means that false or misleading information has been gleaned. A failure by more than 10 on the Gather Information check means that the inquirer has messed up badly. If he was an agent in an undercover position who had infiltrated an organization (see below) he has blown his cover. If he is in a hostile nation, this will almost certainly mean capture and interrogation.

This ability costs 400 gp to use per question when gathering ordinary information and 1,000 gp when attempting to gather secret information. Up to five questions may be researched at once; a new line of inquiry may not be started until an answer has been received or the inquiry cancelled.

Special Ability: Counterspy

The Head of Intelligence may set up a system of secondary agents whose special agenda is the dissemination of misinformation and the capture of enemy operatives. This is specifically to thwart attempts to infiltrate the regime. Every level of counter-espionage set in place by the Head of Intelligence adds +1 to the DC of an Infiltrate check, to a maximum of +5. In addition, if counterspy measures are in place, every time an enemy agent who has successfully infiltrated the regime is used in the attempting of a Gleaning check (or makes use of the Gather Information skill on his own behalf) the Head of Intelligence is allowed to oppose the check with his own Sense Motive skill. If the agent wins the opposed skill check, the information is gleaned as usual. If the Head of Intelligence wins, the information is not gleaned; if he wins by more than 5, the agent is discovered and no longer counts as having infiltrated the regime.

Counterspy measures cost 3,000 gp per level and must be maintained every month.

Special Ability: Infiltrate

This ability allows the Head of Intelligence to attempt to place an agent into a secret or well-defended environment, such as the power structure of a foreign regime, a powerful religious institution or a secret organization such as a rogues' guild. More than one agent may be placed, but the Games Master may rule that the organization's size prohibits more than a set number of agents from operating safely in the same institution. When an agent has successfully infiltrated the organization, the Head of Intelligence may use the Glean special ability to find out desired information.

To make an Infiltrate check, the Head of Intelligence must make a successful Bluff check at a DC of 20 and a Disguise check at a DC of 20. Although it is the agents rather than the Head of Intelligence who are doing the actual infiltrating, it is the Head of Intelligence's expertise and instructions that are drawn upon to achieve this and so it is appropriate that he makes the roll on their behalf. The agents do not need to be detailed individually, though this may be done if the player or the Games Master so wish it.

Circumstantial factors may influence the Infiltrate check. If the agent has been detailed and is especially competent, or is particularly qualified to carry out the job (such as a drow agent infiltrating a ring of drow assassins) the Games Master may allocate a suitable circumstance bonus to the check. If the organization is especially vigilant with regard to security (for example, by using magic as a means of checking whether people are telling the truth, or by frequent uses of know alignment spells) then the DC of the check should be raised accordingly. Counterspy measures (see above) always increase the DC of an Infiltrate check.

Once an agent has successfully infiltrated an organization, he or she is relatively safe, so long as no further action is taken. It is only when the agent attempts to gather information that they are placed at risk. If a Glean check involving an agent fails especially badly, the agent is exposed and the organization no longer counts as infiltrated. You cannot go on to make further Glean checks regarding the organization unless you have other agents still in place.

Placing an agent into a closed or secret organization with an Infiltrate check costs 6,000 gold pieces; the same sum must be paid every month thereafter to keep them operative. Agents may be decommissioned at any time.

The Head of Intelligence may only control a total number of infiltrated agents equal to half his total experience level, rounded down.

Chief Justice

The Chief Justice, an office found mostly in non-chaotic regimes, is responsible for the judicial branch of the government. It is his responsibility to maintain the laws of the regime and ensure that those who are appointed as judges are trustworthy.

The Chief Justice has a very different role from the Chief of Police. While it is the job of the Chief of Police to maintain law and order on the streets and arrest suspected criminals, the Chief Justice is responsible for saying who is a criminal and who is not. The city watchmen who arrest you are answerable to the Chief of Police, while the judge who tries your case is answerable to the Chief Justice.

Different cultures will of course have different concepts of the Chief Justice. In a profoundly religious society, the Chief Justice would instead have a title like Grand Inquisitor, while the Chief of Police in such society would be the Captain of the Knights Martial.

A regime may choose who it wishes to act as judges. In many regimes, a local magistrate does the judging if the crime involves mere civil disruption (such as the breach of a city's byelaws or a charge of being drunk and disorderly) while a judge based in the largest settlement in the area deals with criminal cases, those which involve such crimes as serious theft, treason, arson or the taking of life. Magistrates are selected from the nobility or from those members of society who are best regarded by the common people, having a reputation for honour and fairness. (In a corrupt society, it is easy to bribe your way into a position as magistrate.) Judges are usually appointed directly by the Chief Justice.

The Chief Justice, as the keeper of the laws of the regime, usually amends them at the behest of the head of the regime. The head decides what he wants to be made legal or illegal and the Chief Justice incorporates that into the law books. Other than that, his duties are few but he does have one extraordinary responsibility; he acts as the final court of appeal. If a case is difficult, or if there is a good deal of public interest (or some other reason to hear an appeal) the Chief Justice can personally intervene, abnegating any previous verdict, hearing the evidence from both sides and pronouncing his own absolute and final judgement on the case.

A Chief Justice should ideally be of lawful alignment and have at least 8 ranks in Knowledge (law). He will be called upon to debate persuasively and eloquently, so at least 8 ranks in Diplomacy would also be appropriate.

Special Ability: Influence Verdict/Sentence

The Chief Justice may take a personal interest in any trial taking place anywhere in the kingdom, so long as he knows about it. He may use his position, his knowledge of the law and the expertise of his staff to influence the verdict that the presiding judge will reach. In practice, he achieves this by a combination of providing instances of historical precedent, exerting pressure and convincing argument. The Chief Justice must make a Diplomacy check with a DC of 20; success means that the verdict given is the one which the Chief Justice would have wished. If the trial is particularly notorious and the Chief Justice is pressing for a verdict that is against the public's wishes, the DC of the Diplomacy check may be raised to 25 or even to 30 in the case of a nationally hated individual.

Alternatively, the Chief Justice may attempt to influence the sentence of an individual should they be found guilty. This is a much less controversial ability to use. By virtue of his position, he may at any time simply overrule the judge in question and decide for himself what the sentence should be; however, this will be perceived as blatant interference and may bring the regime into disfavour. By using the Influence Sentence ability, the Chief Justice may adjust the sentence while appearing to be fair, just and right. To use this ability, the same Diplomacy check is required as above. If the check fails, the sentence is still influenced but the opinions of the majority are not necessarily swayed.

The Games Master should note that this ability does not represent corruption, or an attempt to buck the system. It is not entirely fair, inasmuch as it represents a bending of justice to the service of political expedience, but it is a feature of many lawful systems. The Chief Justice's own alignment is of crucial importance here. If he were to use his influence to condemn an innocent man to death when the man would otherwise have been set free, then this is an evil act even if others

Admiral of the Fleet

An office that only exists in regimes that have a standing navy, the Admiral of the Fleet is to the regime's ships what the Captain of Armies is to its

military forces. The Admiral's job is to relay orders to the various shipboard captains and assign them their duties as part of an overall strategy worked out by the head of the regime. He keeps the records of what ships the regime has, where they are docked and what their current state of readiness is. He also has a role in intelligence; the ships under his command relay information back to the Head of Intelligence concerning the state of the coastal waters. If a strange or foreign craft is sighted where it has no right to be, or a sea monster surfaces close to the shore of the nation, the Head of Intelligence finds out about it via the Admiral.

Some regimes allow the Admiral of the Fleet to issue requisition notices to merchants, seizing their ships for use by the regime. This is done in times of war, when the regime needs every ship that it can get. The Admiral must have had experience of shipboard combat and should have at least 8 ranks in Profession (sailor) or a similar maritime occupation.

Special Ability: Marine Strategy

The Admiral of the Fleet can draw upon his experience at sea, the advice of his staff and his knowledge of ship-to-ship (or ship to shore) combat in order to deploy and manoeuvre ships with maximum efficiency. During any sea battle in which the Admiral is giving the orders, he may make a Wisdom ability check at DC 10 to gain a strategic overview of the situation. If he succeeds, all ship captains and shipboard troops under his overall command receive a +2 circumstance bonus to their Initiative checks for the first five rounds of combat. The sea battle must begin within two hours of the successful check and the attackers must not significantly alter their configuration or depart from the battle plan laid down by the Admiral. If any of these conditions is broken, or if the wind speed in the region of the sea battle alters by more than 10 mph, the bonus does not apply and the check may not be made again until the next day.

Information Minister

The role of the information minister is to pass on news from the regime to the general public. He may do this by relaying reports from the halls of government to the local governors for their distribution, or by using a network of town criers, bardic messengers or similar conveyors of news. See the sidebar on communications within the regime for more information.

The Information Minister is the official spokesperson for the regime. The public may expect an answer from him, but not necessarily from any other official. It is his job to make announcements on the regime's behalf, letting the people know of the decisions that have been made, the plans that have been laid and the state of relations with other regimes. For example, he would make sure that the population knew about an impending political marriage or the danger of invasion by a hostile power.

The Information Minister should ideally be a bard, as the job calls for a lot of public speaking and canny rhetoric. Bards are also used to passing information along from person to person.

Special Ability: Influence Belief

In many of the more corrupt regimes, the Information Minister is relied upon to keep the population believing what the regime wants them to believe. The Information Minister might play down the threat posed by a plague raging in the heart of one of the provinces, imply that the regime is wealthy when it is in fact flat broke, or suggest that an invading enemy is nowhere near the regime's capital when it is battering down the gates.

To use this ability, the Information Minister must make a successful Bluff check at a DC of 10 and also succeed at a Control check. If either the Bluff or the Control check fails, the regime loses 1d4 percentiles of Control immediately and the ability may not be used again that month. If both actions are successful, then the majority of the population believes what the

Information Minister tells them. Anyone who has believed the Information Minister's account may, if confronted by a persuasive argument or compelling evidence that the Information Minister is lying, make a Sense Motive check to see through the whitewash. The DC of this check is the result of the Information Minister's initial Bluff check.

The ability can also be used to influence goodwill levels. The Information Minister may use his Influence Belief ability to remove 1 point of negative goodwill per month from a given class of society. In this case, however, the DC of the Bluff check is 20 +1 per point of negative goodwill.

Special Ability: Rumourmonger

Less all-pervasive than the Influence Belief ability is the Information Minister's ability to introduce rumours into the general talk of the population. This works on a much more subtle basis, as the rumours enter common discussion as 'leaks' or 'unofficial information' passed on from the same sources that distribute official information. By use of this ability, the Information Minister can spread rumours that a given mine is haunted, that the ships of a given nation are carrying plague rats, or that a sleeping dragon is about to reawaken. The majority of the population does not necessarily believe rumours but those who do believe in them do so completely.

To instigate a rumour, the Information Minister must make a successful Diplomacy check at a DC of between 10 and 25, depending on how outrageous or implausible the rumour is. For example, the rumour that Lord Mumford is ill would have a DC of 10 if nobody had seen him lately, while the rumour that a passing sorcerer had turned Lord Mumford into a ferret would have a DC of 25.

Minister of Magic (Archmage)

In regimes where wizardry and sorcery are commonplace, it is usual to have a Minister of Magic who deals with those governmental matters relating to the use of magic. His prime responsibility is to propose legislation covering the use of arcane spells and the manufacture of magical items. The severity of the restriction will depend on the nature of the regime. For example, it might be illegal to cast fire spells within the limits of a village, city or town, owing to the danger to property. Similarly, the manufacture of wands of fireball could be made illegal, as they could be classed as dangerous weapons. An especially paranoid regime might make magical invisibility illegal, with a death penalty for those who are caught using it.

The other main responsibility of the minister of magic is to liase between the various magical orders in the kingdom and the government. Wizards and sorcerers are often aloof from society; their considerable personal power can often give them the idea that they are above the law. It is therefore necessary for the Minister of Magic to be able to assure the Head of the Regime that none of the kingdom's magical orders are acting against the national interest. Orders that do not submit regular reports on their activities or allow inspections by the ministry are likely to find themselves subjected to close investigation.

The Minister of Magic may recommend that a given phenomenon be investigated by the regime. It is his job to advise the regime on magical matters; his role in the Council is very much like that of the wizard or sorcerer in an adventuring party. He is therefore expected to provide explanations of strange or supernatural occurrences that are brought to the

attention of the Head of Intelligence or other member of the Council, or at the very least advice regarding them. The Minister of Magic should be a wizard or sorcerer; the higher his level the better. Those who work as his assistants are, for the most part, similarly qualified. All but a few secretaries will be arcane spellcasters too.

The Minister of Magic will often work closely with the Head of Intelligence. It is of tremendous advantage to both if the Minister of Magic is able to communicate with the intelligence agents via magical means or scry them to check on their status. To make scrying easier, the Minister of Magic will (where possible) meet and form a clear mental image of the agents. If this is not possible, they will provide hair clippings and such like personal items in order to lower the DC of the scrying.

Special Ability: Optimise Communications

The Minister of Magic may use his spells to relay messages between council members, their staff and their agents and representatives in other areas. This ability has two levels of use. The basic form requires that the Minister of Magic have access to the whispering wind spell. So long as the Minister of Magic spends three hours per day sending and receiving messages, any penalty to any governmental special ability skill check deriving from poorly maintained roads is ignored and a +1 circumstance bonus is added instead. This ability only applies to checks that relate to events within a radius of one mile per level of the Minister of Magic, centred on his office. It only applies to abilities used by members of the Council who are in the same place as the Minister of Magic and can communicate with him, or who have their own magical means of getting in touch with him.

The second level requires the Minister of Magic to have access to the sending or dream spells; it has the same effect as the first level but does not have a minimum range of operation.

Minister of Religion (High Priest, Archbishop)

With so many different faiths to choose from and so many different Gods conferring the power of divine magic upon their representatives, it is very useful for the regime to have a minister of religion. This official is always the high priest or priestess of the regime's national religion, if it has one; otherwise, he or she is ideally a cleric of high level and good standing.

The relationship between the church (or churches) and the state in a regime is always a close one. The head of the regime may be subject to the religious authority of his church, but the church is in turn subject to the political power of the regime. This can make for a strenuous and sometimes frustrating tug of war, as the reins of power pass from a secular to a religious source and back again.

In many cases, even when there is no official religion, the presence of a high-ranking cleric of a certain deity within the Council is sufficient to grant that religion extra status in the eyes of the people.

The prime duty of the Minister of Religion is much like that of the Minister of Magic, only with respect to religious affairs. He is expected to act as a consultant, to propose legislation concerning the use of divine magic and the level of acceptability of the various different deities and to liase between the different faiths and the regime. For example, if the priests and adherents of a given religion were being persecuted by the local peasantry (who considered them heretics) it would be the Minister of Religion's job to look into this and try to find a

solution. Similarly, if one religion appeared to be gaining a great many followers and was unbalancing the distribution of believers, this would be cause for concern and the Minister of Religion would be required to find out what was going on.

In a fundamentalist theocracy, where only one religion is allowed, the Minister of Religion is a redundant office. In such regimes, the Head of the Regime is usually the head of the Church as well. Some governments, such as most magocracies, are wholly secular and do not have a Minister of Religion, as they prefer to leave such issues to the people to resolve for themselves.

Special Ability: Public Ceremony

The status of the Minister of Religion allows him to perform religious ceremonies on behalf of the regime as a whole. This may include such rituals as public sacrifices to ensure a good harvest, civil occasions like the blessing of a new building or even the coronation of the head of the regime himself.

In most cases, this does not have a discernible in-game effect, as it is a social formality. However, if the Minister of Religion chooses, the event can be made into an enhanced bless spell. All creatures of the same alignment as the Minister of Religion that can see the proceedings (irrespective of distance) receive the benefits of a bless spell, with no limit on the numbers; he must actually cast bless for this to occur and can only perform such a function once per day. No check is necessary to achieve this.

The Minister of Religion may also petition for the blessing of the regime's official deity, if it has one, or for the blessing of a suitable deity if there is no official religion. He must make a Charisma ability score check with a DC of 20 to attract the deity's attention. At the Games Master's discretion, the amount of expensive incenses and suitable sacrifices could add a circumstance bonus to this check of +1 to +5. If the check is successful, the deity deigns to bless the kingdom in an appropriate manner. For the remainder of the month, the general citizenry receive a +1 sacred (or profane, if appropriate) bonus to skill checks or saving throws made when they are engaged in activity appropriate to the deity's sphere. For example, if a god of war were being propitiated, he could confer a +1 divine bonus to all Fortitude saving throws made by citizens of the regime that month.

Irrespective of the intention, the ceremony must be at least one hour in length and use up 1,000 gp worth of incenses, oils and fumigants. These ingredients are used up whether the prayers are answered or not.

Special Ability: Mass Belief

The Minister of Religion may draw upon the collective prayers of the various religions in the kingdom to cast divine spells to greater effect. To do this, he must arrange for the different faiths to be sent a notice requesting them to pray for a given end. For example, if the King were stricken with a magical disease, he could request that all churches in the kingdom (irrespective of affiliation) pray 'for the health of the King.' The prayers of the population would then augment his casting of cure disease.

For every thousand people that are praying for a successful outcome, the Minister of Religion's caster level for a given spell is increased by one, to a

maximum of four levels. The prayers must take place at the same time as the casting of the spell and they must be for an outcome that is specifically covered by a given spell; for example, the aforementioned prayers for the health of the King could not be used to increase the caster level of a flame strike, though prayers 'to smite the heathen' could be. If any people are aware of the intended outcome and are deliberately and specifically praying against it, these people count against the total contributing. Adverse prayers may never lower the Minister of Religion's effective caster level below his actual caster level. This ability may be used once per day and can only be used to augment one divine spell.

Naturally, not all the faiths within a given nation are necessarily going to want to participate in a communal effort towards a given end. For this reason, the Minister of Religion will sometimes call upon only the members of his own faith to contribute their prayers, as they can be relied upon to do so while other religions cannot.

Communications Within The Regime

Communications are very important when running a regime. The time taken for a message to reach its destination and for a reply to be issued can vary wildly from place to place. Factors such as the state of the roads, the speed of the messenger, the presence of hostile forces and the amount of magic in common use in the campaign can all make a difference. It is therefore necessary to make some suggestions as to the typical time taken for a message to reach its destination.

Typically, messages are written on parchment, with an official seal holding them closed. This seal is elaborate and hard to forge, so the recipient can be reasonably sure that the message does in fact come from the stated source. Other methods of ensuring the authenticity of the message, such as an arcane mark, are often used.

In most provinces, important messages are taken by a messenger service, which usually amounts to one man on a fast horse, carrying a bag full of scrolls. If this kind of message relaying system is in use, assume that a message can be sent 40 miles in a day. Every negative point of Roads rating in the province reduces this distance by 5 miles and every positive point increases it by 5 miles. If the message must cross the sea, then assume that one day is added to the delivery time for every 30 miles of ocean that must be crossed. If the Games Master wants to be brutally realistic, then a 5% loss chance may be included, representing the possibility that the message will be delivered to the wrong address or the messenger waylaid. This loss chance might be increased to as much as 25% in dangerous country.

Other regimes use carrier birds to take messages from person to person. This is a swift method, as obstacles on the ground do not hinder the bird. Assume that a message sent by this means can cover 60 miles in a day, with the same loss chance as before. The same bird cannot however be used to send a message back to the source, as it is only trained to find its way 'home', not to a delivery address.

Magical methods are the single most reliable way to send a message, as well as being the fastest. A network of wizards or sorcerers who convene at set times of the day (usually at dawn, noon, dusk and midnight) can use whispering wind spells to pass messages from one end of the country to the other. If such a network exists, it is almost always kept for the exclusive use of the regime and kept secret so that it cannot be sabotaged. A magical communications network can send a message and have a response delivered within the same day, anywhere within the kingdom where the network is established. Such networks are very costly to set up and maintain, costing 60,000 gp per month to cover an area 200 miles across.

The Art of Governing

A campaign in which one or more of the players is in a governing position is not run entirely like a normal game. Ordinary adventuring and pursuit of personal goals can continue as normal; there is no reason why small quests should not be undergone by a player who also has a kingdom to run, so long as there is somebody dependable left in charge and the quest does not take the ruler out of the country.

However, for the great majority of time, running the nation as the head of a regime (or one of the members) constitutes an adventure in itself. Important decisions have to be made, dignitaries have to be spoken to, advisors need to be consulted and a careful balancing act has to be performed in order to keep the various factions in the kingdom from becoming too disenchanted with the player's rule. In this chapter, we are assuming that the reader is intending to set himself or herself up as the head of a regime.

Governmental Systems

You already know *who* is going to run the country; that is going to be yourself and your allies. Following on from the last chapter, it is assumed that you have your power structure in place, with your Inner Circle and your Council duly appointed. The next issue to tackle is the kind of government that yours is going to be.

Of course, you do not always have a choice in this. Depending on how you came to power, you may be stuck with a given governmental system, at least at first. Changing the governmental system so that it suits you better is an age-old ploy. You can take the route that confers more power to you and less to anyone else; for example, you could manipulate events in a republic to the degree that the Senate was eventually disbanded and you were left as the sole dictator. Alternatively, you could start out as a despot and end up as a monarch, by converting to the majority religion of the country and making an alliance with the Church. Unfortunately, it is always hard to make a system more democratic, while it is chillingly easy to make it less so.

Before the Regime

In some cases, you will be taking over from an established regime; in others, you will be starting completely from scratch, bringing a colony to a previously unpopulated area. In either case, setting up your regime is not complicated. In the former instance, the system is already established. In the latter, you have no precedents, so you may create what you wish.

The difficult kind of province to take over is one in which there is an occupying population but no central government. Tribal leaders or warlords usually rule these provinces. In order to establish a governing regime, you must unite the current leaders behind you. Setting up a ruling government in a province without strong regional chieftains leads to a monarchy; setting one up in a province with strong regional chieftains leads to an Ard Ri system.

Despotism

Despotism is government by sheer force. Despots are often military commanders who have seized power after a coup. As a despot, you have power simply because people are intimidated by you. There is no question of your having any right to government; conquest is the only right that matters in despotism. Religious backing is unnecessary for a despot. Whatever the gods may wish is irrelevant; the despot wields power for his own ends, not necessarily for those of a deity.

Despotisms are usually found in nations where one individual has overturned the previous system of government by sheer strength, for example one noble backed by mercenaries and evil Outsiders casting down the monarch, or in provinces that have been invaded and are now occupied by a foreign force. Despotism is the most common system of government for humanoid monsters, who live by the law of brute strength.

Establishing a Despotism: All that one needs to set up as a despot is an army, a territory to take over and some allies to do other jobs. If there is no government currently in operation, then your route is much simpler. Announce yourself to the locals, if you are not already known and make it very clear that compliance will be rewarded but resistance will be crushed. If there is already an established government, then you will have to overthrow it. This overthrow must be as visible as possible, so the populace know who the new ruler is. It is best if the old governors are publicly executed; this helps to

keep resistance down and quashes rumours that the old guard might be returning.

You do not have to overthrow the old government by direct confrontation. You can always arrange for a mass assassination to take place, leaving you in sole charge of the regime; if you are exceptionally good at playing politics, you can even change a regime's nature steadily over time. The fairest of republics can be turned into a despotism over the years, if you know the right palms to grease and the right spells to cast. Just make sure that when the hour comes to take overt command, you do so firmly, decisively and with a great display of power.

The best position from which to establish your despotism is from within. If you are the Commander of Armies in an established regime, you have half of your work done for you; the military already obey you and it is likely that they respect you, too. All it takes is for enough evidence to be amassed to discredit the ruling body, such as evidence of scandal and corruption, and you can stage your coup 'for the good of the nation'. The people will be grateful to you for bringing an end to a decadent regime – at first.

A freshly founded despotism begins with a default Control rating of 95% and a default Corruption rating of 5%. The initially low Corruption rating is due to the feeling amongst the members of the regime that they must not attempt to buck the system. The lower classes have a goodwill rating of –1 and the upper classes have +1.

System: The despot gives the orders and they are obeyed. Disobedience is punished.

Chain of Command: In a despotism, the chain of command is a military one. The head of the regime is also the commander of the military forces. Orders are relayed from the head, through the generals and commanders, down to local governors who are also military personnel. Settlements are overseen by a local military governor, though the day to day administration of the place may be entrusted to a civilian. It is the local governor's job to impose law and order on the settlements in the name of the head of the regime, by any means necessary.

Pros and Cons: The advantage of a despotism is that there is nobody who can tell you not to do something. If you want to give an order, you can give it and never mind the consequences. Unlike a monarchy, in which the power of the monarch is sanctioned by religion, or an Ard Ri system in which the High King is supported by the land's chieftains, there is nobody to whom you are answerable. The great disadvantage of a despotism is that your power needs to be shored up constantly and people with grudges will always be plotting against you. Government by force is guaranteed to create rebels. It is a given that they will exist, so you will have to busy yourself constantly finding and eliminating them. You will never be quite sure who is on your side and who is not, because people will be in the habit of telling you whatever they think you want to hear. Many despots, for all their power, become extremely paranoid and some are not altogether sane.

Council: As a despot, your council members are mere functionaries. You give them instructions and they obey them, if they know what is good for them. Their only function is to concern themselves with work that you are too busy to do yourself. The council attending a despot is usually so afraid to give bad news that if the nation's affairs are going badly, they will alter reports and forge documents to make the situation look better than it is.

Player Involvement: A player who sets himself up as the conquering lord of a country will find

despotism to be an ideal system of government. It is particularly suited to the kind of character, usually a fighter, who has risen in experience levels by hacking and slashing his way through the landscape. Ruling as a despot offers a new level of challenge after one tires of massacres and monster-bashing. Having slaughtered commoners, destroyed fortifications and smashed his way into the throne room to decapitate the king, staying on as the head of a despotism is an obvious progression.

There are other ways to rise to the status of despot. An especially powerful mage, such as a sovereign mage (see *Encyclopaedia Arcane: Sovereign Magic* from Mongoose Publishing) can come to wield so much power that he takes over as despot. It is an idea familiar in fantasy for the court wizard or grand vizier, previously in service to a goodly monarch, to do away with him and take over in his stead.

Monarchy

This is one of the simplest systems to run. The head of the regime is the King or Queen. He or she is the owner of the kingdom, having right and title to the land. In a monarchy, the right to govern is almost always conferred by linear succession down the family line. The only way to become a monarch is to be the child of one who was a monarch before you, or marry into the family.

Religion is an essential part of monarchy. All monarchies are operated with the consent of a particular deity or pantheon of deities. (A monarchy that loses this religious backing becomes a despotism by default.) This elevates that deity's worship to the status of an official religion for the kingdom, though other religions are usually tolerated. In monarchies of this kind, the king is always of the religion appropriate to the deity; he and his Minister of Religion are closely allied.

Establishing a Monarchy: Monarchies are usually taken over, rather than being established from scratch. The hereditary chain of kingship runs so far back into the distant past that nobody can easily remember (with the exception, perhaps, of some learned heralds) how the monarchy began. If you wish to start up a new royal line, then you must combine your personal power with the sanction of the church. This will involve coming to a mutually beneficial arrangement. The church cannot produce a King, though it can crown one; no matter how much power you have, you cannot become a King in a monarchical system without the assistance of the church.

Monarchies are typically established as continuations of despotisms. The despot has the power already; the crown he receives sets the seal of divine approval upon his reign. Despotisms that turn into monarchies are usually more pleasant places to live thereafter, as the power of the King is held in check by the strictures of the church. This is not always the case, however, as there are monarchies that hold to evil religions as well as those which are good.

You do not have to have a despotism first in order to have a monarchy. If enough of the people support you and the church to which you belong gives its blessing, then you can simply declare yourself monarch and proceed from there. So long as the people are of the same faith as you, they are not likely to contest the coronation; their God has evidently blessed the appointment, so they will accept it.

A freshly founded monarchy begins with a default Control rating of 90% and a default Corruption rating of 10%. The upper classes have +1 starting goodwill towards your regime.

System: The monarch gives the orders but may not go against what the church rules to be right and proper.

Chain of Command: In a monarchy, those who govern are those who are born to it. So, the monarch himself holds a hereditary office and so do those who act on his orders locally. These are the landed nobles, each one of whom governs a given area in the monarch's name. The local nobles collect the taxes, enforce the laws and make any necessary judgements.

Sometimes, nobility will be conferred upon one who was not of noble birth. The most common way to do this is by knighthood, in which the monarch elevates the person's status by way of a ceremony and makes them a direct envoy of the throne. Knights as well as nobles may be given areas to rule; they also act as the monarch's agents, being sent on missions for the crown.

Pros and Cons: The main advantage of a monarchy is that it is uncomplicated and direct. You give the orders and other people carry them out. You can choose how much independence of action your various council members are allowed to have. The buck stops with you; you are ultimately responsible for every single action your regime takes. Your people know your religion and usually share it, so they know they can expect you to act in a given way.

The only person to whom you are answerable is your deity, usually through the ministrations of your Minister of Religion or High Priest. As monarch, you are bound by the same religious codes as anyone else of your faith. You cannot change them to suit yourself. In a monarchy, the Church does not often tell the monarch what to do, though it does set limits on what the monarch *may* do. For example, the ministers of the religion to which the monarch belongs may advise him that he cannot marry a person who is not of the same religion, that a war he is proposing against another nation is unjust because that nation follows the same faith, or that the holy site of the religion is under threat and must be protected.

The disadvantage of a monarchy is that there is no check on your power other than that provided by your religious affiliation. The people have no formally authorised way to depose you if you prove to be a poor ruler. This may not seem like much of a problem to you as the ruler; after all, you do not want to be removed from office! However, bear in mind that people who have a say in the governing of the nation are often more content than people who must put up and shut up irrespective of how the country is run. Monarchies that are popular are exceptionally strong, but monarchies that are unpopular are despised. As neither the common people nor the nobility have any way to remove you from power peacefully, they will have to do so forcefully if at all. The only way you can be removed from power is by being killed.

Council: As a monarch, your council members are advisors as well as assistants. Their job is to provide you with the best information and the wisest guidance possible, so that you can make your decisions from a properly informed perspective. You do not have to act on their advice but you are obliged to let them have their say. The art of surviving as a monarch is in knowing when to trust your own judgement and when to act as your council members suggest you should.

Player Involvement: The easiest way for a player character to become a monarch is by recourse to the age-old tradition of the fairy tale. When the currently reigning monarch is aged and infirm and has no heirs, it is customary to guarantee the standard of future kingship by setting tests in which anyone in the kingdom can participate. This may involve performing a heroic deed, answering a riddle or otherwise proving your worth. By this means, a complete outsider can inherit the title of monarch and all the power that goes with it.

Ard Ri (High King)

Ard Ri is a Celtic term, used to designate a monarch who has authority over other rulers in the nation. When a nation includes several different provinces all under the dominion of different lords, or a province has multiple clan chieftains or warlords in it who each control their own part of the land, they may agree to appoint an Ard Ri. This is a different system from a monarchy in two important respects. Firstly, the Ard Ri is chosen by the various chieftains, meeting together in council. He is almost always a person who is a chieftain or warlord in his own right.

The Ard Ri is thus 'first among equals'. He may be removed from office if the people who placed him there decide to do so. In some cultures, an Ard Ri has a set time in office that cannot be extended. The kinds of cultures that produce an Ard Ri system are passionate about their own independence and sovereignty. They do not wish to leave on person in power for more than a set amount of time, even if that person is doing a good job; the risks of corruption and tyranny are just too great. Secondly,

the various local rulers retain much more of their own independence than they would under a monarchy. In a monarchy, the King or Queen grants local potentates the authority to rule their areas, whereas in an Ard Ri system, the local chieftains already have that authority in their own right.

Establishing an Ard Ri: If there is not already an Ard Ri system in place, the only way to establish one (short of fulfilling prophecy, for which see below) is to call the leaders of the various clans together and propose that an Ard Ri be elected. This is usually a very difficult, if not suicidal, task. It is safe to assume that if the clans had wanted to unite, they would have done so by now. You will find that the initial difficulty lies in getting the various clan chiefs to sit around the same table in the first place without attempting to bury axes in each other's heads, let alone come to an agreement on who the Ard Ri should be.

If there are several generations of warfare behind the situation, you may find there are those who wish to have an Ard Ri for the sake of peace; this, however, must be balanced against the wishes of those who will not gladly join under common rule with those they consider to be blood enemies. You will have to be extremely diplomatic when proposing an Ard Ri, especially if people think that you are proposing yourself for that role.

The easiest way to compel the various local chieftains and warlords to agree that there should be an Ard Ri at all is to highlight the threat of a common enemy. The argument to make is that clans united can assist each other to make a common stand, while clans divided will undoubtedly fall, one after the other.

A freshly founded Ard Ri system begins with a default Control rating of 95% and a default Corruption rating of 0%. The upper classes have a goodwill rating of –1, as they lose a measure of their independence and the lower classes a goodwill rating of +1 as the Ard Ri system places a temporary stop on many feuds.

System: The Ard Ri gives the orders in times of war. In times of peace, the assembly of clan chieftains forms policy by discussion and debate; though the Ard Ri may still overrule them, he does this at risk of being deposed.

Chain of Command: The Ard Ri gives orders to the various different clan chieftains, who in turn instruct their own kinsmen and sub-commanders to carry them out. For a clan chieftain to disobey an order of the Ard Ri would be tantamount to treason, irrespective of the chieftain's authority.

Pros and Cons: The advantage to an Ard Ri system is that the High King governs with the consent of the other rulers of the land, who in turn can represent their people's interests. As he is chosen rather than born to the role, there is a failsafe in place. A bad Ard Ri can be deposed and replaced with a new one. The main disadvantage, which often brings about the downfall of this kind of system, is that leaving the government of the various regions in the hands of the local chieftains allows them to retain a lot of power and the most common use they find for this power is to make war on one another. The great majority of the Ard Ri's work is spent in resolving disputes between the various local chieftains and warlords. If a local chieftain is angry enough or feels that he has had his authority overruled, he may withdraw from the Ard Ri system and go back to being ruler of his own regime. The temptation to do this is often very strong and it takes careful negotiation to prevent civil war from breaking out.

Council: The council of the Ard Ri is often composed of tribal elders and other wise men and women from the various different clans united under

his rule. As with a monarchy, their role is as much to advise as to carry out their own tasks.

Player Involvement: Sometimes, an Ard Ri will arise from out of nowhere, rather than being one of the established chieftains, simply by being in the right place at the right time. In this way, lands that have no central regime can be made into powerful, co-ordinated nations. It is not unheard of, in lands that have known civil war and strive between feuding landholders for many years, for prophesies to be made of a High King who will unite the land under his rule. Sometimes, this hope of a High King to come is bolstered by belief in a High King of times past, when the nation knew unity and had not yet fallen into civil war.

This kind of governing role is especially suitable for a player character, as they do not have to have any background in the land's politics at all. If they manage to fulfil the appropriate prophecies or satisfy the relevant authorities, they can become High King practically overnight; though there still remains the job of uniting the land, a daunting task for any who would attempt it.

Republic

In a republic, a collective, usually called the Senate, rules the nation. The philosophy behind the republic is that the best minds available should run the country together, as this can only lead to the greater good of all. The members of the Senate, called senators, are appointed from different social strata. Some rare republics allow commoners to be on the Senate, others restrict Senate membership to the nobility or the wealthy. Senators are elected locally by those entitled to vote. There will usually be a choice of candidates, each one representing a particular alignment or political stance. Usually, each region within a given province provides two Senators; the typical size of a Senate is fifty people.

In some republics, it is the Senate that appoints and authorises the head of the regime, who in this case is more of a figurehead than a king. He governs only by their say-so and may be removed if they feel he is performing badly. The role of the head of the regime in such a republic is largely a military one. He is responsible for protecting the nation and co-ordinating its military endeavours, which will usually involve the expansion of the nation's frontiers and conquest or absorption of weaker nations.

In other republics, the Senate governs by the will of a hereditary monarch, who is the head of the regime.

In this case, the monarch has delegated the majority of his ruling powers to the Senate for the greater good of the people. As in the first kind of republic, the head of the regime must still allow the Senate to have the deciding vote on all matters other than those during a time of war or a national emergency. He cannot overrule the Senate without disbanding them altogether, in which case the regime is by definition no longer a republic but a monarchy or a despotism.

In stark contrast to monarchies, republics very rarely have a formal relationship with the various religions of the nation. The head of the regime may still be a monarch and thus the one appointed by the gods to rule the nation, but if he chooses to devolve his power to the Senate, he may do so. Republics, as a rule, believe in the separation of church and state. Some are even completely atheist. The Minister of Religion in a republic is only a functionary who advises the government on matters of religion; he has no High Priest function, nor is he the minister of any one official religion.

Establishing a Republic: The most common circumstances in which a republic is founded is the transfer of power from a despot or monarch to the Senate. This may be done because the most recent occupant of the throne wishes to give more of his power across to a more democratic body voluntarily, or alternatively because the various other factions are demanding it. Republics frequently arise as the result of a revolution, during which the old ruling elites are cast down and a new, ostensibly more just system set up in the aftermath. The common line of thought is to see the centralization of power in a monarchy or despotism as the cause of all the woes

that the previous regime brought; sharing the power out among the various senators is thus believed to be the best way forward.

It is possible to form a republic from a standing start, though this almost never happens. To have a Senate, you need the kind of established system that produces people of learning, accomplishment and wisdom, which does not happen without *some* kind of government. Republics are thus more likely to be a second stage of government rather than the first one a nation knows.

Establishing a Republic increases the regime's current Control rating by 20%, to a maximum of 90%. It increases the goodwill of the lower classes by +1.

System: The head of the regime is obliged to consult the Senate before he makes any command decision, except in times of war or national emergency, in which case he may act with autonomy.

Chain of Command: The local governors in a republic are usually called proconsuls. They may be nobles, merchants or wealthy landowners. They keep the peace in their part of the nation and are answerable to the Senate. The Senate appoints them to their position; there is usually a great deal of competition to gain the office of proconsul for a given area, as the position brings privilege, power and rank.

Pros and Cons: The advantage of a republic is its high standard of civilisation. Republics place great emphasis on wisdom, experience and thinking things through rather than taking rash ill-considered action. The citizens in a republic often have a greater degree of enfranchisement than in other systems. Even if somebody is choosing the rulers on their behalf, the rulers are at least being chosen. Ideally, the citizens chosen to make up the Senate are the ones of greatest merit, so (in theory at least) the people most qualified to govern are the ones who run the country.

The disadvantages of a republic are multiple. The worst is that it is very easy for decisive action to become bogged down in endless debate. Sometimes, what is needed is a firm decision, but it is hard to get one of those out of a Senate. The Senate system itself is also liable to corruption. Unless careful watch is kept on the voting and selection process, strings can be pulled behind the scenes. It only takes a wealthy person to buy enough votes to end up on the Senate for the system to have become corrupted.

It is also often found that those who can give the best performances in the Senate are those who gain the most support for their point of view. Skill in rhetoric is more useful than wisdom.

Republics can become corrupt or immoral. Though they are essentially lawful, it is possible for them to become technically lawful evil. This is what will happen if the Senate consistently places the interests of an elite above those of the common people, or allows corruption to run unchecked. Evil republics are potent principalities of darkness, combining an utter disregard for individual freedom with a systematic, considered approach to government. An evil republic can work far more harm than an evil despotism, because the despotism is run by the will of one person and as such can only expand so far, while an evil republic is institutionalised evil; it is coldly, mercilessly efficient. Evil republics are seen at their worst at times of war, when they will use the most inhumane tactics in order to terrorize their opponents into surrendering for their own good. The most commonly heard phrase at the earliest stages of a republic's descent into evil is 'The end justifies the means.'

The most common fate for a corrupted republic is that money becomes the deciding factor in who has a say and who does not. The Senate becomes closed to all but the wealthiest citizens and the regime becomes effectively a plutocracy, for which see below. If the republic is corrupted and does not become a plutocracy, it is likely to be overtaken by a single individual. The most common way for this to happen is for the head of the regime, or a similar powerful individual such as the Commander of Armies, to trick the Senate into granting him 'emergency powers' to stave off this or that threat to the republic. These emergency powers are then pushed to the limit and used to gain what amounts to individual control over the republic's affairs. The Senate is pruned of troublemakers, who meet with 'unfortunate accidents' or are bought off. Eventually, the Senate becomes either a puppet show of yes-men with no real power, or is swept away altogether, leaving the new potentate as head of a despotism or monarchy.

Council: In a republic, the council are administrative staff attached to the office of the head of the regime. Even if the head of the regime should be changed, the council members will usually stay on. The Senate elects them to their positions.

Player Involvement: There are many ways in which a player can become part of the governing

structure of a republic, which makes this one of the most interesting governments to run. The player can become head of the regime by being elected to that position by the Senate, if it is that kind of republic. To achieve this, he must have done sterling work in the service of the nation and drawn attention to himself by worthy deeds, or have paid the appropriate bribes into the appropriate pockets, depending on whether the republic is corrupt or not. A player could also be born into the royal line and thus find himself as the hereditary ruler in a similar way to that found in a monarchy, with the Senate balancing out his kingly authority. Finally, a player who is already in power as a despot or monarch could always choose to limit his own power voluntarily, by setting up a Senate and making the regime a republic instead. Such actions are not without historical precedent and are seen by many historians as the most civilising gesture the head of a regime can make.

Theocracy

In a theocracy, the head of the church is also the head of the state. Religious law is the same thing as civil law. The whole nation is governed according to the dictates of one faith; the head of this faith is also the head of the regime. Theocracies are not tolerant of other religions, unless tolerance is expressly built into the tenets of the faith. The head of the regime in a theocracy is also the Minister of Religion. In a theocracy, the head of the regime always has a religious title, such as 'Most Holy', 'Supreme Pontiff' or 'Earthly Messenger'.

Theocracies are essentially regimes governed by a given deity, through that deity's representative on earth. The head of the regime is considered to be the deity's mouthpiece; to disobey his command is to disobey the deity itself. In many theocracies in a high fantasy game world, the head of the regime is a blood descendant of the deity, who came to earth in mortal form and gave birth to semi-divine children. The office of head of the regime in these cases is thus hereditary; only those with divine blood may rule.

Other theocracies come even closer to the other planes. The head of the regime is (in belief or in fact) the earthly avatar of the deity. They are a God incarnate on earth and must be obeyed as such. Some theocracies only come fully into being when a 'divine child' is found, who is the new earthly avatar of the God and who takes control of the regime; in the interim time, while the avatar is searched for, the high priest or priestess of the religion heads the regime.

More mundane theocracies elect the head of their regime from among the priesthood. Upon the death, indisposition or abdication of the head of the regime, the highest-ranking clerics in the nation come together and choose who the new head is to be.

Evil theocracies function similarly to despotisms. The religion in this case is not a social regulator, ensuring a measure of justice to all, but a means of deciding who is strong enough to have power and who is not. Often in an evil theocracy, the religion rewards those who die in its name with a reward in the afterlife, especially if they have caused a good deal of carnage on the way.

Establishing a Theocracy: There are two principal ways in which a theocracy can be established. The first is the confrontational method. You may set up your regime forcibly, exactly as a despot would, with the difference that you are the head of the church; instead of threatening the locals with the penalties for non-compliance with your laws, you can forcibly convert them, with similar penalties for apostasy or refusal to adopt the new religion. This approach does not work unless you already have an army of devoted followers, willing to die in the name of the faith. Some theocracies arise less violently; you could simply be the head of a religious cult, originally a small faction, which gained power and momentum until it was effectively a regime in itself. Such theocracies expand like amoebas, absorbing one settlement after another as the leaders are won over and converted.

The other method is the religious revolution. If you already have some degree of power within the system (such as the office of Minister of Religion, or the status of High Priest of the nation's official religion) and enough followers, you may set the church in direct opposition to the state in the hope of winning the throne for the church. To do this, you loudly decry the current regime as 'godless' and declare that it is time for the True and the Faithful to seize the reins of power, so that the regime can be pulled back from the brink of damnation. So long as the current regime is sufficiently despised by the common people, who must share the same faith as you in order for this to work, you should be able to have the former regime thrown down and set up your own.

This approach is much more efficient if the population have recently experienced considerable hardship, such as famine or plague. This can be interpreted as a sign of divine wrath, which can only be have been caused by the weakness, corruption

and godless ways of those in power. If the general population already looks on the ruling classes as decadent parasites, they will be ready to believe such stuff and will flock to your banners.

Establishing a Theocracy increases the regime's Control rating by 40% to a maximum of 100 and lowers its Corruption rating by 20%, to a minimum of zero corruption. It increases goodwill by +1 among the upper and lower classes, who are the most influenced by religion, but decreases it by –1 among the middle classes.

System: The head of the regime makes all the decisions. He must, however, abide completely by the tenets of the religion to which he belongs. He is also expected to make direct contact with the deity and ask its guidance before making any important decision.

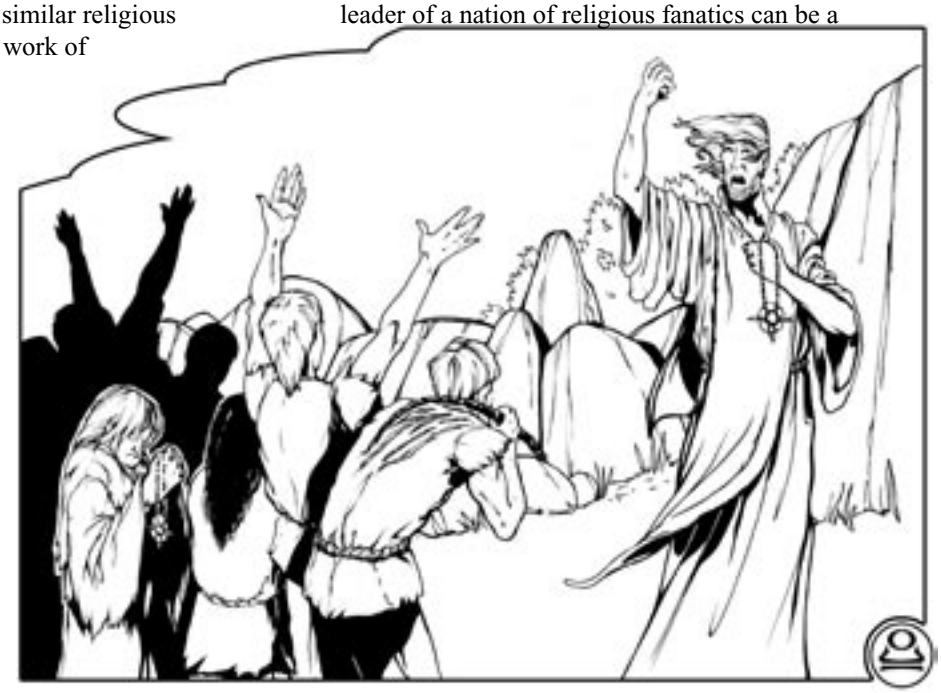
Chain of Command: All members of the chain of command are practitioners of the religion. The official local governors are the highest-ranking priests and priestesses of the faith (often called 'archbishops', 'bishops' or 'pontiffs') who keep law and order from their churches and cathedrals; they receive their instructions from the head of the theocracy. However, as these clerics have so much work to do performing the rites and rituals of their religion and tending to the people's spiritual needs, civil officials (such as mayors or burgomasters) are sometimes appointed to do the work of running the settlements. Such people must of course have a sound record of belief in the religion. A military force of Knights Martial (or similar religious warriors) assists them in the work of maintaining the peace.

Pros and Cons: The great power of a theocracy is that all of its citizens, both rich and poor, are united in one faith. Everybody's place in society is laid down by the religion. People may not like their lot in life, but they at least have an explanation for it and in many religions of good and neutral alignment there is an obligation upon the rich to provide for the poor. Theocracies also tend to be healthy and prosperous, as the number of clerics per head of population is very high, so there are plenty of healing and curative divine spells available. Theocracies also tend to produce very dedicated fighters, with more of the population being available for military service than in other governmental systems. This is due to the inspirational influence of the religion; if the citizens are promised rewards after death and are certain that their cause is right, they are more likely to fight fearlessly in life.

The disadvantages of a theocracy lie in its tendency to see the world in black and white. To a theocracy, you are either part of the solution, or part of the problem. Their attitude is isolationist. Their strict following of religious code inhibits the actions theocracies may take. A theocratic regime will not engage in trade with other regimes unless it considers them to be 'clean'. It will not willingly ally itself to another nation unless that nation follows the same faith, or unless a precedent can be found in holy teachings. If the head of a theocratic regime violates these principles, there will certainly be a sign of divine wrath (such as a plague, or a lightning bolt from above) and he will be either struck down by the deity in person or removed from office by his archbishops.

Council: In a theocracy, all members of the Council are clerics or paladins (or druids, if the theocracy is a druidic one). They follow the dictates of the head of the regime without question, so long as he is seen to consult the deity before making important decisions.

Player Involvement: Making yourself into the leader of a nation of religious fanatics can be a



challenging job, one which we do not recommend to the novice. Although it might seem difficult for a player who is not a high-level cleric to become the head of a theocracy, it is in fact far from impossible. The head of a theocracy only needs to be the chosen one of the deity; he does not, strictly speaking, even need to be a cleric. Therefore, if a player is deemed to be the chosen of a given deity, he has a chance of ascending to the throne of the theocracy. All he has to do is demonstrate his divine patronage (perhaps by calling upon the deity to show its favour with a couple of miracles) and the office is as good as his.

It is also possible that a synod of archbishops, meeting to elect a new head of the regime after the death of the last one, could (perhaps at the prompting of the deity) choose a player as the new head. This can be an exceptional roleplaying experience, as it is quite a shock for the party cleric to find himself suddenly in the position of Pope. This is not as strange as it may sound. Sometimes, what a theocracy needs is a complete newcomer in power, someone who is known to be simple and honest and most importantly unused to government, therefore uncorrupted by it. The Games Master has complete license to decide what the Gods may have in store for the players.

A theocracy can be a hard system to play as it places more events in the hands of the Games Master than any other system of government. The Gods are capricious, never more so than when they make plans for a person's fate, so it can be easy for a player to feel powerless in such an instance; it takes careful balancing to give a player freedom of choice in his new office while making it clear that he is there by divine assent.

Magocracy

In a magocracy, casters of arcane spells are the ruling elite. The head of the regime is always a wizard (or occasionally a sorcerer) who is his own Minister of Magic and local governing power is in the hands of mages. Magocracies differ from other regimes in that they restrict executive power and the ability to wield it to a certain class of person. Irrespective of how good a governor a druid or ranger might be in essence, they will never be allowed to hold a position of command authority.

There is thus always a social ethos in place that states the superiority of mages, to which the rulers and the ruled both assent. Magocracies cannot exist in the long term unless the vast majority of the populace believes that they are a natural and right system of government. There has to be a long-established acceptance of mage rule for a magocracy to exist. This means that magocracies are commonest among races that are especially long-lived, such as elves. They are especially compatible with social systems that accord great honour to the learned.

Although magocracies can be established and held by force, the non-magical classes still have the majority of the muscle and it is almost inevitable that forcibly established magocracies will be overthrown in time. Wizards and sorcerers are simply too dependent upon the support of the physically strong for them to act as a dominant class without the consent of the dominated.

Sometimes, mages (usually sorcerors, in this instance) enlist the assistance of the strong, such as an army of mercenaries, in order to establish dominion over an area. The mage or mages gains the benefit of a physically capable fighting force, while the fighters gain the benefit of intelligent leadership and magical assistance. So long as the arrangement lasts, such regimes can be extremely effective; they are the stock fantasy arrangement in which a spellcasting tyrant holds the throne, assisted by a burly commander. They are, however, not true magocracies, inasmuch as only one mage or a coalition of mages is in the governing position. They come under the heading of despotism (see above). Magocracies practice government by mages *on principle*, not because a given mage happens to have come to power.

Setting up a Magocracy: It is extremely difficult to establish a magocracy from a standing start. It does not come naturally to people to let the mages lead; though many rulers have a mage on hand to give advice, the actual commanding is much more commonly the business of the fighting classes. Mages tend to stop and think instead of acting and are usually weak in combat. This makes them ideal for the sedentary kind of government, which is based around speech and debate, but rules them out of earlier, more military styles of government completely. Society must have progressed at least to the level of a despotism, monarchy or republic before a magocracy can be established.

Magocracies usually take over from despotisms or monarchies following a historical period of lengthy war or oppression. The people become sick of the kind of rule that is represented by strength, armour and weapons. The call goes up for men and women of intelligence, rather than brute strength, to rule

the land instead. In the revolution that follows, the commoners and soldiers bring the regime to its end, but they call upon the mages to rule once the revolution has served its purpose. The mages are pushed to the fore, out of respect for their learning and their magical powers. Often unwilling at first, they find they are well adapted to the job of governing, so long as they do so in concert. A group of mages working together is a much more powerful force than a single one.

When they do not arise following a revolution against the traditional kinds of leadership, magocracies usually come about in a similar way to plutocracies; they are a variant on the standard republic. It is often found that those who are most fit to serve on the Senate of a regular republic are also mages, so it is only a matter of time before this tendency becomes established as a law and nobody is allowed to serve as a Senator unless he is also a wizard or a sorcerer. This method is not quite so popular with the common people as that in which the mages are asked to govern, but mages are usually held in such awe that their ascension to overall power is not actively opposed.

The establishment of a magocracy increases the regime's Control rating by 30% and lowers its Corruption rating by 20%. There is no effect upon goodwill.

System: In practice, a magocracy functions as a republic. Instead of a Senate, there is a 'Collegium Arcane' or similar body, overseen by an Archmage, the head of the regime. The Collegium Arcane sometimes elects the Archmage by a simple vote, though he is more usually admitted to the position following rigorous testing of multiple eligible applicants. This testing customarily involves solving puzzles and moral conundrums as well as displaying ability in magic. The Archmage need not be of especially high level in order to pass these tests.

Chain of Command: Mages automatically outrank other members of society. Within the magocracy, there is a complex system of rankings and offices; orders are passed from the Collegium Arcane to the local governors and thence to the common people. Some non-magical classes who are of singular value to the regime have special authority. For example, the armed forces are answerable to the Wizards' Council, but may outrank individual mages.

Pros and Cons: The high saturation of magic means that magocracies can be exotic, stimulating societies in which to live. Spells are cast in open view, strange creatures are led about through the streets on leashes, illusions and wonders abound and buildings are often lit by psychedelic magical flames or powered by silent laborious golems. The life expectancy of the citizens is much higher than average, as the prevalent magic helps to prevent accidents and keep fights to a minimum.

When there is a firm relationship of trust between the ruling magical elite and the armed forces, they are the most secure society imaginable. Mages and fighters work together to defend the boundaries of the kingdom and magical surveillance ensures that there is advance warning of any major threat. The high average level of intelligence among the ruling elite ensures that the regime is run thoughtfully and with full attention to detail. Magocracies are stable, enlightened societies that attract the learned and the capable, meaning that the regime has access to levels of craftsmanship and professional competence unknown in other countries.

The major disadvantage of a magocracy is the rigidity of its social system. You are expected to accept your lot and not to question the rule of your betters. To some, this is a blessing, as they prefer life to be predictable, but to those of an adventurous spirit it can be stifling. A society in which there are clear 'superiors' and 'inferiors' and in which nobody seems to have any ambition beyond keeping the place allotted to them can drive a person crazy.

Ironically, since wizards (taken individually) prize new learning, magocracies are not fond of

accommodating new ideas. They are no more progressive than the most fundamentalist of theocracies. They have a reputation for being stuffy and set in their ways, believing themselves superior to other forms of government who they see as backward, since they do not recognise the simple common sense of putting mages in charge. Magocracies often make very poor political allies, as they are not inclined to budge from their position of aloof neutrality. Their attitude is very much the 'I'm all right, Jack' school of thought. Persuading a magocracy to acknowledge a common threat to several different nations is a Herculean task for an emissary. It is often said that magocracies would not bestir themselves to take positive action until the barbarian hordes were knocking on the doors of their ivory towers. When the magocracy is also an elven nation, the stubborn entrenchment and political aloofness are much, much worse.

Council: It is customary in a magocracy for the members of the Council to be multiclassed mages, rather than specialists with nothing but wizard or sorcerer levels, to ensure representation from the other sectors of society. It is especially important that the Commander of Armies have enough fighter levels to command the respect of his underlings, who will mostly be simple fighters and warriors. The exception to this is the Minister of Religion, who is, as usual, a cleric. The Council serve the whole Collegium Arcane, not just the Archmage. They are expected to present reports and give opinions when asked.

Player Involvement: It is not altogether easy to involve players in a magocracy, unless they are involved in setting them up in the first place. Magocracies are so formal and so well organised that the standard way to come to power is to start right at the bottom as an apprentice mage and work your way up through all the years of your life. It is therefore difficult to come to power in a magocracy unless you have always lived in one.

It is still possible to find inroads to the corridors of power. The most likely way for a player to become Archmage is by passing the gruelling tests to find a successor after the death of the old Archmage. As the rank of Archmage is a measure of command authority and respect rather than of magical power, a player wizard or sorcerer of middling level (probably no lower than 12th) could theoretically attain to this position. Magocracies, being more full of diviners than any other kind of regime, are also prone to prophecy. At the Games Master's discretion, a prophecy might be made concerning the new Archmage which one of the players could just happen to fulfil.

Plutocracy

Plutocracy is government by the wealthy. It usually takes root in countries that have an abundance of natural resources and that have made themselves rich by trading extensively with other nations. It is not a true governing system as such, inasmuch as it is not based around a prevailing philosophy, ethic or command structure. Instead, it declares that only those whose annual income is higher than a given amount are entitled to hold governing positions, in this way ensuring that the decisions made in the halls of government will naturally benefit the wealthy. Plutocracy usually grows out of other systems; it is a common result of a republic falling prey to corruption. It favours merchants more highly than other classes, as those with the money are also those who get to say how much of it they may keep and how much should be taken in taxes.

Strange though it may seem, plutocracies are not always beloved by the nobility. The nobles are holders of land and property; though they may technically own large amounts of real estate, they are not guaranteed to have any money in their pockets. By contrast, merchants are often working class people who have prospered. It galls the nobles considerably to have mere peasants with mere wealth take political power; they are not born to it, there is not a drop of royal blood in their veins, they are not even accustomed to the art of governing! To the nobility, plutocracies allow the middle classes to gain ground over the upper classes and this is intolerable. The only reason they allow plutocracies to continue is that they often find the merchants, who are not fools and wish to keep the nobility as sweet as they can, prioritise the nobles' interests, such as by allowing them to charge high rents for their estates or selling them fancy goods for low prices.

Establishing a Plutocracy: Much like magocracies, plutocracies do not arise in a vacuum. They may either arise out of monarchies or (more commonly) republics. When a monarchy turns into a plutocracy, it is for one reason alone; the monarch's dependence upon the merchants progresses to such a degree that he is effectively answerable to them. This can happen because of enormous war debts; it is not unknown for a coalition of merchants and bankers to lend a regime a large sum of money to pay for mercenaries and other war expenses, only for the regime to find that it cannot afford to pay its creditors

in the aftermath of the war. It may also happen because the nation is accustomed to receiving vast amounts of goods in trade, to the degree that the economy is dependent upon this and the monarch's system would collapse if the merchants withdrew their favour. In such cases, a bloodless revolution occurs. The merchants set themselves up as a conclave, which then acts as the Senate in the new republic. The monarch remains titular head of the regime for the moment, but is reduced to the role of a figurehead.

The other way in which a plutocracy can arise is through the descent of an ordinary republic into corruption. This does not happen overnight, nor does it happen by accident. Merchants are naturally drawn to republics, as they are often prosperous and have a civilised system of laws for the trader's protection. The more money there is in circulation, the more the system is liable to crumble from within. Merchants also have the privilege of being able to offer goods and favours, rather than mere gold, as a bribe or payment for a favour. Such goods are often sent as 'presents' as the initial overture by which a merchant makes himself known to someone whose favours he wishes to curry. When a barrel of fine wine and a punnet of out-of-season strawberries arrive at your house with a 'compliments of' slip attached, you know what is going on. Even the most hard-bitten captain of the watch would find it hard to resist the temptation presented by a five-pound pack of rich tobacco and a bag of delicious-smelling ground coffee.

The establishment of a plutocracy increases the regime's Control rating by 50% and increases its Corruption rating by 40%. Goodwill among the lower classes is lowered by –1, but it is raised by +2 among the middle classes and +1 among the upper classes.

System: Plutocracies function exactly as republics do, with the exception that nobody is allowed to serve as a member of the Senate or as a local governor unless his annual income exceeds a certain amount. Properly audited accounts are necessary to prove this in the case of doubt. The head of the regime is not necessarily the richest person in the nation but he must be one of the richest. Everything done in a plutocracy, from pouring a pint to assassinating a rival, has an additional fee attached; this is, to all intents and purposes, a bribe, though it customarily has a misleading title such as 'discretionary payment' or 'goodwill charge'.

Chain of Command: The chain of command in a plutocracy is from client to agent. The bonds that hold the government together are those of hire and salary. The head of the regime, in consultation with the Senate, gives the orders; these then pass to the local governors, who pass them on to an appropriate hired force. Hired mercenaries carry out the military actions and hired professionals carry out the civic ones.

Pros and Cons: In a plutocracy, the rich get richer and the poor get poorer. Plutocratic regimes are masters of trade. Whatever resources they do not produce themselves, they buy on the cheap; they then hire specialists to work with the resources, increasing their value several times over. It is much easier to find paid employment in a plutocracy than in other regimes and the standard of pay is much higher. Since everybody is out to protect their own, anyone who can provide a strong arm, a ready weapon and good references is guaranteed a job.

The single worst feature of a plutocracy, from a governor's point of view, is the corruption. Everybody is out for himself and nobody trusts anyone else not to stab him or her in the back. In a system where wealth is prized, it is impossible for a more ethical or religious point of view to gain ground. Everybody has his or her price. Individual life and liberty are rarely valued at all. Those people who are no longer profitable, be they tenants who

cannot afford their rent or people too old to work, are thrown on the scrap heap. As trade is the most important factor in the regime, anything on which a profit can be made is traded, with no exceptions made for narcotics, slaves or vice.

Plutocracies are ideal regimes for those of evil alignment to gain power and influence. Unlike despotisms, they do not depend on brute strength alone but offer opportunities to the guileful and treacherous. One need not even be lawful evil to fit in; neutral evil and chaotic evil characters can pursue their lifestyles in a plutocracy, so long as they have enough money to buy their way out of trouble. In most plutocracies, the law is a sham. One might be technically under arrest, but to the right type of felon, the 'prison' is a hotel and the 'sentence' a fine that it is mutually understood will be easily affordable. While the majority prize money over morals, there is nothing that can be done about this. Attempts at reform are swiftly crushed, as those who have the money can always pay others to act as brute squads or assassins. Besides, few people in a plutocracy want the system to change. Those who do are usually the exploited underclass or the occasional person with a social conscience.

Plutocracies tend to have very stringent laws prohibiting the casting of spells, whether arcane or divine. The reason for this is easily understood. In an environment where material wealth is paramount and treachery is the great risk, nobody wants a spellcaster messing with his perception. One of those tricksy wizards could turn invisible and steal everything out from under your nose, or a cleric could cast hold person and paralyse you so you could only watch while your possessions were ransacked. Merchants are not, in themselves, especially powerful, so they have to protect their interests any way they can.

Council: The council members in a plutocracy are all hirelings, paid a salary by the ruling regime; usually a very comfortable salary at that. They are allowed a measure of independent action but are expected to do what they are told, which is after all what they are paid for. Plutocracies may hire more than one treasurer. Such is the paranoia regarding money that the members of the ruling elite are prepared to hire one treasurer to check the figures presented by the others.

Player Involvement: Becoming involved with a plutocracy is an excellent option for players who have more wealth and plunder than they know what to do with. Every gaming group is familiar with the 'mountains of gold' syndrome, where there is a ridiculous abundance of wealth built up after years of adventuring. If you are at a loss as to what to do with a dragon's hoard or the booty from a lifetime's dungeon-crawling, you could move into politics with consummate ease in a plutocracy. It is an elegant change of career to hang up your adventuring gear and take up a seat in the Senate, duly paid for out of your own personal treasury.

Players have a massive advantage over ordinary merchants, as they have levels in player character classes, while merchants are usually no more than experts. The freedom of action in a plutocracy, while you can afford it, will also appeal to many players of a more chaotic bent. Those who love evil and corruption will find that they are in their element. High-level rogues are in high demand in a plutocracy, as the wisest and wealthiest merchants understand that one must 'set a thief to catch a thief'. Perhaps surprisingly, rogues' guilds in plutocracies are the most efficiently run anywhere; most of the merchants are, if not exactly happy, certainly content to pay a stipend as insurance against burglary and go to bed knowing that unlicensed thievery will be punished by the rogues' guild. These merchants feel that it is better to pay an affordable amount to get the rogues on your side than to snub them and have to invest in excessive levels of anti-thief protection.

The Effect of Corruption

Corruption does not interfere with your governing, so long as it stays at relatively low levels. If your Corruption ever exceeds your Control, the greed and nepotism in your regime has begun to erode your power to make your commands heard. For every percentile point by which your Corruption exceeds your Control, you must pay an additional 500 gp to execute any governing action whatsoever. This represents the need to grease palms and pay little extras all the way down the chain of command.

Should corruption ever rise above 80%, you will lose one point of Control every month until corruption returns to manageable levels.

The main effect of corruption is found within the game, on a day to day basis. Any representative of the regime or a friend or ally of the same, which includes yourself and such cohorts as you have chosen to rule alongside you, may make a Corruption check to exempt yourself from the rules that you have

set down to govern everyone else. For example, if one of your friends was arrested for murder and was about to be hanged according to the laws that you had laid down, you could make a Corruption check (roll d100 under your current Corruption rating) in order to have him freed and get away with it. Corruption is essentially licensed hypocrisy.

Staying in Control

Having control of the reins of power from month to month is a vital part of your job as head of the regime. So long as your citizens are happy, they will be obedient. If they are unhappy with you, they will find ways to make trouble. A single angry peasant armed with a flaming torch can cause a lot of damage without being discovered; a whole mob of them can be even more damaging.

Every month, you must make a Control check. If any one of your three classes of society, upper, middle or lower, has a negative goodwill rating, then roll d100. If the result exceeds your current Control rating, then reduce your Control by one plus a number equal to the total negative goodwill. If the total goodwill is a positive figure, only deduct the one point.

For example, if the goodwill of your lower class citizens stood at –4, the middle class at +3 and the upper class at +2, then a failed Control check would only reduce your overall Control by one point.

This represents the fraying of your chain of command, as the hatred people feel for your regime overcomes their wish for self-preservation. The more control you lose, the more you stand to lose next month. The different sectors of society interfere with your regime's operations in different ways. Commoners cause problems by acts of vandalism and by hiding away their money out of reach of the tax collector, merchants set up smuggling rings to avoid customs charges and nobles plot conspiracies in the shadows.

There are two main routes to keeping control. If you do not care about upsetting your citizens, then you can take repeated governing actions to keep your control levels high while letting resentment fester. (Beware if you do take this route. You can lose a lot of control all at once if resentment has built up to double figures.) Alternatively, you can invest money in keeping your citizens contented, so they will accept the yoke of your control without protest.

If you lose more than three points of Control in one month, one of your settlements is in uproar. The Games Master should decide which settlement is rebelling based on the history of the campaign to date and what the consequences of this rebellion are. A settlement in uproar is likely to burn government property, barricade the streets of the city so that the government's police force cannot get in, loot the local tax collector's office (costing you money) and so on.

Optional Rule: Realistic Control Range
If, for the sake of greater realism, you wish to simulate the effects of control over range, then assume that control is greatest towards the heart of the regime and slackens off towards its outmost extremities. All Control checks applying to events within 100 miles of the seat of government should be made at +20% Control, those 200 miles away at 10% and so on, to a maximum Control reduction of 20% for those colonies out on the fringes. This means that overseas colonies are more at risk of insurrection than ones closer to the heart of the regime, which is the way events appear to work in the real world.

Governing Actions

A governing action is what happens when the head of the regime, or his duly appointed substitute, makes a decision and tells people to act on it. In order to take a governing action, you must give an instruction to the appropriate person. For this reason, all governing actions are phrased as commands. Unless the instruction is given to somebody who is able and willing to carry it out, the governing action has not taken place. For example, 'invade Xerovia' is a governing action if it is given to the Captain of Armies. If the message fails to reach the appropriate person, or if he flatly refuses to do it, then the action will not be executed. The appropriate person to whom to give the instruction is included in the description of the action.

So that all of your governing actions can be given at once, it is common practice to assemble your Council once per day. You can then listen to what they have to say and give them any necessary instructions. A governing action is still valid if it is given outside of such a meeting; it is simply more convenient to have everybody present at once, so that your administration knows what its other members are doing.

Some governing actions are limited by alignment. For example, a good regime may not pass a law instigating extreme levels of punishment for common infractions. The alignment of the head of the regime is considered to be the alignment of the whole

regime for these purposes. You may therefore not take any governing action that goes against your alignment without suffering the consequences. More importantly, any governing action taken by another with your knowledge and consent counts as an action taken by you. You cannot evade the moral impact of your decisions simply by having someone else carry out your dirty work. If you have your Chief of Justice implement a law, or your Senate passes a law on your behalf, it is the same as if you had done it yourself.

Many governing actions have direct and quantifiable 'in game' consequences, such as the alteration of a faction's attitude to the regime or an increase in the population. Some, however, do not; their effects are for the Games Master to determine, not that this should be a difficult task. They are included to give the players and the Games Master alike an idea of the kind of decision that a regime can make and the kind of typical actions that can be taken in the regime's interest.

You may instruct your Council members to use their special abilities as a governing action.

As with special abilities, governing actions should never be used if to do so would override events that are being or have been roleplayed out 'in game'. For example, if a player is running an assassin character who is attempting to murder a foreign official, or is playing a member of the council who is about to be the subject of a foreign assassination attempt, you should never use the game mechanics of governing action to resolve what happened; events should be handled in-game instead. Governing actions, like special abilities, represent a 'macro' level of task resolution, which should not be mixed with the 'micro' level of player involvement.

Maximum Number of Governing Actions

You may make as many governing actions per day as you wish but the branch of your regime (or the council member) that deals with the relevant kind of work can only implement one action per day. If the moment at which an action is actually carried out is relevant, assume that the action is fully implemented within 1d6 days of being given. Subtract the province's Roads rating from this time if it is positive (to a minimum of one day) and add it if the rating is negative.

This time period is only that needed for a message to reach its destination or a group of people to do a job. It does not take into account the time another nation may need to make up its mind. Therefore, if you have taken an action that requires another regime to make a reply (such as a proposed alliance) you must give the other regime time to respond. Sometimes, they will not respond at all and you will have to decide how to interpret their silence!

It takes a whole week to change or cancel a governing action once it has been given (i.e. once the message has gone out from the council chamber to officers in other parts of the province). For example, if you announce a change in the tax rate and then try to change it again the next day, the new change will not take effect until a week has passed. Some actions, such as a declaration of war, cannot be cancelled once the message has reached its final destination.

In some forms of government, governing actions will not be acted upon until other people than the head of the regime have had their say. For example, in a republic you cannot make any changes to the law unless the Senate votes to accept them. This may cause your governing actions to be delayed while various committee meetings are held to discuss their merits.

In the section that follows, a variety of different governing actions are given. As with special abilities, many of these have a monetary cost. The money must be provided upfront, from the regime's treasury or other readily accessible funds. If it is not available, then the action cannot be taken.

Diplomatic Actions

Diplomatic actions have to do with your regime's relations with other regimes and may also involve the various classes of your society and smaller, private factions. They are the thrust and parry of politics, whereby a clever and well-run nation may get the better of larger or wealthier nations. When relations between nations are strained, diplomacy is seen as the alternative to war. It is possible to put pressure upon another regime through purely diplomatic means, without a single sword being unsheathed.

Diplomatic actions are usually handled through the foreign secretary when they involve other nations and the private secretary when they involve domestic affairs. All diplomatic actions cost a flat fee of 200 gp to enact; this cost includes the paying of officials, the sending of messengers, any necessary travel or shipping costs and other similar expenses.

Break Off Diplomatic Relations With This Regime

This action is usually the immediate response to hostilities breaking out. It sends a message that the time for talking is over. When diplomatic relations are broken, your ambassador or other representative is recalled to his home nation, while you expel (or, if you want to cause massive outrage, execute) the ambassador of the other nation. You may no longer take diplomatic actions that affect the kingdom with whom you have broken off relations. The only diplomatic action possible is to send an ambassador to recommence diplomatic relations.

This action is used to show you no longer view the other nation as worth talking to. It emphasises that you consider them dangerous, or beneath your dignity to deal with. In interpersonal terms, it equates to 'not speaking to' the other person. If you believe another kingdom may be bluffing you by making threats that it does not have the power or the will to carry out, breaking off diplomatic relations may shock them into approaching you and attempting a rapprochement.

Send An Ambassador To This Regime

This action is used to establish formal diplomatic contact with another regime, following which you may take further diplomatic actions and without which you may take none. It is used to make initial contact with regimes that your people have not yet met, or to re-establish relations after a period of war. Your ambassador will reside with the foreign regime on arrival and act as your agent.

The excellence of your ambassador will play a large part in the negotiations between your regime and theirs. So long as all communications from your regime are passed to the foreign regime through the ambassador, you may make written Diplomacy checks using his Charisma ability score modifier instead of your own, or have him make Charisma checks to alter the attitude of members of the foreign regime. For example, if you are proposing an alliance that the other regime is uncertain about and you write a letter to persuade the other regime of the benefits, your ambassador's Charisma modifier can be applied in a subsequent Diplomacy check to persuade the head of the foreign regime to take up your offer.

Threaten This Regime

This action speaks for itself. There are many different fearful outcomes with which you can threaten a given regime. The most usual one is to threaten to break off trade, which many regimes will find hurts them where they can least afford it. Of course, this only works if you have an ongoing trade arrangement with the other regime and if you are prepared to face the consequences to your own economy of loss of trade.

More common and more drastic is the threat to go to war. If another nation is coming close to breaking the letter or the spirit of a treaty, or is causing problems with an ally, then a threat of violence may be the only way to make them back down.

Making formal diplomatic threats allows you to make an Intimidate skill check against the head of the other regime. (Suitable circumstance modifiers should apply, based on the severity of the threat and the strength of the threatened nation's armed forces.) Apply your regime's Intimidation bonus to this check. If you are successful, the other regime is compliant for the moment. Failure means that the other regime is not swayed by the force of your threats, though it still may reconsider its actions.

If the other regime defies you and you do not proceed to do what you threatened to do, your regime's Intimidation bonus is lowered by 1. If you do follow through on your threats, it is raised by 1, to a maximum of 5. As intimidation is essentially the art of scaring people with the thought of what you *could* do, the only way a regime can increase its Intimidation bonus is by proving that it is as good as its word.

Declare A Trade Embargo On This Regime

A trade embargo is a standing refusal to allow another nation to trade with yours. When the embargo is placed, all trade agreements currently in place with the target nation are annulled. If you have allies, you can persuade them to join you in the embargo, effectively cutting off the target nation from trade with a whole group of nations. This method is commonly used to punish a nation that has been causing problems or acting unacceptably. Conditions are usually set for the lifting of the embargo. For example, a nation that trades in slaves might be targeted with an embargo by your nation, with the condition that if it gives up the practice of slave trading, you will lift the embargo.

Propose An Alliance

An alliance is a solemn and momentous occasion, on which two regimes agree to act in concert. The exact terms of the alliance are spelled out in a document called a treaty. Allied nations typically agree to allow each other free movement of military forces across controlled land, mutual support in the event of war breaking out with another nation, aid in time of famine or other national crisis and mutual defence against common threats.

Alliances in the fantasy game environment are usually cemented by allying one person to another; that is, a political marriage. This approach is only appropriate in regimes that are headed by a person with hereditary authority. It works especially well for despotisms and monarchies. The marriage of the king of one nation to the queen of another, or the marriage of suitable spouses, seals the alliance of the countries in a stronger manner than the bonds of ink and parchment on a treaty.

Alliances are almost always greeted with joy by the people, as they mean lasting peace with another nation and the possibility of prosperity in the future. However, if the regime allies itself with a hated nation in order to pursue common interests or in order to placate that nation (for instance, in the classic scenario where the princess of one country is forced to marry the despised king of another, stronger country, for political reasons) then the people may well object. The Games Master's discretion is required here. If the nation with which the alliance is proposed is thought well of by a particular level of society, adjust goodwill upwards by one for that level; if it is especially hated, reduce goodwill by one.

It may turn out that an allied regime causes an increase in goodwill in one level of society and a decrease in another. For example, if you were running a republic that was lenient with the commoners and taxed nobles heavily and allied your regime with another that had a similar approach, the goodwill of your nobles would drop even further, while that of the commoners would rise on finding themselves allied with another emancipated nation.

Demand Tribute

Tribute is the name given to goods, money or other benefits sent from one regime to another, by way of which the first regime recognises the superior power of the second. The mutual understanding is that the stronger regime could come and help itself to the weaker regime's goods if it wished, so the weaker regime provides a token amount per month and in return is allowed to carry on unmolested. A regime that receives tribute from another regime will usually protect it, as it is a source of wealth and there is no sense in letting some other power destroy it or seize its resources.

Tribute can take many forms. The most common form is money. You arrange for the foreign regime to supply you with a certain amount of gold pieces per month, in exchange for which you will not invade, nor will you allow anyone else to. The second most common form is resource. A regime that is too poor to defend itself against you will probably not have very much money to spare, either, so it will be more inclined to send you the goods it produces in order to stay your wrath. Spices, precious metals and slaves are typical forms of tribute.

You may also make a special tribute arrangement that benefits you personally rather than your regime. For example, you could demand the seven finest warriors of the other regime as food for your pet dragon, or have the fairest woman in their lands sent to you every year to be added to your personal harem. Such arrangements will cause your regime to be hated, but so long as they are still offering tribute, they will be too afraid of you to do anything about it.

You may also make a one-off demand for tribute. For example, you could demand that the armour and sword of a legendary hero (which you know the other regime has) be brought to you, or that the head of a particularly troublesome monster be provided. Magocracies in particular are renowned for demanding tribute in the form of rare or exotic items, which usually require lengthy quests to acquire.

It is for the other nation to decide whether they are willing to send you tribute or not. If they are not willing, you may proceed to threaten them (see above), with the usual cautions attendant upon this; you must always be prepared to back up your threats, or they will ring hollow.

Send A Gift To The Head Of This Regime

Politics is as much a matter of sweetening individuals as it is of pleasing groups. It often pays to remember that the head of a foreign regime is a person, just like you, with his own tastes, needs and desires. This is especially true in governmental systems in which one person carries most of the power, such as a despotism or a monarchy. If you wish to make a good impression, it is an excellent idea to pave the way ahead with a well-chosen gift.

At the Games Master's discretion, a gift sent in advance of a visit or diplomatic action can lend a one-off circumstance bonus to any necessary checks made in association with said visit or diplomatic action (such as Diplomacy checks, or Charisma checks to alter attitude) of up to +3. As a rule of thumb, every 10,000 gp of the gift's value should add +1 to this circumstance bonus. A gift sent as a political sweetener must be unique. It cannot, for example, simply be *a* beautifully made sword; it must be a beautifully made sword that was fashioned solely for the purpose of being presented to the head of the other regime, with his family crest engraved in it as proof of this, or a family heirloom that formerly belonged to the head of the regime that is making the gift.

Invite Immigrants From This Regime To Live And Work Here

This is a controversial decision for the head of a regime to make, but it can make the difference between a nation struggling to rise from its feet and a nation making full use of its resources. By opening the doors to immigrants, you allow those who are unhappy with their current standard of living to have a chance at a new life in your own regime. Some migration between regimes is assumed to take place automatically but if you have actively invited them, the response will be much greater.

Immigrants will not enter your country if they are already content. Compare the goodwill ratings of the three levels of society in the target country with those in your regime. If the goodwill rating in the target country is lower, then 1d10x10 people from that sector of society leave their old regime for yours. They are deducted from the population of their home province and added on to the population of one of your provinces.

Immigration is a very efficient way to raise your population quickly, which can be useful after a war or similar disaster, but it can cause social disquiet as people used to a different way of life attempt to integrate with a new set of neighbours. If your population is naturally xenophobic, they will cause trouble for immigrants whether this is justified or not. Every month on which you have immigrants coming into your regime's territory, make a Control check. If you fail, reduce your Control by 1d4 and reduce the goodwill of one of your sectors of society by one, determined randomly. If a theocracy is bringing in immigrants from a nation that does not share its religious beliefs, it automatically fails its Control check, unless charity and tolerance are specifically advocated by the religion.

Allow Refugees To Seek Asylum Here

This ruling makes it permissible for those who are fleeing wars or persecution in other nations to come and live in yours. It is not quite the same as inviting immigrants in (see above) as it specifically applies to those foreign citizens who *need* to live in a friendly country. Allowing asylum seekers into your regime's territory results in an influx of 1d10x10 people from any nearby country where there is an ongoing war or a tyrannous regime. If the country shares a border with yours, this figure is doubled. The same Control check applies as when you are inviting immigrants into the country; if you have both immigration and asylum, you only need to make the check once per month.

Arrange A Summit Meeting

This action simply sets the date for a face-to-face meeting with the head or heads of one or more other regimes. At a summit meeting, you may take multiple diplomatic governing actions on the same day, as you and your opposite number are

communicating directly instead of going through clerks, officials and other middlemen. Such decisions may (at the Games Master's discretion) be implemented instantly. For example, a proposed alliance can be agreed on the spot if both parties are amenable, rather than taking a week to process.

A summit meeting is not always what it appears. Some evil or corrupt regimes use the pretext of a summit meeting to stage assassinations of foreign rulers. There are even tales of a desert queen who invited several neighbouring kings to a summit meeting in a stone chamber below the level of a river, sealed them in the chamber and flooded it, killing them all.

You may proceed from a summit meeting to a private diplomatic party (see below) but only if the other regime heads agree to accompany you.

Give A Diplomatic Reception

A diplomatic reception is a lavish event hosted by one regime, to which the ambassadors of other regimes are invited. It is used as an excuse to show off wealth, make deals, discuss business and hatch plots. It may also be used to trade intelligence information. Diplomatic receptions cost between 500 and 3,000 gp to organise on top of the usual cost for a governing action, as they are expected to be opulent.

A diplomatic reception allows you to enact multiple governing actions that concern other regimes. The time taken to implement these actions is cut to zero but the other regime must still take its time to give a reply. Unless the ambassador has been briefed with the answers to give to set proposals (for example, 'refuse any offer of an alliance unless they promise us the island of Maravia') he will have to contact his home regime and find out what the answer is.

Give A Private Diplomatic Party

Private parties are understood to be 'unofficial' diplomatic receptions, to which only the favoured few are invited. The atmosphere is one of mutual confidence. Those ambassadors and other functionaries lucky enough to be invited are provided with delicacies, concubines and narcotics if they are available. Private diplomatic parties cost between 2,000 and 6,000 gp to organise.

The promise of hedonistic enjoyment is a hard one for an ambassador (or head of another regime) to resist. He must make a Will saving throw against DC 10 to refuse to attend such a gathering. Suitable circumstance modifiers should apply to this roll; for example, if he has already become drunk at the diplomatic reception, a circumstance penalty of –2 should be applied, while if he has been especially warned not to attend any private functions he should be allowed a circumstance bonus of +2.

The effects of a private diplomatic party are several:

† The atmosphere of decadence, trust and lowered guard provides a circumstance bonus (+1 per 2,000 gp spent) to any Gather Information check made by the Head of Intelligence in the course of using his Glean ability to find out facts about one of the regimes represented.

† Assassination attempts made on individuals at a private diplomatic party have a +2 circumstance bonus to the assassin's death attack roll.

† The Head of Intelligence is granted a +1 circumstance bonus to his Intrigue check when attempting to embroil any attendant at the party in scandal, for which see below.

Give Money To This Private Faction

Though it is emblematic of a degree of corruption in your regime, you may attempt to buy the goodwill of a faction. This must be a private faction, such as a collective of specific nobles or a guild of merchants and may not be a whole class of people, such as the upper classes or middle classes. You must make a donation of at least 10,000 gold pieces and make a Corruption check (roll d100 under your current Corruption rating). If the Corruption check is successful, the faction's goodwill towards your regime increases by 1 for every 10,000 gold pieces donated. This method cannot raise goodwill higher than 10.

This method is extremely useful if the majority of members of a given class is turned against you. By sponsoring one of the factions within that class, you can make sure you have an ally in that camp. For example, if the middle classes have negative goodwill towards you and a league of merchants (a faction in its own right) is making trouble, you could choose to increase the goodwill of that particular group, so as to have an inroad with the middle classes. You would use the Spread Propaganda governing action to do this, for which see below.

Economic Actions

Economic actions have to do with your treasury and how money flows in and out of it. You give these instructions to your treasurer. All economic actions cost 500 gp to enact per province you control.

Alter The Tax Rate

With this action, you change the percentage of tax charged by any one tax you currently have operative. For example, if you had a poll tax active at 4%, you could use this action to raise it to 10%. Tax changes take effect from the start of the next month, when the new governing turn begins. Remember that changing taxes affects the goodwill of the various classes and factions.

Proclaim A New Tax

With this action, you can announce a wholly new tax in addition to those you already have. For example, if you currently had only a sales tax operating, you could add a road tax. You must set the percentage that the tax will take from the province's wealth when you announce it. The new tax takes effect from the start of the next month, when the new governing turn begins. Remember that proclaiming a new tax affects the goodwill of the various classes and factions.

Secure This Much Of The Treasury

With this action, you have a certain amount of the treasury's cash reserves placed in a secure holding area, such as a vault or the bottom of a deep dungeon. While it is there, anybody attempting to embezzle from the treasury or ransack your cash reserves in search of gold cannot get at it. Only you and your treasurer know where it is. The disadvantage is that you cannot access it easily. Any actions that you need to pay for out of the reserved portion of the treasury are delayed by 1d4 days while you arrange for access to the reserves. There is also a flat 1% chance per month that your secret reserves will be found and stolen.

Securing part of the treasury is a typical tactic of despots who believe that their country is about to be invaded. When tyrants have fallen in the past, there has often been speculation that they stored the majority of their gold somewhere safe, as in these instances the treasury building is often found to be largely empty. Rumours easily build up of enormous stashes of treasure, horded away before the invading armies could get to it by a despot who then fell (along with his treasurer) and thus never came back to collect his riches.

Legislative Actions

Legislative actions involve your regime's code of laws. You do not have to draw up a thorough legal system for your regime unless you want to; while that kind of depth of detail can enrich a game, it cannot easily be applied on the 'macro' level addressed by this game system. Instead, the focus here is on the specific points of law that are most likely to cause controversy, affect goodwill, alter Corruption or Control ratings, or otherwise alter the dynamics of the regime.

Your Chief Justice handles legislative actions. They cost 500 gp to enact per province that you control.

Ban The Worship Of This Deity

By taking this action, you effectively make a given religion illegal within your regime. Theocracies are the most likely regimes to do this, as they do not often tolerate religious diversity within their boundaries. Good regimes often ban the worship of evil deities, so that evil cults cannot get a foothold in the land. Though this often drives such cults underground, this is considered better than having them able to advertise their presence and celebrate their rites openly.

When taking this action, you may list any number of deities whose worship is forbidden. It is a good idea to do this immediately upon taking power, as it sends a message to the citizens of the kind of rule you intend to enact.

Some regimes set up specific areas where the worship of the deity is tolerated, though it is

banned elsewhere. These ghetto regions become concentrated communities made up of members of the faith, who can thus be kept under careful surveillance.

If you ban the worship of a deity whose alignment is opposite to that of the majority of your citizens, then raise the goodwill of all classes by 1; if the deity whose worship you are banning is the same as that of the majority of your citizens, reduce the goodwill of all classes by 1. This action is only effective to raise or lower goodwill if the deities whose worship you are banning have a significant following among your nation's people, as determined by the Games Master. You gain no benefit from banning the worship of a deity of whom none of your people have heard, nor may you gain further goodwill by taking this action again, though you may lose further goodwill by doing so.

Making a given deity's worship illegal gives the police and the military authority to interfere in religious matters. You can therefore stamp down hard upon any potential illicit worship without having to consider the rights and wrongs of repressing another person's religion.

This governing action is often undertaken in order to allow the regime to gain access to people's private homes. If your regime has banned the worship of an evil deity, you have the perfect excuse to have just about anyone investigated; you can do so under the banner of a search for evidence of unlawful rituals. Theocracies often have a standing policy of Inquisition, in which the police and the military investigate settlements and look for practitioners of banned or heretical faiths.

Ban This Character Class

This is one of the most radical legislative actions you can take. You effectively declare that one of the possible character classes, such as paladins or sorcerers, will not be tolerated within the regime. If character class titles are not used in the common parlance in your campaign, then the legislation will be phrased as the banning of a particular 'occupation', 'calling' or 'profession'.

You may lift a ban that you have placed by taking a governing action to do so; the cost is the same as any other legislative action.

As the vast majority of the population will not be of a player character class (being instead commoners, experts, nobles and so forth) this action has no default effect upon goodwill. The effects of banning a particular character class are largely left to the Games Master, as they will vary from regime to regime. However, we suggest the following.

† Banning rogues is a somewhat pointless action, as any good rogue is not going to give himself or herself away as such. Nonetheless, many regimes do this, even if they know they cannot easily enact the legislation. If a felon is caught, charging him or her with being a 'professional rogue' is one more charge to add to the list, which is useful, especially if it carries a heavier penalty than whatever act the felon was caught committing. Simply stealing can carry a light penalty, but being a dedicated, trained and professional rogue is likely to get you hung in many regimes. Banning rogues from the regime gains you +1 goodwill from the middle classes; though all classes are grateful, it is the merchants who have most to fear.

† Banning wizards is a surprisingly common act for a regime to perform, especially for theocracies, which often look upon the wizards' reliance upon the written word as a parody of holy scripture. Other regimes may ban them because their spellcasting powers make it easier for them to evade the laws that they feel ought to be equally binding upon everyone, or most commonly simply because they are feared. It is relatively easy to ban wizards from your regime, because the presence of spellbooks makes them easy to detect. If your populace are especially superstitious, banning wizards can gain you +1 goodwill from the lower classes.

† Banning sorcerers is much harder than banning wizards, though it is, if anything, more common. Wizards are at least identifiable as such, but sorcerers look just like anybody else. You often do not know someone is a sorcerer until it is too late. Therefore, banning sorcerers is both difficult to do and largely expected by the community, who are not known for their tolerance of those who are different. Rumours of dragon blood run rampant and adolescents who manifest strange powers are often hounded from the community. Banning sorcerers gains the same goodwill benefit as banning wizards. You may derive goodwill from doing both; however superstitious they might be about magic, the general public know the difference between a wizard and a sorcerer. If sorcerers are banned, raise your Control by 3% as well as applying the goodwill increase, as you have gotten rid of a typically chaotic force that

usually serves no other purpose than its own.

† Banning fighters is next to impossible. Regimes will ban weapons, ban fighting in the streets and ban the public wearing of armour but they rarely ban the fighter class outright. If it is ever done, then it is only those freelance fighters who are not authorised by the regime who will be banned. This means that unless you are officially hired as a representative of the regime, an enlisted soldier or a member of the police force, you will be considered a 'free blade' and made unwelcome. A fighter will often be allowed a certain number of days to enlist with a respected authority before he is obliged to leave the country.

† Banning paladins is an act usually only carried out by evil regimes, who do not want supernaturally enhanced do-gooders ruining things for everyone else. As paladins are not generally noted for their covert approach to combat, being more inclined to confront evil where they find it, banning them is not especially difficult.

† Banning rangers is similar to banning fighters, in that it is not often done. Rangers are usually banned because they represent power that the state cannot control. In regimes where rangers are banned, they usually retreat to the wilderness where the forces persecuting them are not willing to follow. If rangers are banned, raise your overall Control by 5% as there are now fewer uncontrollable elements in your regime.

† Banning clerics is most uncommon. It is usually undertaken only by magocracies, who wish the rule of arcane magic to be unchallenged by the divine, or by republics that thrive in intellectual ideals and consider religion to be outdated superstition. Despots can also ban clerics, in order to sap the will of the common people. Clerics often represent hope and the expectation that one will be able to recover from illness or heal a wound. If clerics are banned, the comfort of religion and the healing power of divine magic goes with them. Banning clerics causes the loss of 1 point of goodwill from the lower classes but raises your overall Control by 5%, as the people are demoralised.

† Banning druids is the act of a regime that seeks to dominate the very spirit of the land as well as the earth on which the buildings stand. Druids do not tend to involve themselves in the governments of men, as these are centred on cities and civilisation, instead remaining in their beloved wilderness. Druids tend to be more popular with the common people than with the privileged elite, as the commoners are closest to the earth. Banning druids from the land reduces the goodwill of the lower classes by 1 and raises that of the upper classes by 1. It also increases your overall Control by 3%, as the druids are an ungovernable force and rarely take the side of the official government.

† Monks are banned by a great many regimes. The most likely regime to ban the studies and discipline of the monk is one in which the upper classes are firmly in control of military matters and do not want their might to be challenged. Monks are, like many other character classes, a law unto themselves. Though they are of lawful alignment, they are not necessarily supporters of the regime. The abilities of the monk to fight without weapons and their proximity to the peasant classes (since monks are often very poor, they rely on the charity of peasants and protect them) make them a manifest danger to the ruling elite. Monks are sometimes a *product* of an excessively dominant society as well as rebels against it; this is why so many of their weapons are simple and of humble origin. Even if you restrict swords to one class of society, a monk

needs only his hands to defend himself and others. Banning monks grants you 3% extra overall Control.

† Barbarians are usually banned by cities that pride themselves on their civilisation and culture. Magocracies are the most likely kinds of regime to ban barbarians, with theocracies and republics coming a close second. The very concept of barbarism is enough to make many senators shudder; they represent a celebration and entrenchment of all that is uncivilised. Banning barbarians from your regime grants you +1 goodwill from the upper classes.

† Banning assassins is not only common, it is expected in just about all regimes. Even corrupt plutocracies have a technical ban on trained assassins, though assassination is a fact of life in such regimes; there is always someone who can be bribed to let your favourite assassin off the hook. To be trained in the arts of assassination is to be a living embodiment of what the population most fears; death, from a source that cannot be seen coming and which can wear many faces. Accordingly, banning assassins gains you no goodwill, because your regime is assumed to have banned them already. If you *lift* the ban on assassins, the goodwill of each of the three classes drops by 1, as they no longer feel quite so safe in their beds at night.

Make These Weapons Illegal

When swords are outlawed, only outlaws have swords – well, outlaws and people officially licensed to carry swords in the regime's interest. Many regimes outlaw certain weapons, especially ones that could be concealed easily or used against the representatives of law and order. It is common for exotic weapons, such as the spiked chain or the whip, to be outlawed in civilised societies, while regimes of an asian flavour will often outlaw those weapons associated with the ninja's craft. Poison, here counted as a weapon, is illegal in almost all regimes.

Some weapons, such as swords or crossbows, are rarely outlawed completely. Instead, their use is restricted to a set sector of society. For example, you could ban the common peasantry from owning swords, restricting their use to nobles and merchants only. This would not only strip the common hordes of their weapons (leaving them with only pitchforks, torches and other characteristic mob armaments) but empower the other classes to fend them off. You have thus achieved an overall lessening of social disorder.

Making a relatively unpopular weapon illegal, such as some of the monkish weapons, has no effect on goodwill or control as their influence is minor. Simple weapons cannot be banned, as they are too easy to improvise. Banning martial or ranged weapons from use by anyone at all causes the loss of one point of goodwill from all sectors of society but increases your overall control by 10% per class of weapon banned. Restricting the weapon's use to one or two given levels of society increases their goodwill by one but reduces the goodwill of the level of society that cannot use the weapon by one. Control in this case is increased by 5% per class of weapon banned. So, if you banned martial weapons from use by the lower classes, they would drop their goodwill towards you by one, while that of the middle and upper classes would increase by one.

Banning martial weapons from use by the lower classes has a devastating effect upon attempts to train the peasantry, for which see Military Actions below.

Ban All Members Of This Race

Racial tolerance is not a given in the fantasy milieu any more than it is in the real world. Some regimes are sufficiently xenophobic to forbid all members of a given race access to the province. Depending on the nature of the regime, the punishment should a member of a forbidden race be caught on the regime's territory may vary from polite but firm expulsion to public execution. Only races that are locally known and exist in numbers may be banned. They must also be inclined to participate in society to the extent that they would do so if they were not banned from it. For example, if minotaurs are wild creatures in your campaign, then there would be no benefit in banning them, whereas if they were a race who engaged in trade and offered their services as bodyguards, they could be banned.

The Games Master's discretion is required here, as race relations can vary from campaign to campaign. As a general rule, banning the members of a race will increase the goodwill of all sectors of society by one if that race is one that the majority of the populace find objectionable. For example, barring Drow from a city close to an entry into the Drow realms would raise goodwill if the majority of the citizens were elves of good alignment, but not if the city was run by a plutocracy and the humans did not care with whom they traded.

Some regimes will allow a few select members of the forbidden race ambassadorial status. These members have diplomatic immunity from the blanket ban. For example, a dwarven nation that has banned all elves

might allow a visit from an elven ambassador to discuss border issues.

Tolerate Dissent

This is an indication of how absolute your government seeks to be in its hold over its citizens' lives and thoughts. Your dissent tolerance is a direct measure of how much freedom of speech your citizens enjoy. Dissent is the free expression of a point of view different to that of the regime, even to the point of outright criticism or condemnation. Those regimes that tolerate dissent have a reputation for fairness, justice and even-handedness. They are however less well-respected by other regimes, as it is felt that they allow others to dishonour the dignity of rule by speaking against it. By contrast, those regimes that do not allow dissent are absolutist and repressive but well co-ordinated and feared by others.

By passing laws that tolerate dissent, you increase the goodwill of all classes of society by one but lower your overall Control by 10. The people become more content, knowing that they may speak their minds freely but the lack of restriction upon open criticism means that the government may easily be brought into contempt. This lessens the people's willingness to co-operate.

Punish Dissent Mildly

A common choice, this option allows a good deal of freedom of speech but insists that the line is drawn where the ruling regime is concerned. You may believe what you wish and speak as you like; you may mock the King in private to your heart's content; but you must not speak out against the ruling regime in public or in print. Even if you do, the results are not fatal and will usually consist of a fine or a few nights of imprisonment. This level of tolerance is generally felt to be fair by most citizens of a fantasy game world. The rulers are, after all, doing a job and it is not the place of the common man to condemn them openly.

Passing laws that punish dissent mildly has no effect upon your goodwill ratings or your overall Control, as it is the norm for most governments.

Punish Dissent Moderately

Marked intolerance for dissent is characteristic of totalitarian regimes. Freedom of speech is permitted but criticism of the ruling regime is not allowed, neither in public nor in private. There is a climate of fear and suspicion in such regimes. Citizens are careful with their words, knowing that if someone else overhears them and relays them to the authorities, there could be trouble. The penalty for speaking against the government is heavy and usually corporal. A typical punishment would be the branding of the offender, the removal of his tongue or his removal to a slave labour camp This law may not be passed by a regime headed by an individual of good alignment, though it may be passed if the ruler's alignment is neutral or evil.

Severe punishment of dissent increases your overall Control by 10%, but lowers the goodwill of the lower and middle classes by 1. The upper classes are more prepared to accept the severe punishment of dissent, as they have least to fear from it. The ruling regime keeps them in their privileged position, so they often have little to say against it.

Punish Dissent Severely

A regime that passes this law is tyrannous indeed. The most trifling act of subversion is taken as grounds for arrest, interrogation and subsequent execution or lifelong imprisonment. Citizens are constantly afraid and on their guard. Raids by the police force are a fact of life. Some corrupt souls inform on their friends and families for monetary reward; some do so because it is the only way to be granted a stay of execution. The only regimes to pass this law are evil ones, as there is no way to justify a law like this in terms of a good alignment.

Having a severe sentence for dissent increases your Control by 20% but also increases your Corruption by 10%, as citizens attempt to bribe and influence each other to escape your draconian laws. The goodwill of the lower classes is reduced by 2 and that of the middle classes by 1.

If this law is passed by a magocracy or theocracy, the Control gain is 30%, as the citizenry knows that the governing mages or clerics have the power to look inside their minds and read their very thoughts by using spells. Such absolute surveillance keeps the citizenry completely repressed. Even their dreams may give their rebellious thoughts away.

Make Unlicensed Magic Illegal

Rather than ban sorcerers, wizards, clerics and other spellcasting classes outright, some regimes choose instead to set limits on who can operate magic. The regime issues a 'license to cast' to those persons who it considers fit to hold one. These licenses may be as difficult or as easy to get as the head of the

regime seeks to make them. They may also be issued for a fee, adding an additional source of income to the regime's treasury. Magocracies often pass this law, as they insist on bringing order to the practice of magic; since spellcasting ability is synonymous with inherent authority to govern, those who cast spells should be made to do so in accordance with government policy. Other regimes who may have this ruling are those that have a fear of magic or who are most at risk from it, such as a plutocracy.

There are three separate applications of this law, which may be passed once for each application. You may make arcane spells, divine spells or magical items illegal without license. The effects of each application stack with one another. If magical items are illegal without license, a separate license may be needed for each item or a single license may allow the bearer to carry and use such items, at your discretion.

Making unlicensed magic of any of the three kinds illegal raises your overall Control by 5% but increases your Corruption by the same amount, as those who cannot get a magic license by fair means will attempt to buck the system by bribery or have one forged for them. It increases goodwill among the middle classes by 1. If you have a magic licensing system in place, your regime benefits from an influx of 1d6+4x100 gold pieces per month per class of magic banned (arcane, divine or item). If there are a large number of spellcasters in your regime, this figure might be doubled or tripled, at the Games Master's discretion.

Allow The Trade Of Unethical Goods

This action, which may not be taken by a good regime, allows trade in slaves, poisons or narcotics. Each counts as a separate application of this action. Trade in unethical goods is considered to be banned by default. A regime that wishes to opt out of this may do so by passing this action.

A regime that openly trades in unethical goods is announcing its moral bankruptcy to the rest of the world. Though it can expect to gain substantially in merchant goodwill and in increased tax revenue, it is likely to be cut off from trading with regimes that forbid trade in these commodities. It is in fact a willingness to trade in commodities which other regimes find objectionable that leads to alliances between evil nations and coalitions of good nations to stand against them.

Trading in unethical goods raises goodwill among the middle and upper classes by 1 for every commodity that you allow into (or out of) your ports. It also *reduces* corruption by 3%, as the making lawful of unethical trade results in a formerly black market becoming regular.

Set Punishments as Mild (Punitive Public Humiliation)

The following describe the typical punishments for crimes. They are by no means the standard punishment for *all* crimes. Treason is still likely to be punishable by death and insurrection by imprisonment, even in a regime that is otherwise fairly mild.

As a general rule, assume that the punishment described is that which would be inflicted on a youth who had stolen a loaf of bread and been caught. In this instance, there is no question of inflicting permanent damage on the youth's body or depriving him of his liberty or life. Punishment consists of humiliation and announcement to the general public of the felon's deeds. The bread thief would spend the next day in the stocks or the pillory, so that the public could throw rotten vegetables at him.

A regime whose punishments for infractions are typically mild is often thought of as lax or sentimental. Mild punishment raises goodwill among the lower classes by two, lowers it by one among the upper classes and reduces the regime's overall Control by 10%.

Set Punishments as Moderate (Corporal Punishment)

Moderate levels of punishment involve serious repercussions for the wrongdoer. The thief of a loaf of bread would in this case be stripped to the waist and flogged, whether in public or in private. He would be likely to lose many temporary hit points and probably suffer some actual damage, too. Moderate punishment is the default for all regimes, unless they state otherwise. It has no effect upon goodwill or control.

Set Punishments as Harsh (Imprisonment, Maiming, Deportation)

Harsh punishment stops just short of taking the miscreant's life. Various different punishment methods are used. Excessive prison terms may be imposed if there is room enough in the gaols. If

the regime employs slave labour or has a colony overseas, the prisoner could be sent to do hard labour for a period of several years. Commonest of all and easiest to carry out is disfigurement of the body, which serves the double purpose of handicapping the perpetrator thereafter and marking them out for all to see as a lawbreaker. The bread thief would probably lose one or both of his hands, or at the very least a finger or two.

Harsh punishments increase the regime's overall Control by 10%, while lowering goodwill among the lower classes by 1. A good-aligned regime may not pass a law allowing harsh punishments, as it is contrary to the spirit of a good alignment, though a neutral one may.

Set Punishments as Severe (Capital Punishment)

Those regimes to whom the law and the will of the governors are everything are quite prepared to institute the death penalty for the most mild of infractions. A lad who had stolen a loaf of bread could expect to find himself hanging from a hempen rope within hours, the life choked out of him. Severe punishments keep the population in line but are none too popular among the ordinary people, who feel they are risking their lives just by being too poor to afford food all the time. This law cannot be passed by a good regime, as it represents an inhumane and disproportionate level of punishment.

Severe punishments raise the regime's Control by 20% and its Corruption by 10%, as the extremity of the punishment leads people to look for ways around it. The goodwill of the lower classes is lowered by 2.

Executive Actions

Executive actions are those having to do with your personal power and repute as head of the regime and how you wield it. They are miscellaneous actions, not clearly the province of any one council member but essential to the running of a regime. They are usually relayed through your Information Minister or your Captain of Armies.

Have This Person Publicly Honoured

You use this governing action to confer privilege, status and renown upon a person who deserves it. Typical uses of this ability are the knighting of a soldier or noble who has served you faithfully, the presenting of a medal or similar honorific item (such as a magical sword or suit of armour) to an acknowledged hero, or the raising of a statue to the memory of an individual. To take this action in a manner spectacular enough to influence your population's opinion requires the expenditure of between 3,000 and 9,000 gp.

If the person honoured by you was a hero of a particular class of society, then you may gain a total of 1 temporary point of goodwill per 3,000 gold pieces spent on honouring him. Temporary goodwill lasts only for that month and is lost again once the month is over. You cannot honour the same individual twice.

Spread Propaganda

This is the standard method used by regimes to bolster their authority. You employ bards, portrait painters, signwriters and composers to spread the message of your power across the nation. Your praises are sung, portraits of you are painted on the sides of buildings, institutions are named after you and all of this is designed to keep your citizens aware of who is in charge and what the penalty for disobedience is. Every 5,000 gold pieces you invest in propaganda grants you 1% extra Control for that month alone, to a maximum of 15% for any given month.

If any sector of society has negative goodwill towards you, the maximum amount of Control that may be derived from propaganda is reduced by 1% for every point of negative goodwill. This represents the difficulty of swaying the emotions of a public that already despises you.

Have A Council Reshuffle

By means of this action, you may remove members of the council from their positions and put new incumbents in their places. This governing action costs no money to enact and may be undertaken without reference to any council member or minister.

Give This Person A Position Of Power

By means of this action, you make a given person a member of your regime, so long as they accept your offer. By doing so, they immediately gain the benefits (and the difficulties) derived from the goodwill that the various levels of society hold towards your regime. The most common use of this action is to appoint a local governor in a province, sub-region of a province or settlement. For example, you might make a local noble or even a local

merchant into your governor for a given area. This brings them into the command structure and allows you to give them appropriate instructions.

If you place a particularly loved or hated person into a position of power, then the goodwill of the appropriate sector of society is adjusted up or down by one. For example, if you make a notoriously nasty local crime lord into the governor of a province, then the goodwill of the lower and middle classes will drop by one.

Bestowing power on individuals is a well-known way of sweetening hostile factions. If the person to whom you are giving power is a member of a private faction (rather than a specific class of society) and you are understood to be giving them power as a placatory measure, the goodwill which that faction holds towards you is raised by a factor of 1 to 5, depending on how much power you have given them. As a rough guide, the government of a small town would be good for an increase of 1, government of a whole province would yield 3 and a seat on the Council would yield 5.

For example, a cabal of merchants has been plotting for some time to do away with you, because of your high sales tax and your refusal to allow trade in slaves or narcotics. Their goodwill is at –2. You make the leader of the merchant cabal into the governor of a major port city, meaning that he can now run the town in the best interests of his associates and himself. Four points of goodwill are garnered and the negative goodwill that the faction had previously held towards you becomes positive. They use the money that they had been saving up to pay for a professional assassin to buy you a nice gold clock instead.

As head of the regime, you will often be given messages from people who would very much like to be given positions of power. Many of them would love to be local governors; an ambitious few would like seats on the Council. All of them will be willing to make some kind of a deal with you in exchange for the power they crave. You will be offered money, favours, the patronage of powerful demons, fine goods, even property and proposals of marriage from your various would-be representatives. Some of them may even make threats, depending on how confident they are. Get used to messages that read 'If you would like your trade ships to be repaired in time for them to avoid sinking from the several dozen holes that are about to appear below the waterline, then support Breschi for Mayor of Dunport.'

While it is entirely up to you how many of these offers (if any) you take up, there is a knock-on effect. If you ever accept money or other favour for giving a person a position of power, your Corruption goes up by 1%.

Give This Land or Property To This Person

This action is often used in conjunction with the above, Give This Person A Position Of Power. If the two are combined, only one need be paid for. By use of this action, you place land that belongs to you under the control of a given individual. You are most likely to use this if you have conquered a stretch of land, in which case you can divide it up among various different commanders, or if you have colonised a new nation and staked a claim, in which case you can allocate land to the various colonists who came with you.

This action is primarily one that has campaign effects, not game mechanic effects. However, as with the bestowal of power above, it can be used as a means of manipulating goodwill. By giving land or property to individuals who are prominent members of private factions, from one to three points of goodwill may be garnered. The Games Master should decide how much goodwill is appropriate, based on the size of the donation.

Remove This Person From Power

Use this governing action to make a person who is currently a member of your regime and in the chain of command into a civilian once again. Essentially, the person is sacked from their position and loses all privileges, power and influence they previously held. Use this ability to get rid of a person who has failed you, who is despised by your people or who is too corrupt to be trusted to do their job.

This action may generate positive or negative goodwill. Consult the Give This Person A Position Of Power action to find out what kind of goodwill may be generated and simply apply it in reverse. For example, if a given governor was hated by the lower classes and you removed him from office, you would gain as much goodwill as you would have lost by appointing him to the position in the first place.

Sometimes, those in power do not give up their position without a fight. Your authority is tested to the utmost when commanding a person to step down. If they are doing so against their will, make a Control check. If you fail, the person rebels. He forms his own faction (if he is not already a member of one) and sets up in civil war against you. Some regimes allow known tyrants and bully-boys to stay in power in a given region because it is the only way to keep them under control.

Tighten Up On Corruption

Once corruption has set in, it is very difficult to clean out. To do so requires a full and ongoing investigation into which officials are prepared to take bribes or otherwise pervert the due fulfilment of their duties, following which these officials are summarily removed from their posts. Since the very nature of corruption means that you cannot trust the individuals you set to do the clean-up job not to be corrupt themselves, this can be a long, hard, costly process. You may make one Purge check per month, which costs 1,000 gold pieces for every percentile point of Corruption you currently have.

A Purge check is a special type of Control check. You most roll d100 below the difference between your Control and your Corruption scores, or 5%, whichever is greater. So, if your Control was 65% and your Corruption 50%, you would have to roll under 15 on d100 to make the check successfully. If the check is made, your Corruption score is lowered by d10 percentiles. If it is not made, the money expended is wasted.

You may enlist the help of your Minister of Intelligence in this Purge check. He may add his skill ranks in Bluff or Diplomacy (whichever is higher) to the number under which you must roll d100. So, in the above example, if your Minister of Intelligence had 10 skill ranks in Bluff, you would only have to roll under 25 on d100 to make the check successfully.

Confiscate or Reclaim This Land Or Property

By use of this action, you seize privately owned land or property. This cannot be done indiscriminately. You must either have some right and title to the land, or the former owner must be deemed to have forfeited it somehow. For example, if you had given land to a noble who then governed a region badly, you could take the land back from him. Alternatively, if a noble who earned land already was found guilty of treason or could not pay his taxes, you could claim his lands and castle as yours. Many corrupt regimes will frame minor nobles on charges of treason in order to take over their lands; see the Have This Person Framed For A Crime action below.

In order to claim land from someone who does not want to give it up and who is capable of resistance (i.e. not in prison on a treason charge and awaiting execution) you must make a Control check at +10%. If the property that you are trying to reclaim is a fortification, the Control check is made at –5%. People are much less likely to give up lands that they can entrench and defend. If you have enough military might, such resistance will soon be crushed but it will not be without cost to you.

As might be expected, taking land or property away from a person can have an effect on faction goodwill. Consult the Give This Land Or Property To This Person action to ascertain under what circumstances goodwill would be removed and how much would be appropriate.

Sequester This Property

Sequestering is only done in times of war. It is a particular kind of confiscation, whereby the regime effectively borrows a property for the duration of a conflict and gives it back afterwards. The modern equivalent is ‘commandeering’. For example, if a noble family owns a large manor house near a contested area, the regime may sequester it for use as a soldiers’ barracks.

Most property owners are annoyed by sequestering and would rather not give up their property but the promise of the property's return is a mitigating factor. A Control check must still be made to claim the property but it is made at +30%; failure means that the occupants or owners decide to go it alone and rebel. This is a dangerous course of action, as a refusal to let your property be sequestered at time of war is tantamount to treason. Though sequestering is unpopular it is still an important and accepted feature of politics and warfare.

Any form of property may be sequestered, from a fortress to a magical item to a ship. Those whose property is destroyed or extensively damaged while it was sequestered are entitled to claim compensation from the head of the regime, who is expected to provide it if he can. Failure to compensate a person or faction whose property has suffered or been lost altogether under your care is likely to cause severe loss of goodwill and probably a bid at revolution.

Institute An Inquisition

This action may only be taken by regimes that have a single official religion and do not tolerate others. It is particularly appropriate to theocracies, who often have an inquisition running as a standard institution of government. While the inquisition is running, all instances of suspected heresy, worship of forbidden gods, practise of witchcraft and suchlike taboo practices are relentlessly investigated and punished. Whether such things are actually taking place within the country or not, the effect of an inquisition is to terrify the general populace into submission.

On any month on which you have an inquisition running, roll 1d20. On a roll of 1, an atrocity is committed and an evidently innocent person is consigned to the flames; one of your classes of society, rolled randomly, loses a point of goodwill towards your regime. (The inquisition is capable of burning innocent nobles at the stake as well as innocent peasants.) On a roll of natural 20, increase your overall Control by 1d4; on any other result, increase your overall Control by 1%, to a maximum of 95%. The inquisition costs 4,000 gp per month to maintain.

If your regime is sufficiently corrupt, you may attempt to have political enemies removed by the inquisition on trumped-up charges of heresy. To do so is a governing action in itself. If you make a successful Corruption check and expend 2,000 gold pieces per level of the intended victim, you may have him arrested by the inquisition and tried accordingly. If the check fails, however, you lose 1d10 points of Control and may not institute another inquisition for 3 months, owing to the backlash, confusion and loss of credibility suffered by the regime.

Advertise For Heroes And Promise Reward

Many adventurers are familiar with this governing action from the opposite side. It is the recognised and accepted means of getting an important job done that cannot be undertaken by any normal governmental office. For example, if there is a dragon ravaging the farmsteads on the outskirts of one of your provinces, the regular soldiery cannot be expected to deal with it. The abilities of a dragon are such that several high-level characters are much better equipped to tackle it than a hundred low-level characters.

The amount of reward you offer will of course depend upon the nature of the task and the calibre of the adventurers you seek to hire. The exact effects of this action are left to the Games Master to determine, as they are campaign-related rather than mechanistic, but we would recommend that a task of moderate difficulty should be rewarded by no less than 1,000 gold pieces per character per experience level. The adventurers can always haggle for more, when they begin to arrive at your gates seeking work...

If the task is a popular one for which you have offered a grand reward, you may find yourself snowed under with applicants. The best thing to do in these circumstances is to arrange a set of contests or trials by means of which you can weed out the less competent applicants and arrive at a final shortlist from which you can select. If you make these contests public, as any clever ruler would, you can kill two birds with one stone and stage a public entertainment, for which see below. This is especially useful if you are trying to take your citizens' minds off the problem that you are hiring the adventurers to deal with in the first place.

You do not have to promise money, of course. As head of the regime, you can add to the incentive by promising power (see above), land, property or even the hand of some suitable person in marriage. In fact, the promise of marriage to a given individual is almost always the promise of power in another guise; the lucky suitor is not just gaining a spouse, but the rank and title that goes with him or her.

By expending an extra 1,000 gold pieces on covert

messages and recruitment, you can assemble a group of adventurers for work more suited to the darker side. These adventurers are not heroes performing great works obviously for the public good but are instead hired rogues, assassins and other such scoundrels enlisted to do the head of the regime's dirty work for him. It is mutually understood that no questions will be asked, nor will anything be put down in writing. This is the option to take if you want something stolen, burned to the ground or kidnapped. Assassinations can also be handled in this way, though it is easier to perform these through your Chief of Intelligence as a covert governing action, for which see below.

Overturn The Current Government

This action declares the former governmental system null and void and establishes a new one. You may use this action to change from a despotism into a republic, from a monarchy to a magocracy, or whatever other change you prefer. The transition takes effect over the course of the next month, during which time all Control checks are made at –20% owing to the bureaucratic chaos that accompanies a regime change.

In order to take this action, you must be in a position to do so and must take any additional actions that the new regime would require. For example, if you are changing from a monarchy to a despotism, you must reject the established religion of the land, or at the very least reject the Church that promotes it. If you are abolishing a republic and establishing some other form of government, you must deal somehow with the Senate. In the latter case, various methods have been attempted in the past, including barricading them all into the building where they were meeting and declaring a military coup, buying them all off, assassinating those that would not resign and (most cunning of all) persuading them to vote for their own 'temporary' abolition on the grounds that a single powerful leader would be best for the regime right now.

Police Actions

Police actions are operated through your Chief of Police or equivalent office; if the regime does not have an established police force, the various watch patrols of the settlements and cities are employed instead. Police actions have to do with crime and its prevention and with the maintenance of public order. They also have to do with the incarceration of criminals, though they are not involved with the making of the law, only its enforcement. Legal issues

are dealt with by legislative actions, for which see above.

Release These Prisoners

Often done as a gesture of goodwill towards the common people by a strictly authoritarian regime, such as an occupying power, this action orders the release of one or more prisoners, usually those who have been arrested for insurrection or other political activity. Each prisoner you release earns you one point of goodwill from the lower classes, at the cost of five points of Control and one point of negative goodwill from the upper classes. Once you take this action, it cannot be taken again for six months, because it has to be seen as an act of exceptional mercy in order to be effective; you may release further prisoners if you like, but you receive only the negative effects from doing so.

Give The Police More Powers

Ordinarily, the police force or city watchmen in a given regime have limited powers. They cannot simply break into a property and search it or detain a suspected criminal without telling him with what he is being charged. By taking this governing action, you may increase the powers of the police, until they are essentially judge, jury and executioner all in one figure.

Giving the police moderate additional powers (e.g. freedom to detain prisoners without charge, the right to enter a property at will) increases your Control by 5% and lowers the goodwill of the lower classes by 1. Giving them extensive additional powers (the right to judge and execute a suspected criminal on the spot, immunity from prosecution for actions committed in the line of duty) increases Control by 10%, lowers the goodwill of the lower classes by 2 and lowers that of the middle classes by 1.

Issue An Amnesty Notice

Amnesties are mainly to do with ownership and trade of illegal items. By proclaiming an amnesty, you acknowledge the lawbreaking that is going on but agree not to prosecute so long as the illegal items are given up. For example, if you had banned the lower classes from owning swords, you could have an amnesty in which illegal swords were handed in to the police but their owners would not face arrest.

An amnesty may only be carried out once every year; if carried out more often than this, the amnesty loses its force, because the citizens become used to thinking of the items as less illegal than they actually are.

To carry out an amnesty, make a Control check. If you fail, the amnesty is ignored; the people would rather keep to their lawless ways than co-operate with your regime. If you succeed, you gain 1d6 points of Control, plus one for every point of positive goodwill held by any class of society in your regime. You may not raise your Control higher than 80% with an amnesty.

Issue 'Most Wanted' Notices

This police action is your regime's way of defining who its enemies are for the benefit of the public. You may have 'Wanted' posters put up of anyone you wish. These will usually be common criminals who are especially notorious (such as a repeat burglar or murderer) but may include political enemies as well, such as an exiled rival ruler who is rumoured to have returned to your country, or a rabble-rousing cleric who is gathering members for a new cult to undermine your leadership.

'Wanted' posters are either copied out by hand or printed (if your regime has developed the technology of the printing press). They cost 1,000 gp per individual per province covered. The effect of this is to allow any person in any major settlement who comes into contact with the individual depicted on the posters to make a Spot check at DC 15 in order to recognise him as a wanted criminal. (If the artwork on the Wanted posters is especially good, the Games Master might allow them a circumstance bonus of +2.)

The person on the posters also suffers from a –2 circumstance penalty to any Disguise check he attempts while in the region where the posters have been distributed, as his image is all over the place. Note that you must be able to commission an accurate drawing of the person in order to use this governing action at all. You cannot issue a Most Wanted notice for someone whose appearance is unknown.

Civic Actions

Civic actions are those that deal directly with the people and their environment. The officials responsible for carrying them out are your Minister of Information, your Minister of Civic Works or your Minister of Religion. Civic actions are among the most expensive, because they affect a large number of people at once and often require investment in permanent structures.

Hold A Public Festival

It is an old, old adage of governing that if you give the people bread and circuses, they will be content and you will be able to keep power over them indefinitely. The bread has been covered in Chapter 16, The Seedtime and the Harvest; this governing action takes care of the circuses.

A public festival can be held for any reason but must have a centrepiece. Typical festivals are the birthday of the head of the regime, a crucial clash between rival sports teams or gladiatorial schools, the appointed feast day of a God, the official holiday of tradesmen, a celebration of the seasons, a feast to honour the bringing in of the harvest, the celebration of the marriage of an important royal figure and a celebration in honour of a general's achievements in the field. The essence of a festival is that the people can stop work for the day and celebrate, knowing that entertainments, food and intoxicants will be provided by the regime.

Holding a public festival costs a varying amount, depending on how much fun you want the population to have. You can spend from 100,000 gold pieces to 500,000 gold pieces on festivals. Every 100,000 gold pieces spent on a public festival grants you

2 points of temporary goodwill from the lower classes and 1 point of temporary goodwill from the middle and upper classes. This goodwill only lasts as long as the month in which the festival occurs. Many regimes that would otherwise suffer massive insurrections at the hands of the oppressed people, such as the majority of plutocracies, are able to stay in power by holding festival after festival, pouring the gold garnered by their unethical trade into public celebrations.

You may, at your own discretion, allow another person or faction to fund and organise a public festival. The goodwill generated is directed both towards your regime and their faction. This is common practice in republics; some of the most popular senators have no political or oratory ability, but enjoy the love of the people because they have the reputation for giving magnificent parties.

Promote The Worship Of This Deity

This governing action can only be undertaken in a regime that has no official religion; Monarchies and Theocracies cannot therefore use it. In promoting the worship of a given deity, you sponsor the followers of a particular religion in order that they might gain more followers. You also seek to curry favour with that deity, so that it will bless your kingdom and bring you success in an appropriate field. For example, you might choose to promote the worship of a war goddess shortly before leading your people into a war, or the worship of a god of healing during a time of recovery after a conflict.

Every 10,000 gold pieces you invest results in the gain of one point of goodwill from a faction representing the followers of the deity in question. If the Games Master chooses, the deity itself may also bless your kingdom in an appropriate manner. There are no set rules for calculating this, as the deities are capricious and wont to act as they will, but a good general rule is to allow members of the regime a +1 sacred (or profane, if appropriate) bonus to skill checks made when they are engaged in activity appropriate to the deity's sphere. For example, if a god of healing were being propitiated, he could confer a +1 divine bonus to all Heal checks made by members of the regime that month. This is similar to the Minister of Religion's Public Ceremony ability but this action affects only the members and representatives of the regime, while Public Ceremony usually affects all citizens.

Invest In The Preservation Of Nature

In the fantasy milieu, which is so similar to mediaeval life so many ways, it is difficult to imagine a need to preserve nature, yet from the point of view of the druidic orders, any large town or city is too much of an imbalance toward the artificial. Some rulers have no particular regard for the balance, tearing down what they need and burning it or building with it as they see fit, laying waste to the natural order in their expansionistic greed. Others are more circumspect, if only to curry favour with the druidic factions.

Investing in the preservation of nature is costly but pays dividends if druids are a major part of the campaign or a significant power in the province. For every 15,000 gp you spend on city parks, tree planting and other similar activities, you may increase the goodwill of any druidic faction towards your regime by one, to a maximum of five points of goodwill.

Improve The Roads

The roads in your provinces will steadily deteriorate if they are not kept maintained. See Chapter 12, Governmental Game Mechanics. Poor quality roads mean that your regime's standards of communication are substandard, your Council members function less efficiently and that your military units travel slowly.

Regular maintenance is therefore an essential and repairs can be made to undo the results of previous neglect. By expending 3,000 gp per province per month, you can prevent the deterioration of the roads; by spending 100,000 gp, you may raise the Roads rating of a province by 1. You may raise your Roads rating to its maximum of 3 all at once by expending enough money; however, this work takes six months to complete even if it is all paid for at once.

Build A Structure For The People's Use

As head of the regime, you have the executive power to order the construction of buildings. Unlike the majority of stronghold builders in precedent chapters, you only need to give the orders and the Minister of Civic Works will take care of the remainder of the work for you, from planning the site and hiring labourers to arranging the delivery of materials. Simply withdraw the total cost of the construction (labour and materials) from your treasury.

You may lower the cost of any structure by using materials that you have bought at a lower price. See Chapter 17, Trade and Taxation, for details on how to claim cheap materials.

There is no limit on the number of structures you may order to be built in a given month. However, these structures can only be completed at a maximum rate of 1 week per 5,000 gold pieces in labour costs, as this represents the optimum in available labour.

At the Games Master's discretion, building a structure can have an influence upon your Control, corruption or goodwill ratings under suitable circumstances. For example, you should not automatically benefit from an increased Control rating just by building an empty fort in the middle of nowhere, but a fully staffed fort in a dangerous border area could certainly have such an effect.

You may also gain goodwill by building a structure that the people of a given class want. Again, the Games Master must arbitrate this, but we recommend that at least a point of goodwill should result from any action taken specifically to please a given faction. This should apply to private factions as a rule and very rarely to the whole class; influencing a whole class should only be possible if many such structures are built. For example, you could build a theatre in order to win the support of a group of disenchanted nobles, a set of stone wharves to allow a guild of merchants to dock their ships more safely, or a series of taverns across the land to bring cheer to the common people.

Give A Public Address

For ordinary occasions, the Information Minister will handle communications between yourself and your public. There may however be some days on which it is appropriate for a more direct communication to be made; the eve of a battle, a moment of crisis, the anniversary of a great victory or disaster, the first day of a new term in office or the midst of a riot. If you are sufficiently brave and confident, you may address your people directly rather than have other people do it for you. This is known as a public address.

A public address has three possible applications. The first concerns the manipulation of goodwill. You may attempt to win support from a hostile crowd, or to bolster the support you already know is there. This approach seeks to increase the goodwill of the people to whom you are speaking; such is the power of a public address that the increase in goodwill is considered to affect the whole regime in time, rather than just the masses there assembled.

Alternatively, you may attempt to persuade your public that a certain point of view is right. This does not have any bearing on goodwill but may shift public opinion concerning third parties. For example, you might address your public in order to persuade them that a given historical figure was in fact a misunderstood saint rather than a villain.

Finally, you may use your public address to fire your people's spirits, giving them courage and loyalty in the days to come. You may only use this last option if the people who you are addressing have zero or positive goodwill towards your regime.

To make a public address, you must succeed at a Perform (oratory) or Diplomacy check. The DC is 15, plus the total negative goodwill towards your regime of the crowd you are facing. The Games Master should adjust this accordingly if you are attempting to persuade the crowd that something they currently believe is wrong, such as an attempt to talk them out of thinking of the assassination of the former head of the regime as a good thing.

The crowd you address will almost always be made up of the lower classes, though you may address a crowd made up of the middle or upper classes under suitable circumstances, such as a demonstration by angry merchants or a ball held in a nobleman's mansion. If you fail the check by more than 10, you lose a point of goodwill from the appropriate class of society and a riot immediately breaks out. Success means that the intended result takes place. This

action may be used in conjunction with the Private Secretary's Write Impressive Speech ability.

If you are aiming to gain goodwill, you have the option of going for permanent or temporary goodwill; you may garner one point of permanent, or a number of points of temporary (lasting only for that month) equal to your Charisma modifier.

If you are attempting to talk the crowd around to a particular point of view, success means they are swayed; success by more than 10 means they are swayed with considerable force and may attempt to act on what they have heard immediately. For example, if you have persuaded them that the followers of a given god are in fact plotting against the public good, an exceptional result will cause the people to form lynch mobs and go rampaging through the streets looking for worshippers of the hated god so that they can hang them.

If an attempt to boost the morale of the crowd is successful, your rhetorical prowess confers upon every person addressed (so long as they are on your side, of course) a morale bonus to all saving throws against fear effects for the next 24 hours equal to the Charisma modifier of the head of the regime. You may use this ability to inspire troops on the field.

Military and Naval Actions

These actions are passed down through your Captain of Armies or Admiral of the Fleet. They cover all of the strategic (as opposed to the tactical) decisions that you, as the ultimate commander of your military forces, could be expected to make. The military serve not only as the protectors of your land but as your own governmental muscle. If you need to stamp down hard upon rebels or intervene in a situation that has gone beyond the powers of the city watch to handle, the army should be called in.

Recruit New Units

This is the action used to swell the ranks of your armies with its most basic units, namely groups of warriors. On any given month, you may recruit into your army a quantity of the population equal to one twentieth of your Control rating as warriors and a number equal to your Control rating as commoners. So, if you had a population of 2,000 and a Control rating of 60%, you could recruit 3% of 2,000 people as warriors, a total of 60 warriors, in one month. This sum is deducted from your population, as the same people who formerly worked in your fields and farms are now enlisted in your army, so be careful not to depopulate your land. It costs you nothing to recruit new units, but you must pay their maintenance costs for that month (see Chapter 18, Warfare) as soon as they are created.

Institute Mandatory Military Training

This order institutes a programme of military practice for all able-bodied adults above a certain age. It ensures that your population will produce as many warriors as possible. By spending 10,000 gold pieces a month, you can double the amount of warriors you can recruit from your population in that month.

Lower The Age Of Conscription

This governing action lowers your working definition of what an able bodied adult warrior's age is. Instead of young adults, you are recruiting warriors who are barely into their teens, in order to swell your ranks. This allows you to recruit an additional number of warriors equal to one twentieth of your Control rating; however, the heartbreak and loss caused by these actions lowers goodwill by 1 in the lower and middle classes.

Decommission Units

If you decide that a unit of warriors or commoners is no longer needed, you can dissolve the unit back into the population. The number of men in the unit is added on to your current population for the province in which they now find a home.

Allow The Troops To Pillage A Region

This action may only be taken when you have forces in enemy territory. The army is allowed to run amok, treating the local population with complete contempt and ransacking their houses and shops. This action can not be taken by a regime head of good alignment. The advantages of allowing pillaging are twofold. You do not need to pay a maintenance cost for any troops that are allowed to pillage, as they feed themselves and take plunder in lieu of pay. You also have a flat 50% chance to give the enemy a –1 morale penalty to all their morale checks in nearby combats, as rumours of your ruthlessness will have reached them. However, if they do not roll a morale penalty, they will instead gain a morale bonus of +1 to their morale checks, as they are filled with thoughts of revenge for their abused kinsmen.

Close Off This Village/Town/City

By means of this action, you effectively seal off a given settlement from the rest of the world. You might do this to contain a plague, to prevent a criminal from escaping who you knew to be in the settlement, or to contain a rebellion.

To close off a city, you must send 100 troops for every 1,000 people living in the settlement. While the city is sealed off, nobody can enter or leave by the usual routes without encountering a patrol.

Curb Insurrection

If you have just failed your monthly Control check and lost more than three points of your Control rating, so that you now have a settlement in uproar on your hands, you may attempt to regain it by sending in the troops. You may dispatch any number of your troops to keep order in a given settlement. You may attempt a second Control check at your current rating plus 1% for every 100 troops you send in, to a maximum additional Control of 20%. Success means that the Control you just lost is regained; failure means that you lose a further 1d4 points of control, which may lead to other settlements rebelling. If the city has been closed off (see above) as well as having had troops sent in to curb insurrection, any additional lost Control from the failure of this check does not lead to more rebellious settlements.

You may attempt to curb insurrection again with the same troops (or send more) once per week. While the troops are keeping insurrection at bay, they are not available for any other military activity.

Whether your attempt to curb insurrection is successful or not, you lose 1 goodwill from the lower classes purely for making the attempt in the first place.

Deal With Monsters

If you are having trouble with single beasts or tribes of monstrous humanoids ravaging the fringes of your settlements, you can always send the army in to sort the matter out. Any number of troops may be sent. Such combats are either resolved privately by the Games Master or played out using the Open Mass Combat System, for which see Chapter 19. Units that are sent to deal with monstrous threats are not available to fight in other battles.

Commission War Machine

By means of this action, you order one or more war machines to be built. You may either buy them outright for the listed cost, or reduce the cost by supplying part of the material for them yourself. Your regime must have experts of the appropriate level of skill in order to build them; otherwise, you will have to approach another regime and borrow an expert of theirs, or buy the machine from them. See Chapter 18, Warfare, for the building requirements of each war machine and Chapter 19, The Open Mass Combat System, for the battle statistics of the various war machines.

Covert Actions

Covert actions are your regime's dirty work. They involve bucking the law completely. A regime may not take covert actions unless it already has a Corruption rating of at least 15%, as covert actions depend upon the ability to buy people off and thus cover your tracks. They are usually relayed through your Minister of Intelligence. Covert actions cost a base of 1,000 gp to enact; individual actions may cost more.

Have This Person Assassinated

Political assassination is a very common tool of the dictator. If someone is causing you difficulties, why bother to spend money in bribes or take the trouble to placate him when you could have him quietly removed? With this action, you may target anyone within your provinces. If your Minister of Intelligence has gotten agents in place overseas in other regimes by means of his infiltration ability, you

may attempt to have people over there assassinated as well.

This action should *never* be used to dispose of a player character. If the assassination of a player is ordered either by another player or by the non-player character head of a regime, the assassination attempt should be played out in real time. The same applies if someone attempts to assassinate a figure under the players' protection.

Political assassination checks are made as follows. Make an opposed check, setting the total rogue and assassin levels of the person masterminding the assassination (almost always the Minister of Intelligence) plus his Intelligence modifier against the overall level of the intended victim plus his Wisdom modifier.

Success by more than 5 means that the assassination is carried out, leaving no trace. Success by less than 5 means that the assassination was successful but some clue to the party responsible was left; the assassin was seen, evidence was left at the site, or a trail was left. The Games Master should determine the facts appropriately.

Failure by less than 5 means that the assassination failed but the agent was not discovered. Failure by more than 5 means that the agent was captured, which almost certainly means interrogation and the discovery of who the paymaster was.

Suitable circumstance modifiers should definitely apply when making the check. The competence of the assassin, the accessibility of the victim and the availability of poisons should all influence the roll. The Games Master must arbitrate this as necessary. If the assassination is taking place in territory other than your own, a circumstance penalty of –4 applies automatically, as it is much harder to arrange an assassination on foreign land.

If your assassination attempt uses any character class that cannot make a death attack, then the assassination check is made at a –4 circumstance penalty. In this way, you may avoid using assassins.

Assassination orders using the assassin character class may not be given by good regime heads, nor by neutral ones unless the Games Master rules that the situation justifies it, such as in the assassination of a hated oppressor. An assassination costs 1,000 gold pieces per level of the target up to 5th level, 2,000 gold pieces per level up to 10th level and 3,000 gold pieces per level beyond that. This sum must be paid whether or not the attempt is successful.

Have This Person Embroiled In Scandal

This action is usually used when you want to destroy someone's reputation and standing in society without actually landing them in trouble with the law. Scandals are outrages against common morality and standards of decency, not against the regime's code of laws. By means of this action, you might arrange for a pious cleric to be caught in bed with a prostitute, a stalwart general to be seen as a corruptor of young cadets or a public hero to suddenly have the reputation of being a drunkard and wife-beater.

You may also use this action to have someone framed for a crime. This is much more serious, as it could lead to them being imprisoned or even executed. Again, suitable circumstance modifiers should apply; it should be much more difficult to make an accusation of corruption stick to a cleric of a good deity than to a merchant trading in foreign goods.

Scandal checks are made in exactly the same way as assassination checks. They cost less, with a fee of 1,000 gold pieces per level of the target character.

The Seedtime and the Harvest

In this section, we look at those people whose hard work provides you with a kingdom to rule over, namely the population of your kingdom; we focus especially on the work they do to fill the stomachs of everyone in the land, from the poorest to the richest. The people have to be protected, watched over and kept happy if your power over them is to last. Your population provide you with resources, pay you tax money and some of them act as your soldiery in times of war. Without them, your nation is nothing but earth and rocks.

The Common People

The population of a province includes all sectors of society. The vast majority of the population will be 'commoners', these being tradesmen, labourers and other workers. Commoners do not usually own the land on which they live. They pay rent to a local lord. They may, however, own the houses in which they live. Commoners can spend their whole lives in one area, never travelling further afield than the next town along; maybe once in their life they visit a large city, just to say that they have been.

Commoners may own their own dwelling places, passing them down from parent to child. In some regimes, they are not even considered to be the owners of their houses.

Depending on the wealth of the region, commoners may be better or worse off. If a region produces many resources of a worked or fine quality and is thus rich, the commoners may be healthy and prosperous. However, if the tax rate is set at a high level, the region may still be wealthy but the commoners will not see any of it, as the rich see to it that the taxes come out of the pockets of the poor before the rich have to produce anything.

Most commoners are used to their lot and are content so long as they are fairly treated. They perform the bulk of the work in the province, according to their Profession or Craft skills. The closer to the earth you are, the poorer you are likely to be. The lowest paid work is that which involves extracting raw materials from the land, such as mining or quarrying, or producing raw foodstuffs, such as by sowing a field of wheat or tending to the livestock. Processing materials is more lucrative, but not by much. Millers grind the corn that farmers grow, tanners turn hides into leather and charcoal burners smoke the wood down into charcoal.

Those that use their Craft skills to produce crafted resources are usually the most well-off of commoners. They are producing finished goods for sale, which means that they reap the full value of the materials that others have worked hard to provide. However, a commoner with a Craft skill that is not in demand is the least fortunate of all. Many commoners spend their whole lives developing a single Craft skill. If the source of materials dries up, or the governing regime decides that it no longer wants to produce a given kind of resource, then the labouring men and women are left without useful work to do.

Population Growth

The population of your province will naturally grow over time, slowly and steadily. Every year, a population growth roll must be made. Your population increases by its current amount divided by 20 (rounded down) and multiplied by 1d4. So, if you had a population of 2,000 and rolled 2, your population would increase by 200. This assumes human levels of reproduction. Provinces with a high level of elven population would make a population growth check every ten years instead of every year. Halflings, if rumours are to be believed, would need to make a population growth check every six months.

This population growth check represents the net increase to your population. It assumes that deaths from natural causes will have taken place. Some events can cause accelerated population loss, such as starvation, warfare and plague. All of these are dealt with later in this chapter.

Food Production

Food production works slightly differently from other resources. Most resources used in food production are seasonal. Crops that are seasonal resources must be harvested at a given time of year. The net effect of this is that in the winter months, no seasonal resources are available, so food must be found in other ways. Winter counts as the game world equivalent of November, December, January and February.

Some resources count as 'food' in their raw state, such as nuts and fruits. They can be consumed as soon as they are gathered. Others, such as grain or livestock, have to be processed before they are considered 'food'. Grain has to be threshed and cattle slaughtered before either can be eaten.

Variations in Food Production

There are many variables that can influence the quantity of food that a province produces in a given month. The following are some of the most common influences and their consequences.

† If druids or rangers have an arrangement to cast *plant growth* upon the majority of the fields in a province for one month of the year, then the number of units of seasonal resource of all kinds produced in the province is increased by one for the remainder of the year, though the seasonal resources are still unavailable in winter. Similarly, if for any reason *diminish plants* is being cast upon the majority of the fields, the number of units of seasonal resource is reduced by one.

† If the Games Master wishes to determine harvests randomly, then roll 1d6 at the start of the year. On a roll of 1, the yield is especially poor that year, producing one less unit of food than usual every month. On a roll of 6, the yield is particularly rich, yielding one extra unit of food every month for the whole year.

† Long periods without rain during the spring and summer months reduce the productivity of a province. A drought lasting one month halves the number of seasonal resources produced that month, while a drought lasting two months reduces the number to one quarter, rounded down and reduces the number of animal resources (such as livestock and sheep) produced that month to half, as animals begin to die. A drought that lasts longer than two months reduces the region's productivity of seasonal resources to one, and then to zero on the next month; if the rains come, the region's productivity is restored back to its original level at the rate of one point per month in which rain falls.

† Proper irrigation and land management techniques can increase the fertility of a region's fields. Every 50,000 gp invested by the regime in improving the region's farmland increases the yield of one seasonal resource in the province by one, permanently.

† Careful weather management, from weekly *control weather* spells cast all across the province, can optimise crop growth. If a province is fortunate enough to have sufficient spellcasters to achieve this, the result is an increase of +2 to the amount of seasonal resources of all kinds produced in the province in a given month. This can carry on from month to month, so long as the spells are still being cast.

† Land that has been pillaged and burned by an invading army has its crop productivity reduced by a percentage equal to 1d6+4 multiplied by 10, rounding down. Invaders will often destroy crops in order to starve those inside strongholds into surrendering.

Food Storage

If the population has the wherewithal to produce 'stored food' units, such as dried fruit, or if it produces resources that may be stored and then turned into food, such as grain, then it may store food up against lean times. Food must be converted into 'stored food' that same month, be sold or be eaten, or it will go to waste.

Storing food requires the proper facilities. Most stored food is kept in the houses of the people who will be consuming it; 2 units of stored food may be kept in this way per 1,000 people in the province. Every granary in the kingdom (see Chapter 5) can store two units of grain. A stronghold with large storerooms can store up to 8 units of food. If a kingdom has sold all its food earlier in the year, it will be in trouble when the winter months come.

Stored foods cannot all be kept indefinitely. Meat-based stored foods (salted meat) can be kept for a maximum of four months before they become inedible. It is therefore important to keep some animals as a food supply and not slaughter them for salted meat until the winter months are almost upon you.

Deprecation of Food Reserves

Even stored-up food may be lost to rats, damp, and monstrous pests such as oozes or giant vermin. Grain kept in proper granaries is safe, as is food stored in strongholds. However, food stored domestically is at risk. Every month, roll 1d6 to check for food deterioration; on a roll of 1, reduce the number of stored food resources of a given kind by 10%, rounding down.

Emergency Slaughtering

If food is urgently needed, animal resources like sheep or livestock may have more of their number culled than would ordinarily be permitted by the principles of farming. For every unit of permanent production that is removed from the province's resources, five units of animal resource may be added to the province's yield for that month. For example, if your province ordinarily produced 4 units of sheep per month, you could gain five extra units of sheep that month by reducing your productivity to 3 units of sheep per month thereafter. This represents the slaughter of the core stock for short-term gain.

Food Consumption

A province requires one unit of food per 1,000 people per month. This is the minimum amount necessary to keep everybody in the region alive and healthy. Resources that are turned into food and eaten are *not* counted towards the region's wealth for tax purposes. Surplus food may either be sold (i.e. counted as part of the region's wealth for tax purposes) or, where applicable, turned into stored food and packed away against time of want.

Causes of Population Loss

So long as they are kept fed, the population will increase steadily. Unfortunately, life is rarely as simple as that. There are several kinds of disaster that may befall a province, some natural, some engineered. Each of them erodes the population in a different way.

Starvation

If the population of the province do not have enough food to eat, they begin to starve. At the start of any month in which the population has insufficient food, roll 1d4 plus 1 for every unit of food by which the population is short of the required amount. The result multiplied by 100 is the number of people who die from starvation in that month. On subsequent months, if there is still insufficient food, add 2 to the roll for every month that there has been insufficient food, as the long-term and secondary effects of malnutrition catch up with the populace. Dwarves and gnomes are naturally more hardy than other races, having a racial bonus to their Constitution ability scores and a large amount of fat stored under their skin. Provinces in which the majority of the population are dwarves or gnomes therefore deduct 1 from the roll to find out how many die from starvation.

Fire

If a settlement is devastated by fire, whether this is from arson, dragon breath or from a natural hazard, then reduce its overall population by 5d10 per cent and deduct this from the province's total population. If the settlement is situated next to the sea or is on a river, then reduce the population by only 3d10 per cent, to take account of the availability of water for fighting the fire. Sometimes, invading armies will put settlements to the torch, as an act of terror or simply because they do not have the manpower to plunder it.

Plague

Plague strikes one settlement at a time, causing agony and death. It is usually brought into a province from overseas. A settlement is at risk from plague either when the Games Master, by an act of fiat, decides that it is, or when enemy forces deliberately introduce plague into the nation. Some monsters can cause plagues by getting into the food or water supply. Otyughs in the sewers or zombies in the drinking water pipes are very likely causes of plague.

Plague begins when one settlement becomes infected. An infected settlement loses one third of its population in the course of the month, after which the plague is burned out. Those who were going to die have died, while those who are naturally immune will have survived and others will have fled the area, to return once the plague has gone. A cleric able to cast *cure disease* may prevent the loss of one life per day per *cure disease* spell he is able to cast in a day, so long as he does nothing else.

All other settlements within 20 miles of the infected settlement must make resistance checks to avoid succumbing to the plague themselves; if they fail, they contract the plague at the start of the next month. A resistance check is made by rolling a single d20 against a DC of 12; this is effectively a communal Fortitude saving throw made in order to resist contracting the plague. Settlements where the majority of the population has a racial bonus or penalty to their Constitution ability score apply the appropriate modifier to their resistance check. In addition, any settlement that has a source of fresh drinking water, such as a mountain spring, receives a +2 bonus to its resistance check.

Sealing the infected settlement off as soon as the news of its infection reaches the regime may contain the plague. It has a straight 50% chance of nipping the plague in the bud, preventing any further outbreak in nearby settlements. However, this action has a terrible cost. Instead of losing one third of its population to the plague, the settlement loses nine-tenths of its population, as citizens cannot escape (a sealed off settlement allows nobody in or out) and are much more likely to become infected.

The Minister of Health can take precautions to avoid the onset of plague; see Chapter 14, The Power Structure.

Wartime

Invading armies often ransack the land in order to cow the local population. Massacres are sadly all too common. If an invading army has been given permission to terrorize the locals, assume that the total population of the province drops by 5d20 every month in addition to any other population erosion from other activities (such as fire). This represents the slaughter of commoners who resist, starvation from the invaders' taking the food stores and prisoners taken captive and forced to serve as slaves or concubines.

Monsters

Settlements built close to bad lands, where monstrous humanoids dwell, are at risk from attack if they are not defended by a border fort, keep, city wall or similar fortification. A band of such creatures (orcs or hobgoblins, for example) has a 1 in 6 chance of raiding such a settlement in any given month; this goes up to a 2 in 6 chance during the summer months. If a raid takes place, roll 1d6 again. On any other roll than a 1, assume that raids reduce the settlement's population by 2d8 that month. A roll of 1 indicates that the humanoids have attempted an invasion. Roll 10d6; if the result is greater than the total remaining population of the settlement, then it has been overrun and obliterated completely. Otherwise, divide the result by half and reduce the population by that much.

A settlement that suffers repeated attacks from monsters may be abandoned by the inhabitants. Assume a flat 20% chance every month that the inhabitants will simply pack up and leave rather than suffering continued attacks, increasing to 40% if repeated monster attacks reduce the settlement's population to less than half what it originally was. If the settlement is abandoned, divide up its population among the nearby towns and villages.

A settlement besieged by monsters can be relieved if adventurers or warriors are sent to enter the badlands and wipe the monsters out. This is best resolved using the Open Mass Combat System (see Chapter 19, Warfare).

A single large monster, such as a dragon, attacks in much the same way as a band of humanoids; however, it will not attempt an invasion. In the case of dragons, those that can breathe fire will often incinerate settlements (see Fire above) and their Frightful Presence ability means that the settlement's occupants are 30% more likely to abandon the place rather than face destruction. Single creatures will, however, not attempt invasion, as they are interested in occasional feedings and creating carnage rather than taking land for themselves.

Trade and Taxation

All regimes need money. Without cash in the treasury, you cannot pay your armed forces, maintain your buildings or improve the quality of your land. There are two principal ways of making more money. You can use your land's resources as bartering chips, selling them to other nations for coin or trading like for like; or you can take the money out of your citizens' hands with a tax system.

Trading With Other Regimes

Resources are not distributed across the game world in an orderly manner. It frequently happens that one regime has control of what another regime needs. Provinces with a good deal of marshland are not likely to produce any stone, meaning that all buildings will be made of wood unless a source of stone can be found from a neighbouring nation. A regime with food reserves can make a fortune selling them to a regime that cannot feed its own citizens.

The procedure for trading resources is very simple. You make an agreement with the other nation that you will supply it with a certain number of units of resource per month. The other nation agrees to give you something in exchange. This will either be money or a number of units of a different resource. The trading does not take effect until the next month, as resources take some time to mobilise.

If you are paid with money, then the amount that you are paid (rather than the inherent value) is treated as the value of the traded units for purposes of calculating the region's wealth. It is therefore part of the philosophy of trade that the other nation should pay you more than the goods would be worth if they stayed at home. For example, if you were selling one unit of worked hive products to a neighbour nation for 15,000 gp, then that is the sum you would add in to find the region's wealth, rather than its base value of 12,000 gp. The proceeds from the resource's sale do *not* go into the regime's treasury. The advantage of this method is that the wealth of the region is increased, meaning that there is more money for you to tax. You may not buy units of resource already pledged for trade for half price; they are already spoken for.

If you are buying resources, you may factor in their value as part of the province's wealth, but the amount that you pay for them is deducted from the province's wealth for that round. You may also pay for them out of your regime's treasury if the province has no money left. The best way to make a profit on resources that you have bought is to increase their value by working on them. For example, if you buy three units of worked metal (ingots) from a neighbouring country and you have the wherewithal to produce worked metal goods, you can increase their value from 18,000 gp to 27,000 gp by working on them, meaning that you could turn a profit and thus increase the wealth of the province even if you paid thousands more in gold than the metal was worth. You may purchase resources that you have bought from another nation at half price for your own use, but if you do so then you may not count their value towards the region's wealth.

There are no rules governing what the other regime should offer you for your goods. You may make whatever arrangement you wish. Similarly, when a foreign regime approaches you and offers to sell you goods, you are not obliged to accept. International haggling is part of the way politics work.

Most regimes prefer to trade in goods rather than in coin. This way, one nation does not necessarily profit at the expense of another. Again, there are no rules to govern what should be offered. You may trade multiple units of one item for single units of another; you may even make ongoing deals in which several different items are thrown in as a package. Some primitive nations can be gulled for generations by larger ones into supplying valuable leather, furs or horseflesh in exchange for wondrous-seeming metal weapons.

Trade Routes and Hazards

As soon as you have made a trade agreement with another nation, you must specify the trade route that the resources will follow to reach you. There are some basic rules governing this. The trade route must link one of your settlements with one of the other nation's settlements. It must pass through areas where travel is possible, avoiding such obstacles as marshland, forest and mountains. (If there is a clear route cut through any of these, then the trade route may pass through them.) It cannot pass over sea unless one of the nations has ships available and the trade route passes through sea ports. Once established, all shipments of resources follow the trade route. You may have multiple trade routes for the different resources you supply, if it would make

logical sense to do so and the Games Master gives assent.

Trade routes are a vulnerable area for both nations. Enemy forces can learn where they are and mount attacks upon caravans and shipping convoys; brigands and pirates can make raids by land and sea to carry off your precious merchandise. The better the condition of your road network, the more secure your shipments will be.

Every month, you must make a piracy check, handled as follows. Roll 1d20 per established trade route to find out whether there has been any disruption to trade. On a roll of 3 or lower, there has been a raid. The cargo being transported from the other nation to yours or vice versa has been stolen. Roll 1d6 to find out which direction the cargo was heading in: on a 1-3, it was your contribution and on a 4-6 it was that of the other nation.

Loss of a cargo can cause furious altercations. The other nation has no way of ensuring the money that you claim you sent in exchange for their resources was ever really there. Such disputes are exacerbated if one nation has taken precautions to ensure the safety of the trade route that the other nation has not. Unless you have a system in place that allocates responsibility to either one side or the other, you are going to find yourself losing friends quickly if cargoes go missing too often.

Politicians being what they are, dirty schemes do take place. It is not uncommon for an alleged 'pirate' to be in the pay of a bent official, who is profiting from staged raids on outgoing ships. In such an arrangement, the resources received are paid for (or the reciprocal resources sent) but the ships never reach their destination. They are captured, sailed to a nearby cove and their cargoes returned to the point of origin. The witnesses tell a tale of piracy and the other nation is left empty-handed, robbed by an unknown adversary that nobody can do anything about.

The following modifiers apply to the piracy check:

† The Roads rating of each nation is added to the d20 roll, representing the ease with which inland transportation can operate. For example, if your nation had a Roads rating of +1 and the other nation had a Roads rating of –2, you would subtract 1 from the roll.

† If the trade route passes directly from your nation into the other nation, i.e. there is only a political border dividing the two territories, then add 4 to the roll.

† War is no respecter of private property. If the trade route passes through territory where war is being waged, subtract 2 from the roll.

† You must ensure that your trade routes pass over as much friendly territory as possible. If the trade route passes over land controlled by a regime to which you are not allied, subtract 2 from the roll; if the regime is actively hostile, subtract 4.

† Precautions can be taken if there are soldiers or escort ships to spare. If either nation has assigned ships or soldiers to protect the trade routes (see Chapter 15, The Art of Governing) then make the

appropriate modifiers to the roll as dictated by the governing action.

† If the trade route runs over sea and an enemy nation is actively preying on your shipping, such as by issuing letters of marque and allowing privateers to harass you, deduct 4.

† If the trade route passes through bad lands, such as borderlands where humanoid monsters dwell, subtract 4 unless there are border forts in place, in which case subtract 1.

† Deserts take a harsh toll on beasts of burden and on people. If the trade route passes through desert, subtract 1.

† If all the settlements through which the trade route passes have city walls or similar fortifications, add 2.

† It is safer if a trading caravan can rest overnight in a settlement. Add 1 for every settlement through which the trade route passes.

Taxes

As head of the regime, you may set the taxes that will be collected. Whenever you change the tax rate, the change will take effect at the start of the next month. Tax is inevitable; nobody likes it but everyone accepts that it has to happen if there is going to be any kind of a centralised government at all. There is no such thing as a popular tax, though if you keep your taxes low they will not arouse quite so much ire as otherwise. Of course, low taxes means less in the treasury to stave off invaders when they come calling...

Any tax that you place will inconvenience some members of your society more than others. There is no such thing as a single socially fair tax, nor are there any taxes that everyone will be happy about. As a very wise man once said, you cannot please all of the people all of the time. You must therefore be very careful when placing new taxes or raising the rate of old ones that you do not alienate those on whose goodwill you depend. As with other actions that influence relationships between factions, goodwill reductions applying to one class affect all factions that count themselves as part of that class. For example, if you impose a property tax, the Noble Knights of Chrysanthia (a faction belonging to the noble class) will be just as furious about it as those less influential nobles who do little more than drink wine, play chess and exploit the peasants.

It is possible to avoid alienating too many people by placing several different taxes, each one intended to squeeze one sector of society slightly. This is a more fair and just method than exploiting one particular class.

Every tax has a percentage rating. When all of your taxes are in place, you add the ratings together; the result is the percentage of each province's wealth that is taken and placed in your coffers. No one tax may ever be set higher than 20%, as it is assumed that there is not the money available to cover it.

The amount of tax money you actually receive is dependent upon your degree of Control. If your regime's control is not absolute, which it can never be, then it is impossible to avoid some amount of tax money going missing. See the section on Lost Tax Revenue below.

Lost Tax Revenue

Not all of your tax revenue will make it back to the treasury. Some will inevitably be lost. It may have been stolen by your appointed tax collectors, refused at the point of collection or intercepted by brigands and redistributed. The only way to cut back on this is to tighten the grip your regime has over the populace.

Every month, you only receive a quantity of money in taxes equal to your Control percentage rating multiplied by the amount you should be receiving. So, if you had a Control percentage of 89% and your tax revenue was 100,000 gp, you would only receive 89,000 gp that month. Corruption does not affect the amount of tax revenue you receive.

Note that any goodwill modifiers applied to the factions are still valid, even if you do not receive the full amount of money you ought to be getting. If your regime begins to spiral out of control, you may find that your commoners are revolting because of oppressively high taxes, yet precious few of these taxes are finding their way into the regime's treasury!

Poll Tax

A poll tax is a very unpopular measure, usually enacted in order to raise funds fast. Every single person in the regime is required to pay the same amount. This may seem fair enough on the face of it but the problem is the variant abilities of the different classes to pay such a sum. A poll tax of five gold pieces is a trifling amount to any noble and to most merchants, but could feed a peasant family for a month. Enacting a poll tax can be fatal for a government, depending on how demoralised the lower classes are. If the common people are kept in their place and are suitably cowed, you can raise a goodly sum with a poll tax.

Placing a poll tax at all lowers the goodwill of the lower classes by one. For every 5% of poll tax placed, lower the goodwill of the lower classes and associated factions by a further point.

Sales Tax

Sales tax is a means of extracting money from the sale of goods over the counter. For example, instead of paying ten gold pieces for a flask of acid, you could end up paying twelve; ten for the acid and two in sales tax. It is the merchant's responsibility to pass all collected sales tax on to the tax collectors at the due date. Sales tax at low levels is barely noticed. At high levels it causes serious economic problems. If nobody wants to buy goods because the sales tax has pushed the price too high, merchants cannot cover their costs and so have to put prices up even more just to break even.

Sales tax is a headache for merchants, because it makes their goods less appealing. It is also unpopular with the commoners, because goods that they need to survive are more expensive. It is said that sales tax 'takes the bread out of the children's mouths'.

Placing a sales tax at all lowers the goodwill of the middle classes by one. For every 5% of sales tax placed, lower the goodwill of the middle classes and associated factions by a further one point; lower the goodwill of the lower classes by one point for every 10% placed. So, a sales tax of 15% would lower the goodwill of the middle classes by four and that of the working classes by one.

Customs Duty

Customs duty is a form of tax imposed upon goods brought in from overseas. It is placed in order to make money out of those who buy cheap goods elsewhere and sell them in the home regime at a profit. This tax can only be imposed upon a province that has trading relations with other nations. It cannot be raised higher than 10%, as overseas trade is not a major source of income.

Customs duty is unpopular with all classes of society. The poor cannot get their cheap foreign ale and tobacco, the merchants lose their profits and the nobles have to pay extra for their luxuries, which are rare enough at the best of times. The unpopularity of customs duty is such that special smuggling rings are set up purely to circumvent it.

For every 3% of customs duty placed, lower the goodwill of upper, middle and lower classes by one. If there is a faction of sailors or merchant seamen in the province, apply the same lowering of goodwill to them, as customs duty cuts directly into their earnings.

Property Tax

Property tax affects only those who own buildings. The larger the building, the more tax the owner is obliged to pay. There are various ways of calculating how the size of building relates to the amount, the most workable being the 'window tax' which charges a set amount for each window in the property.

Since the majority of commoners are tenant farmers who do not own their own homes, or who own only very small buildings if they own any, it does not affect them very much. Merchants may own their business premises and a home, so they are tangentially affected; but it is the nobles who are most outraged by property tax. Nobles, as a rule, live in large estates and their houses have many windows. Asking a noble to pay property taxes is essentially asking him to pay money to live in the home that was his father's and his grandfather's before him.

Placing a property tax at all lowers the goodwill of the upper classes by one. For every 5% of property tax placed, lower the goodwill of the upper classes and associated factions by a further one point; lower the goodwill of the middle classes by one for every 10% placed. So, a property tax of 15% would lower the goodwill of the upper classes by four and that of the middle classes by one.

Rent Duty

All landowners charge tenants rent, whether they own the land by inheritance (as in the case of most nobles) or by personal effort (as in the case of most merchants). Rent duty is the amount taken from the rent that a landowner charges a tenant. In societies in which the head of the regime is the overall owner of the land, it is understood that all rent is the rightful property of the regime head but that the local governors may keep some of it for their own use. Rent duty is the commonest form of tax in simple monarchies and in despotisms.

Rent duty of up to 5% incurs no ill will, as it is expected. If it is increased beyond that, the landowners will simply increase the rent paid by the tenants in order to make up the extra. This makes for angry tenants, which in turn causes problems for the landowner. Every 5% of rent duty imposed past the first 5% lowers the goodwill of the lower classes by one.

Road Tax

It is commonplace to charge a tax for the use of the roads, the money from which is intended to keep them in good repair. Road tax is usually collected by means of toll gates. Upon reaching a toll gate that can bar your progress, such as the bridge across a river, you are obliged to pay a toll if you wish to travel on. This toll applies irrespective of your personal wealth, so it is more inconvenient for the poorer classes than the richer ones. It cannot be raised above 6%, as the roads can generate only so much revenue per month.

Every 3% of road tax imposed lowers the goodwill of the lower and middle classes and associated factions by one. If there are any bardic factions in the province, the same applies to their goodwill rating, as their free wandering ways are opposed in principle to the tollbooth system.

Luxury Tax

An effective way to raise tax money is to charge people extra for items that are not considered to be essentials of life. In this way, you can always tell your critics that you are leaving people with the important things in life, such as food and shelter, untouched. (Some of the more austere religious regimes also make a case for luxury taxes being good for the soul, as they make it harder for people to buy the appurtenances of a life of hedonism.) Luxury items also tend to be relatively expensive, so there is a lot of money there that can be taxed.

A luxury tax is a special kind of sales tax paid only on certain kinds of product. Usually, only one or two products are designated as luxuries; these will typically be such things as tobacco, wine, beer, narcotics or chocolate. You may have luxury taxes and sales taxes in place simultaneously.

Rich and poor alike hate luxury taxes. The poor are denied some of their few pleasures in life, such as a stoup of wine and a pipe of tobacco, the merchants consider luxury taxes to be almost as bad as sales taxes, while the upper classes are forced to pay extra for their dainties. Every 5% of luxury tax lowers goodwill by one for upper, middle and lower classes.

Special Levy

Sometimes, you will need to raise money just by demanding it in the public interest. A special levy is only resorted to as an extreme measure. It is the closest thing to an 'income tax' known in the fantasy game environment. Special levies are not ongoing taxes but one-off charges, levelled in order to pay for a given thing. This can be anything from the monarch's gambling debts to the ransom of a much-loved public figure to the protection money demanded by a powerful sorcerer who will invade if he does not receive it.

A special levy generates 1 automatic point of ill will (taken from the goodwill rating of the appropriate faction) plus an additional one point per 3% of taxation imposed. This is a lasting loss; the goodwill is not recovered in the subsequent months. You must apply the ill will to one class of society, to represent the people you are taxing with your special levy. It is up to you who you target with your special levy.

Treasure Tax

Treasure taxes work on a completely different basis to all other taxes. They do not contribute a percentage to the overall tax rate. Instead, a levy is charged on all money, jewels, magic items and other objects of value that are discovered in underground locations, dungeons, tombs, caves or similar environments. The treasure tax applies whether the finder has won the treasure from a dragon or simply found it buried in your back yard. As head of the regime, you must stipulate what percentage of the value of a given haul is to be given up as tax. Anyone who takes part in a conventional dungeon adventure and comes out with any treasure will be expected to give over the required amount or face the penalty you have laid down.

The effects of a treasure tax are to be determined by the Games Master, based on the amount of treasure-hunting and questing that goes on in the province. We recommend that the treasure tax simply yield 1d6x100 gold pieces per percentage of tax rate, with the negative consequences being the enmity of just about every adventuring party that passes through the area. Most adventurers will be naturally reluctant to give up *anything* in tax, so a regime that insists upon collecting a treasure tax is likely to be extremely unpopular with the members of that profession. It does, however, make sense for such a tax to be in place. The governor of a province and the head of the regime above him do have a rightful claim on riches found in their territory and they would be stupid to ignore such an important source of revenue.

Warfare

Waging war is an inevitable consequence of holding territory. Almost all lands were won by the sword at some distant time in the past and it is by the sword that they must be kept. Some regimes defend themselves by keeping standing armies, while others rely upon mercenary warriors or trust to the common people to act as a defensive force.

This chapter does not deal with the business of combat; for that, turn to Chapter 19, The Open Mass Combat System. Here we will be looking into the business of recruiting, training and deploying soldiers, as well as the politics of declaring war and suing for peace.

Types of Unit

A unit is simply an organized group of soldiers of a given type. It could be composed of simple warriors of whatever level, of mounted archers, cavalrymen, peasants armed with pitchforks or knights in plate armour. Units are formed from multiple counters, each counter representing a set number (usually 10) of the type of soldier in question. Sometimes, counters represent a smaller number of soldiers, such as monstrous beings who are larger than humans; a single counter could represent five trolls or one dragon.

Player characters are *always* represented by single counters, as are most leaders and important non-player characters. They may never become part of a unit, nor may they be trained up and gain levels in the same way as non-player character soldiers. They may however gain experience from defeating enemies in the field.

Recruitment

Regular recruitment is a simple matter. On the province sheet, a figure is given for the number of citizens currently making up your population. By taking the Recruit New Units action (see Chapter 15) and deducting the appropriate number from your current population, you may create one or more new units. These units come into being at any structure within your province that is equipped for training and that is not cut off from access. Recruiting a new unit takes 7 days, minus your Roads rating if it is positive and plus that rating if it is negative. Once your new unit is formed, you must keep track of its location. If you wish to send it into battle, you must move it appropriately.

Your regime can only produce a limited amount of able-bodied warriors from amongst its own ranks. If you have no further potential warriors available, you may only recruit commoner units. To do this, deduct as many people from the population as you wish and form them into a unit. Bear in mind that commoners are not efficient combatants. This tactic should be used only as a last resort.

Unit Class and Level

All units recruited are assumed to be 1st level warriors armed with a single short sword and owning no armour. It is up to you as head of the regime to improve their competence and the quality of their equipment, should you so choose. Training and combat experience can both raise the level of a unit; see the Advancement section below. Equipment may be paid for out of the treasury. Remember that if your regime makes or trades in appropriate goods, such as metal weapons or horses, you may buy these at reduced cost.

Commoner units use a variety of weapons, usually grabbed from the barn, tool shed or kitchen table. (Human commoners will all have the Simple Weapon Proficiency feat, enabling them to use more than just the one simple weapon with which they are automatically proficient.) As there is no consistency to this, assume that the default damage dealt by a commoner unit is 1d4.

You may recruit units of other classes than just warriors, but this costs money. These units are not mere mercenaries; they are residents within your own regime's lands and the money expended represents the cost of finding and enlisting them. It is assumed that there will always be an itinerant population of members of a given class, who will be prepared to sign up with you for a suitable fee. You will not usually be able to recruit units made up of characters of higher than 4th level by this method. Such characters are more usually treated as individual 'units' in their own right.

Recruiting units of this kind from your own provinces is more costly than hiring mercenaries but the units are more inherently loyal and are fighting in the interests of their home, a factor which counts significantly when working out morale. The table below shows which units you can recruit and for how much. This is a one-off payment; you do not hire

Recruiting Units Other Than The Citizenry

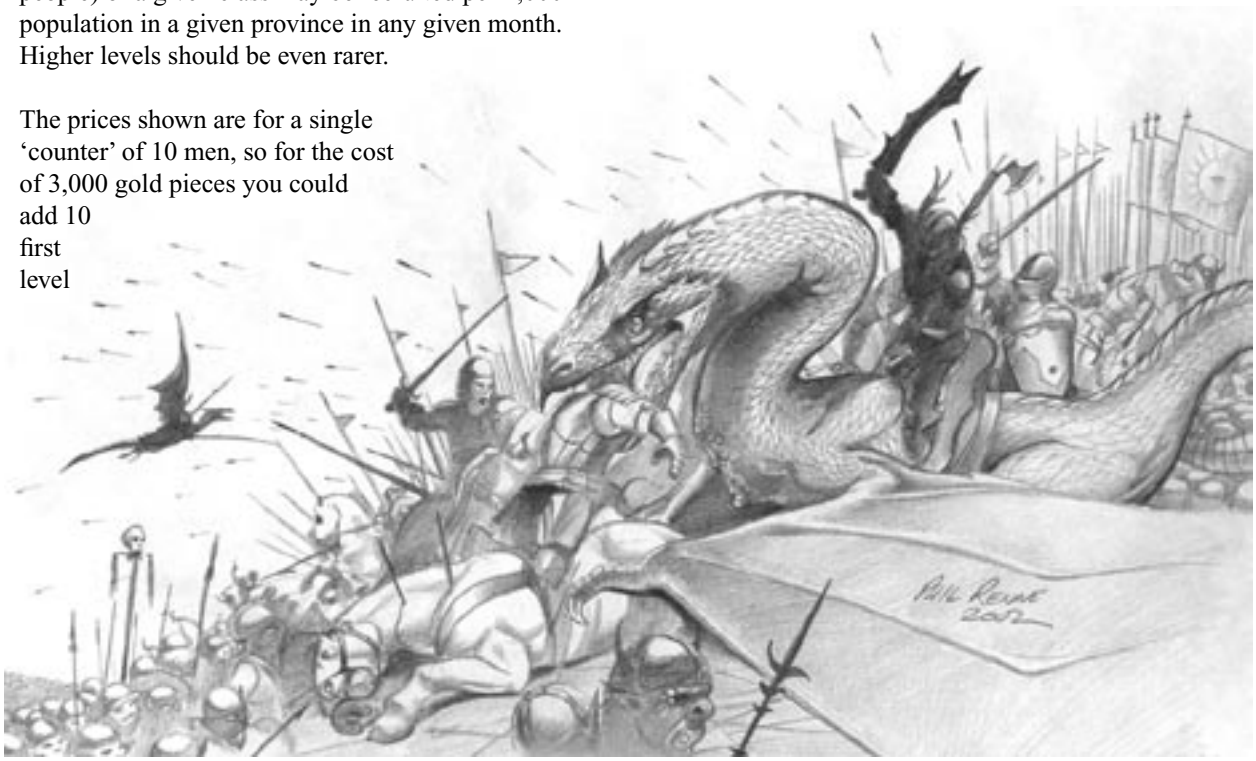
Unit	1st level	2nd level	3rd level	4th level
Barbarian	3,000 gp	4,000 gp	6,000 gp	9,000 gp
Bard	4,000 gp	5,000 gp	7,000 gp	10,000 gp
Cleric	4,000 gp	5,000 gp	7,000 gp	10,000 gp
Druid	4,000 gp	5,000 gp	7,000 gp	10,000 gp
Fighter	3,000 gp	4,000 gp	6,000 gp	9,000 gp
Monk	4,000 gp	5,000 gp	7,000 gp	10,000 gp
Paladin	3,000 gp	4,000 gp	6,000 gp	9,000 gp
Ranger	3,000 gp	4,000 gp	6,000 gp	9,000 gp
Rogue	4,000 gp	5,000 gp	7,000 gp	10,000 gp
Sorcerer	5,000 gp	6,000 gp	8,000 gp	11,000 gp
Warrior	1,000 gp	1,500 gp	3,000 gp	5,000 gp
Wizard	5,000 gp	6,000 gp	8,000 gp	11,000 gp

these units by the month, as you do with mercenaries. Once paid, they are yours.

The Games Master must give consent for you to do this and may (and should) set limits on the number of units of a given class you can recruit. The reason for this is simply the likelihood of their availability. You could easily recruit multiple units of barbarians if you were a plains lord or of clerics if you were a theocrat but it is fair to assume that barbarians would be in short supply in a civilised republic. As a rule of thumb, assume that no more than 1 counter (10 people) of a given class may be recruited per 1,000 population in a given province in any given month. Higher levels should be even rarer.

The prices shown are for a single 'counter' of 10 men, so for the cost of 3,000 gold pieces you could add 10 first level barbarians to your standing army; permanent affiliation at an effective cost of 300 gold pieces per man is not a bad deal by anyone's standards.

Units recruited by means of the table below are assumed to come equipped with their own armour and weapons as appropriate. Their abilities, skills, feats and so on are those of the non-player characters listed in *Core Rulebook II.* As you have not personally trained them, you may *not* alter these. You may, however, decide how they advance if you train them up after they have joined your army,



or if they gain experience through combat. Note that the warriors in the table below are not trained commoners like the great majority of warriors in your army, but free-roaming warriors looking for work.

You may hire multiclassed characters; simply pay for the total number of levels as if it pertained to the highest priced class. For example, if you wished to recruit a unit of 2nd level rangers / 2nd level wizards, you would pay 11,000 gp, the same as the cost of a unit of 4th level wizards.

You may also negotiate with other nations for the loan or hire of their military units. For example, if your regime has good relations with a nearby kingdom of elves, you might ask for the loan of a couple of divisions of elven bowmen to help stave off a common threat. The success of such an approach is dependent upon the impressiveness of your plea and the reimbursal you offer.

The only other time when you can recruit other classes than warriors to your cause without hiring mercenaries is when a given faction has positive goodwill towards you and is willing to support your efforts. For example, if the local druids are favourably inclined towards your regime, they might supply you with a unit or two of druids to assist your campaigning, especially if the forests were threatened. Similarly, a noble house allied to you could send some of its private retinue, who are likely to be experienced fighters; the ministers of a religion whose priests you have treated kindly could be prepared to spare some units of clerics to aid the wounded on the battlefield. This kind of arrangement should be roleplayed out if possible, but if the Games Master decides to settle it with dice rolls, then a Diplomacy check would be appropriate, with a circumstance bonus equal to the goodwill rating felt by the faction towards you and a DC of 15 plus the number of units you are trying to borrow.

Equipping Units

If you have the resources available, then a unit may be equipped with suitable weapons, armour and gear at the moment of its formation. Otherwise, giving new equipment to a unit within the province takes one week, modified appropriately by your Roads rating. Giving new equipment to units outside your province takes this amount of time plus one day for every 30 miles of distance between your borders and the location of the unit to be equipped. At the Games Master's discretion, this time delay could be shortened by magical means such as *teleport*.

The following combinations of weapons, armour and equipment are suggested; all units are assumed to have a short sword as a second weapon if no other sword type is listed. By reference to this table and the use of suitable resources, you may create different kinds of unit with which to populate your armies. The base character class here is the warrior, though you could substitute any other character class that had the appropriate skills and proficiencies. You may create your own combinations as you wish, so long as you can provide the necessary resources and your soldiers have the skills and proficiencies necessary to use them. Units armed with certain types of weapon may not fight effectively when in some formations; see Chapter 18 for more details.

Maintenance

Keeping an army ready to go to battle is expensive. You cannot simply carry on recruiting more and more warriors and amassing military strength indefinitely. Each non-mercenary military unit costs you 5 gold pieces per month for every counter in the unit. This accounts for their feeding, accommodation, basic training and exercise. If your troops are not kept properly maintained, they become flabby and listless. In game terms, any unit whose members have missed

Typical Warrior Units

Unit Type	Weapon	Armour	Shield	Other Gear
Scouts	Spear	Leather	None	Horse
Light Infantry	Longsword	Leather	Small, Wooden	None
Medium Infantry	Longsword	Chainmail	Large, Wooden	None
Heavy Infantry	Longsword	Half Plate	Tower	None
Pikemen	Halberd	Half Plate	None	None
Light Cavalry	Lance, Longsword	Leather	Small, Metal	Horse
Heavy Cavalry	Lance, Longsword	Half Plate	Large, Metal	Warhorse
Archers	Longbow	Leather	None	Extra Arrows
Crossbowmen	Crossbow	Leather	None	Extra Arrows

a month or more of maintenance suffer from a –1 circumstance penalty to all Initiative checks and attack rolls made when in combat.

Mercenaries

Instead of recruiting your own warriors from among your citizenry, you may hire a professional fighting force to do your work for you. Mercenaries are something of a mixed blessing in battle. They are generally considered to be expendable, whereas the lives of your own warriors are more precious; however, since they know this as well as you do, their loyalties are not strong. They are paid to do a job and if someone else offers more, or if they resent the work, they will pack up and leave.

Nonetheless, mercenary forces can often be a useful addition to your side, especially if they can contribute weapon proficiencies or similar aptitudes that your own forces do not have. For example, you could hire a unit of dwarven Urgrosh wielders for the sake of the damage they are able to inflict, or a unit of roaming barbarians whose ability to rage is extremely useful on the battlefield.

Mercenaries are paid at the start of every month. If you ever neglect to pay them, they leave your service. The cost to hire a unit of mercenaries is one-tenth the amount needed to recruit the same unit from your own population. For example, a unit of 3rd level mercenary barbarians would cost you 600 gp per month.

Advancement

Advancement for military units is a difficult matter to calculate; if a unit of crossbowmen participated in the slaughtering of a dragon alongside a team of adventurers, they would undoubtedly go up in level; but how many mundane battles would they have to see before the same thing happened? Moreover, training surely counts for something; all those hours of archery practice on the village green have to make the archers better shots, or else the practice would be without merit.

We suggest the following rule for advancement in level for military units. So long as a unit has been kept maintained, it should advance in level after a period of six months for every level it currently has, up to a maximum of fourth level; every battle in which the unit is involved (and which it survives) counts for a month. For example, a unit of first level infantrymen will go up to second level if it is kept in training for six months, or after three months and three battles. Similarly, a unit of third level cavalrymen will go up to fourth level after sixteen months, or ten months and six battles. For the purposes of level advancement, a battle is any conflict in which the unit faces a number of enemies at least three times its own size, irrespective of how many are fighting on the unit's own side. Therefore, a unit of 100 infantrymen mowing down 20 goblins does not count as a 'battle'.

Mercenaries should not be allowed to advance in experience level. If you want higher-level mercenaries fighting under your command, you will have to pay to enlist them.

Building War Machines

The following additional rules are provided for those players who would rather build their own war machines than purchase them from others. It can often be much more practical to arrive at a siege site and build your offensive machinery there, rather than lugging it with you. Full statistics for each one are given in the War Machine Unit Roster in the next chapter.

Any war machine that is fixed to a set position in a stronghold, such as a ballista being bolted on to the battlements, receives an extra hit point per structure die. This is to allow for its greater robustness.

Siege Tower (or 'Belfry')

Skill: Knowledge (architecture & engineering) 10 ranks, Craft (carpenter) 8 ranks or Profession (siege engineer) 6 ranks
Labour Cost: 400 gp
Materials: 150 gp logs or 70 gp sawn timber
Optional Extras: Bridge, Enclosed
Special: None
Footprint: Wheeled, slanting wooden square tower 20 ft. square at base and 50 ft. in height, surmounted by platform

A siege tower is like a wheeled, lopsided version of a sentry tower. One of its sides rises straight up, while the other slopes diagonally. When in use, the vertical side is driven up against the wall of a besieged structure, such as a castle, so that invading troops can swarm over the walls and into the enemy stronghold. In order to compensate for the varying heights of castle walls, the siege tower has a platform at every 10-foot interval. A ladder that runs up the sloping side gives access to these.

Siege towers are usually built on the spot from local materials, though they will sometimes be brought along with an invading army. They are wholly an offensive structure and are useless for defence. Unlike other structures, they are only ever made out of wood, as they have to be easily movable.

Moving the siege tower requires a combined total Strength ability of at least 30. It moves at a total speed of 10 ft. per round, or 20 ft. if moved by a total Strength ability score of 50 or more. An unladen siege tower (one that is carrying no troops) moves at twice this rate.

Bridge: The topmost section of the tower may be fitted with a 10 ft. square forward-facing wall that can be lowered on to enemy battlements, forming a ramp over which invading soldiers may scramble. This is a popular addition as the siege towers are frequently pushed back from the walls by the defenders and the presence of a bridge means the invaders do not have to leap the intervening gap. To fit the top of a tower with a bridge costs an extra 20 gp in labour costs but no more in materials.

Enclosed: The outside of the tower may be covered with wooden planks to provide greater protection from missile fire. To encase a siege tower costs an extra 100 gp in labour, 50 gp in logs or 25 gp in sawn timber and increases the tower's structure points to 15. Soldiers within the tower are considered to have complete cover. An enclosed tower is however much more heavy than a standard skeletal one and moves at half the regular rates.

Ballista

Skill: Craft (carpenter) 8 ranks or Profession (siege engineer) 6 ranks
Labour Cost: 350 gp
Materials: 100 gp logs or 50 gp sawn timber
Optional Extras: Heavy, Wheeled
Special: None
Footprint: Crossbow-like device 5 feet across mounted upon wheeled wooden base or fixed in position on an emplacement

The ballista is a standard antipersonnel weapon, resembling a monstrous crossbow. It is most useful against single large targets. It inflicts no damage upon structures made from stone or harder materials but causes 1 structure point of damage to wooden structures.

Heavy: For no extra cost, the ballista may be braced and reinforced to inflict additional damage. Bolts now inflict 4d6 hit points or 2 structure points (against wooden structures). However, the rate of fire increases to 5 and a crew of 2 is now required.

Wheeled: For an additional cost of 10 gp in logs or 5 gp in sawn timber and 40 gp in labour, the ballista can be mounted upon a wheeled platform. It requires a combined Strength of 14 to move. It can be moved at up to half the movement rate of the creatures pushing it, who may not take a run action when so doing. It must however follow a course suitable for a wheeled object, so it can turn but it may not move sideways.

Light Catapult

Skill: Craft (carpenter) 9 ranks or Profession (siege engineer) 7 ranks
Labour Cost: 400 gp
Materials: 100 gp logs or 50 gp sawn timber
Optional Extras: Wheeled, Autoload
Special: None
Footprint: 5 ft. by 10 ft. siege device, fixed in position

The light catapult (properly called a mangonel or an onager) is the smallest device capable of inflicting

structural damage upon a target. It consists of an arm with a cylinder of tightly twisted sinew on one end and a sling-like arrangement on the other, with a cushioned beam in the centre that has a cup-like depression in it. The sling end is winched down, pulling against the strain of the sinew and is fastened in place while the payload is set into the sling; when the order is given to fire, the rope is cut or the catch released and the arm, flying up and whacking into the cushioned beam, throws the projectile further in an overarm flinging action. Some more complicated catapults, including the experimental ones produced by gnomes, use large metal springs instead of twisted sinews.

Medium and heavy catapults are simply larger versions of the same contraption.

A catapult is loaded with boulders or iron spheres made for the purpose. Using properly prepared iron spheres confers a +1 circumstance bonus on the catapult's chance to hit a target, as they fly more truly.

Wheeled: For an additional cost of 20 gp in logs or 10 gp in sawn timber and 80 gp in labour, the catapult can be mounted upon a wheeled platform instead of being fixed in position on a stronghold or freestanding though immobile. It requires a combined Strength of 20 to move. It can be moved at up to half the movement rate of the creatures pushing it, who may not take a run action when so doing. It must however follow a course suitable for a wheeled object, so it can turn but it may not move sideways.

Autoload: If a catapult is set in a fixed position within a powered stronghold, a block of machinery may be placed beside it, connected as always to the central power source via transmission cables. This machinery acts as an automatic winch, making the winding back of the catapult arms far easier. A catapult fitted with an autoload feature has its fire rate halved, rounding up.

Medium Catapult

Skill: Craft (carpenter) 9 ranks or Profession (siege engineer) 7 ranks
Labour Cost: 500 gp
Materials: 200 gp logs or 100 gp sawn timber
Optional Extras: Wheeled, Autoload
Special: None
Footprint: 10ft. by 15 ft. siege device, fixed in position

Wheeled: A combined Strength of 25 is required to move the medium catapult.

Heavy Catapult

Skill: Profession (siege engineer) 9 ranks
Labour Cost: 600 gp
Materials: 250 gp logs or 125 gp sawn timber
Optional Extras: Wheeled, Autoload
Special: None
Footprint: 10ft. by 20 ft. siege device, fixed in position

Wheeled: A combined Strength of 30 is required to move the heavy catapult.

Arrow Catapult

Skill: Craft (carpenter) 9 ranks or Profession (siege engineer) 7 ranks
Labour Cost: 500 gp
Materials: 200 gp logs or 100 gp sawn timber
Optional Extras: Wheeled
Special: None
Footprint: 10ft. by 15 ft. siege device, fixed in position

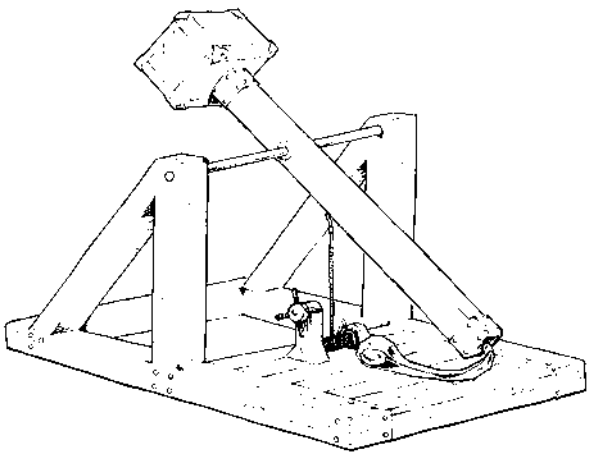
The arrow catapult is a variant upon the standard model. Instead of rocks or metal spheres, it hurls multiple arrows into the air, causing horrible carnage as dozens of feathered shafts rain down upon the enemy. A normal medium catapult can be converted into an arrow catapult (or vice versa) at the cost of 100 gp in labour.

Wheeled: A combined Strength of 25 is required to move the arrow catapult.

Trebuchet

Skill: Profession (siege engineer) 10 ranks
Labour Cost: 700 gp
Materials: 300 gp logs or 150 gp sawn timber
Optional Extras: Hanging Counterweight
Special: Instability
Footprint: 20 ft. by 20 ft. siege device, 30 feet in height

The trebuchet is a monstrous engine of devastation, so formidable that many people will surrender immediately rather than have their stronghold suffer the pounding it can give. It is essentially a vast catapult working on a different basis. Instead of being propelled by twisted sinews, the trebuchet uses a counterweight system. The hanging weight pulls the end of the arm down forcibly when the sling end



is released, sending the payload soaring in an arc and down upon the target.

Instability: The mighty trebuchet is, however, vulnerable. The framework is unstable and has a tendency to fall over if struck hard enough; the word 'trebuchet' in fact comes from an old French term meaning 'to fall over'. The trebuchet must make a Stability saving throw against a DC of 10 every time it suffers more than a point of structural damage. If it fails, it topples over.

Hanging Counterweight: A trebuchet fitted with a hanging counterweight as opposed to a fixed one can hurl its projectiles further, as more weight can be added. The range increment is increased to 300 ft. This modification makes the trebuchet even less stable, giving it a –2 Stability save.

Gnomish Mobile Battle Fortress

Skill: Profession (siege engineer) 12 ranks; must be gnomish or have gnome advice
Labour Cost: 1,000 gp
Materials: 400 gp logs or 200 gp sawn timber
Optional Extras: Ram
Special: Structure
Footprint: 20 ft. by 40 ft. siege device, 30 feet in height

There are few sights as daunting nor as insane as that of the gnomish mobile battle fortress wobbling over the horizon. It resembles a gigantic woodlouse or bug of some sort, its enormous wheels grinding the foe beneath to bloody ruin, their scythe blades cutting a swath through the enemy ranks. The ballista is mounted upon the 'head' in a form of turret. The whole monstrosity is powered from within by the gnomish crew of 40, frantically pedalling away at the machinery that drives the great wheels. These propel the fortress at a maximum movement rate of 30 feet per round. If their number drops below 30, the fortress's movement rate is halved. If it drops below 10, the fortress may no longer move, nor may it make attacks with its scythed wheels.

The fortress is usually employed to smash through the gates of an enemy stronghold, following which the unit of gnome warriors within leaps out and attacks whatever defenders are still present.

Ram: For an additional 100 gp in logs or 50 gp in sawn timber and 200 gp in labour, a ram may be fitted to the prow of the fortress. Equipped with this, the fortress may ram a stationary target. (This includes gates, walls and other war machines but not units of living creatures.) It must move at least 30 feet in a straight line in order to do so. It makes an attack roll as normal. The rammed structure must make a Stability saving throw against DC 15 or suffer 1d6 points of structural damage. Structures made from stone or harder materials receive a +6 circumstance bonus to this saving throw.

Structure: The fortress suffers attacks from war machines as if it were a structure; it may be breached, must make Stability saving throws at suitable moments and is vulnerable to catastrophic damage. It has a Stability saving throw of +4.

Cannon

Skill: Craft (blacksmith) 10 ranks; must have plans
Labour Cost: 1,000 gp
Materials: 700 gp worked metal
Optional Extras: None
Special: Explosion
Footprint: Metal cylinder 10 ft. long, mounted on wheels or fixed in position

Cannon may only be used in campaigns where gunpowder is allowed. They are the single most powerful war machine on the field, able to smash holes in the sturdiest of defences.

Explosion: A cannon that is damaged may misfire. On a roll of 1, the projectile jams and the charge bursts the barrel, causing 8d6 damage (2d6 structural damage) within a 20-foot radius. A Reflex saving throw at DC 15 is allowed for half damage.

The Open Mass Combat System (Version II)

We here present the latest revision of Mongoose's Open Mass Combat System. While it is not our intention to produce a full wargame (there are enough of those on the market already) we have expanded and fleshed out the original Open Mass Combat System rules to add even more options, now allowing for multiple units, special moves and enhanced siege tactics.

Whereas the former versions of the OCMS2 have been narrative, this version can be used with miniatures or counters. We recommend that this is done, as it is easier to keep track of variables like missile range, formation and possible movement.

Units

A unit is a group of individuals banded together to a common purpose on the battlefield. For the purposes of this system, every person within the unit has the same function, the same weapons and the same abilities. Units can be disciplined and orderly, with a history of their own, such as the Royal 16th Cavalry Regiment of Ta'harn, or they can be thrown together on the morning of the battle, as with the Mob Of Angry Peasants Fresh From The Burning Village of Muckmere.

A unit consists of one or more counters. Each counter represents a certain number of individuals, with the default being 10. Most units will contain between 5 and 20 counters.

Units are the 'characters' of the OCMS2. They receive orders, move, fight and react as if they were individuals. They may assume different formations, in which the counters of which the unit is composed are rearranged in a specific way.

The Unit Roster

A Unit Roster Sheet is used to record the details and abilities of every fighting unit within an army. This sheet allows players and Games Masters alike to judge the effectiveness of any unit at a glance, and greatly aids combat resolution during mass combat.

The Unit Roster is used as a matter of convenience throughout these rules, from launching a devastating charge at an enemy to recording casualties when being pounded by fiery catapults. There are many circumstances in a game where the Games Master will prefer to use standard rules from *Core Rulebook I* to resolve combat and skill checks – the Unit Roster is used when large numbers of unit members need to perform one task at the same time.

A typical Unit Roster Sheet, detailing the newly recruited Fighting Men of Urusk, is shown below;

Race: Human
Class: Warrior
Level: 1
Unit Size: 8
Creatures Per Counter: 10
Unit Type: Infantry
Counter Hit Points: 11 (+10% Constitution 12)
Initiative: +4 (+4 Improved Initiative)
Attacks: Short sword +2
Damage: Short sword 1d6+1
AC: 12 (leather armour)
Ability Scores: Str 13, Dex 10, Con 12, Int 9, Wis 11, Cha 8
Saves: Fort: +3; Ref: +0; Will: +0
Feats: Improved Initiative, Weapon Focus (short sword).

As can be readily seen, the Unit Roster has much in common with the monster entries of *Core Rulebook III*, as do the unit combat rules detailed below.

Race, Class & Level

Unit race and class are determined by simple majority – if a unit has 3 ogre warriors and 27 human fighters, then the unit will be noted as being human warriors. The level of any unit is considered to be formed by the average of every member of that unit, rounded down.

Unit Size

This records the number of counters that go to make up the unit. A single unit may not contain more than 30 counters, though an army may contain as many units as you wish.

Unit Type

This is a reflection of how a unit operates upon the battlefield and what its especial competencies are. Types of unit may be found in the previous chapter, Warfare.

Counter Hit Points

Counter Hit Points are used to measure the damage a unit may sustain in combat before being defeated or even wiped out. Whenever a unit receives damage in excess of its counter hit points, one or more counters are removed and the overall size of the unit drops accordingly. Excess damage is recorded on the unit roster. For example, if a unit with 8 counters and 10 counter hit points received 20 points of damage, it would lose two counters; if it received 14 points of damage, it would lose only one counter but the 4 surplus points would be recorded on the unit roster, so it would only need to sustain 6 points of damage on the next round to lose a further counter.

Counter hit points are determined simply by working out the average Hit Dice of every unit member and multiplying this by the number of creatures per counter, modified as follows;

Majority of Unit has...	Modifier
Constitution modifier	+/-10% per Con modifier
3 hp or less	-25%

Initiative

This is the Initiative modifier (calculated in the normal d20 system way, using Dexterity modifiers, etc. . .) of the majority of the unit.

Attacks, Damage & Armour Class

These are determined by simple majority – the weapons and armour the majority of the unit are armed with are assumed to be carried by all for the purposes of the Unit Roster and unit combat. The majority of the unit are also used to determine base attack bonus and any modifiers for Strength for attack and damage, and modifiers for Dexterity with respect to Armour Class.

Feats

Any unit that has a majority of members with one or more identical feats will have such feats listed on their Unit Roster. However, the following feats have no effect upon mass combat and so are never listed, no matter how many unit members possess them. However, they may still use such feats individually when not using the OMCS2 rules.

Cleave, Combat Caster Defence, Combat Reflexes, Combat Rotation, Defensive Fighter, Deflect Arrows, Distract, Donning Armour, Expert Grappler, Expert Marksman, Fearsome Display, Great Cleave, Improved Armour Use, Improved Bull Rush, Improved Called Shot, Improved Disarm, Improved Dodge, Improved Trip, Mobility, Rest in Armour, Side by Side, Spring Attack, Sunder, Sure Aim, Team Flanking, Whirlwind Attack.

Ability Score & Saves

Once again, the ability scores and saves of the majority of the unit are noted down on the Unit Roster.

Formations

The formation of a unit is the pattern made by the counters, viewed from the top down. Formation is important on the battlefield because it affects how vulnerable your units are and how many of them may attack a given target. A unit may change formation as a move-equivalent action.

Units in open or close formation have one or more 'faces'. The face of a unit is one of its edges on which the combatants are braced for battle. The front of a unit, the direction in which it moves, is always a face. The sides and the rear of the unit are not faces.

Creating A Face

A face is defined as any edge of a unit where the soldiers are turned outwards and on guard. A unit may take a move-equivalent action to turn one or more of its edges into a face. For example, soldiers at the rear of a unit turn around and ready their weapons to meet oncoming opponents. A unit that has established more faces than just the front may not move again without taking a move-equivalent action to abolish all the faces but one, which is now the unit's new front face.

The importance of faces is their reduction of the unit's vulnerability. Attacking a face is much harder than attacking the sides or rear of a unit. Any unit may freely surge into another unit's space (see the surge attack below) if there is no face established.

Skirmish

Skirmish formation is open and loose. Counters must be at least ten feet away from each other but there is no other restriction upon their movement. This formation is used by scouts, snipers and other free-roaming units. It offers good defence against missile fire but is very bad for attacking or defending in melee combat, as it is very easy for enemy units in closer formation to outnumber you. Units in skirmish formation suffer only half damage from ranged attacks.

Open
Open formation is orderly, with room to manoeuvre. Units must be arranged in a linear or rectangular formation. There is room enough to swing any size of weapon but open ranks prevent the battle line from being easily defensible. While you are in open formation, you may arrange the counters in a unit as you wish, so long as no unit is more than five feet away from any other unit and the whole arrangement is a simple block or line with no angles or bends in it. You may therefore create lines, columns or squares as you see fit. Changing from one such arrangement to another uses up a number of feet of the unit's Move allowance equal to the furthest distance moved by any one counter.

Close
Close formation is tightly packed. As with open formation, units must be arranged in a linear or rectangular pattern. While in this formation, units may not fight with Large melee weapons that need to be swung to inflict damage; there simply is not room to swing them without hurting an ally. They may however use weapons with reach. They suffer double damage from ranged attacks, as the high density of unit members makes multiple hits more likely.

Units in close formation who have large or tower shields may take a move-equivalent action to form a shield wall on their front face, which increases the shield bonus to the unit's armour class by +3. If the unit is stationary and has established other faces, they may form shield walls on the other faces but may not move without abolishing the faces and disrupting the wall; see the section on faces above.

Units in close formation may not add a Dexterity modifier to armour class, as the units are packed together too densely for dodging to be a feasible option. All Reflex saving throws are made at a –2 circumstance penalty. Close formation is usually employed by heavily armoured units with shields.

Units in close formation may be rearranged, as with units in open formation, but every counter must be adjacent to at least one other counter. Units in close formation may not run nor charge, though they may 'quick march' to take a double move. Cavalry units may not enter close formation.

Merged
This is the formation taken by two or more units who are merged on the field. It is not a formation that is taken voluntarily but is the result of one unit moving into another's space, usually by means of a surge attack. The combat between units in a merged formation is referred to as a 'fray'. It is a frantic free-for-all in which targets are hacked at whenever a chance presents itself.

All participants in a merged formation suffer a -2 circumstance penalty to armour class, because the chaos and confusion makes it much easier for the various combatants to take attacks of opportunity, strike at opponents' backs, flank enemies and otherwise take advantage of the general melee.

Ranged weapons may not be used by units in merged formation; if a unit of archers is ever surged into, they will resort to back-up weapons. Any weapon with reach, such as a ranseur or longspear, cannot be used in merged formation, as these weapons are intended to be used at a distance, not

in a close-up fracas. Other weapons may be used as normal.

When two or more units are fighting in merged formation, all damage received is applied to the whole unit, with counters being removed accordingly. There are no counters that are out of harm's way, as there are in regular combat.

Movement
Units in skirmish formation may move in any direction up to their normal movement rate, so long as they remain within the minimum distance of each other.

Units on the field in open or close formation move at their normal movement rate, so long as they are progressing in a dead straight line. They may move backwards in a straight line at half their movement rate.

If a unit has to turn or 'wheel' around, the furthest distance crossed by any one counter in the unit counts as used-up movement for the round. For example, a line of 10 counters with a move of 40 ft. that remained fixed at one end and moved the over end through 40 feet, thus rotating the line about a point, would count as having used up its movement.

A unit that comes up against another unit must stop. A unit may not continue moving into another unit's space without making a surge attack (see below). Most combat on the field is between lines of opponents facing one another and trading blows over their shields, until a surge occurs and breaks the battle lines.

Units in merged formation do not generally move at all, as to do so is to provoke a mass attack of opportunity, one of the only instances in which this can happen in the OCMS2. They are more likely to stand their ground and fight. They may not change formation while they are merged and the only movement they may take without provoking an attack of opportunity is a five-foot step. (Any individual counter may take such as step; the unit does not have to move as one.) They may move in any direction at their full movement rate in an attempt to escape the fracas, though doing so provokes an attack of opportunity. Units emerging from merged formation are always in skirmish formation by default.

Special Attack: Surge
In a mass battle, a surge is the moment when one unit presses forwards with a roar, attempting to break the other unit's battle line. Surges can be attempted and repulsed several times before one line finally gives way and an attacking unit spills into the defenders' space, the attackers laying about them with mad abandon while the defenders struggle to regain their footing.

Surges place units into merged formation. While units are merged, every counter in the unit contributes to the damage done with a successful hit and every enemy counter is liable to take damage. Large forces are therefore keen to surge into smaller forces, as the ensuing mayhem enables the larger force to slaughter the smaller one more quickly. A well entrenched defensive force can, if it is skilled and fortunate, repel multiple surge attempts and in doing so whittle down the attackers' numbers.

A surge may only be attempted when one unit's face is in contact (or brought into contact) with another unit. This will usually mean being in contact with the second unit's face, though not always. This may be in the course of movement or from a standing start. A surge *may* be combined with a charge attack and in practice often is.

The attackers must have enough remaining movement in the round to move at least 10 feet into the mass of the defenders. An opposed Strength check is then made between the average Strength ability score of the attackers and that of the defenders. The following modifiers apply.

† If either side is mounted, the Strength ability score of the mount is used instead of that of the rider.

† Units armed with weapons that have reach may not attempt to surge.

† If the defenders have readied suitable weapons against a charge, they may use them against a surge. In this case, the defenders are allowed an attack of opportunity against the surging attackers. If the attack of opportunity removes more than half the counters from the attacking face, the surge automatically fails.

† If the defenders are in close formation, they receive a +2 circumstance bonus to their Strength check.

† If the defenders have a shield wall in place, they receive a +2 circumstance bonus to their Strength check.

† If the attacking side's face extends further in width than the defender's, the attacker receives a +1

circumstance bonus to its Strength check. Two such bonuses may be earned if the attacker's face exceeds the defender's on each side.

† If one side's members are of larger size than the other (such as a unit of ogres attempting to defend against a surging unit of humans) a +1 circumstance bonus is applied to that side's Strength check for every size category that the one side is larger than the other.

† If it is able to move into the other unit's space without encountering a face, such as by attacking suddenly from the flank or the rear, the attacking unit may surge into the defending unit's space without needing to make an opposed Strength check.

† It is much easier to let gravity help you when you are attempting a surge, so running downhill into a mass of enemies is the best way to do it; conversely, those who hold the high ground are in the best defensive position. A unit making a surge attack downhill receives a +2 circumstance bonus to its Strength check, while a unit attempting to surge uphill receives a –2 circumstance penalty to the same check.

† If either side is in open or close formation, every rank of counters behind the front line adds a +1 circumstance bonus to the Strength check of that side, to a maximum bonus of +4. So, a unit three deep has a much better chance to resist an oncoming surge than a single line of defenders.

If the surge attack fails, the attackers stop at the defending unit's face without advancing any further, where they may make an ordinary attack with a –2 circumstance penalty on their chance to hit. If the defenders were using reach weapons, the attackers stop at the limit of the weapons' reach.

If the attack succeeds, the attacking unit moves forward into the defending unit's space and the two units are now considered merged. They remain so until one side is slain or withdraws.

The attacking unit may now make an immediate melee attack against the defenders, who may not use any Dexterity modifiers to armour class for the space of this attack and who suffer a –1 circumstance penalty to armour class on account of the disarray that follows the smashing of their battle line. These penalties only apply for the duration of the single attack that immediately follows a successful surge. Remember that all attacks made by units in a merged formation are already made at a -2 circumstance penalty to the defender's armour class.

If the attacking unit was charging as well as surging, it receives the appropriate bonuses and penalties on its first attack. The charge bonuses and penalties apply even if the surge is resisted.

Breaking Up A Face Before A Surge
If a face has been broken up by having counters removed and the defender does not have enough counters (or the opportunity) to reform the face, then it no longer counts as a face and attackers may surge freely into the defenders.

Multiple Merged Units
A unit may voluntarily merge with two or more units who are already merged simply by moving into their space, so long as the total number of counters in the fray does not exceed 60 following the merging. In this instance, when it is your turn to attack you must allocate at least one of your counters to fight each enemy counter and allocate the remainder how you will if there are any left over. Separate attack and damage rolls must be made for each combat in the fray.

Bear in mind that in referring to the outmatching table, the total number of counters fighting on each side is what counts, rather than the size of the individual units involved.

For example: Horgrik's Hobgoblins have surged into the ranks of the Fighting Men of Urusk, merging the two units on the field. Horgrik has 30 counters and after the first round of combat, the Fighting Men of Urusk have 8 – a dismal situation for the humans. The hobgoblins outnumber them by more than three to one and will probably chop them to mincemeat on the next round.

Just as all seems lost, the dwarven regiment of Thunderhaven arrive over the prow of a nearby hill, hurling themselves into the fray. The Thunderhaven dwarves have added 20 more counters to the merged units. This levels the field somewhat; the hobgoblins will no longer gain any outmatching benefits.

Horgrik must now allocate 8 of his counters to fight the humans and 20 to the dwarves, with 2 counters left over. He assigns these to fight the humans, hoping to whittle them down quickly.

Resolving Unit Combat

The OMCS2 follows many of the rules creatures do when they fight using the core d20 system. Unless otherwise stated below, all combat rules detailed in *Core Rulebook I* apply equally to units, the Unit Roster making this transition relatively easy. Unit combat occurs whenever two units meet in battle and engage in combat. A full summary of unit combat, together with the changes required to the rules in *Core Rulebook I* is presented here.

Rounds

Unit combat is broken up into 6 second rounds as usual.

Initiative

Before the first round of unit combat begins, each unit involved makes an Initiative check. An Initiative check is a Dexterity check (1d20 + unit's Dexterity modifier). If the unit's leader has the Leadership feat, a +2 competence bonus is applied to their Initiative check.

Attacks

Units may make a melee attack on every round in which one of their faces is in contact with the enemy, or in which they are merged with an enemy unit. If the unit is using a weapon that allows it a long reach, then 'in contact' means within weapon range. They may make a ranged attack on any round in which an enemy of which the unit is aware is within range of their weapons.

If a unit is in any formation other than merged, only those counters who are in contact with enemy counters are included in the attack. If the unit is merged with another unit following a surge, then all the counters in the merged units are considered to be in contact with one another.

When resolving ranged attacks, only those counters who have direct line of sight to the enemy may attack. If archers are in ranks, only those units on an established face may fire, as the bodies of the soldiers in front make missile fire from counters behind them impossible.

Attack Roll

To score a hit that deals damage, a unit must roll the target's Armour Class or better.

Melee Attack Roll: 1d20 + base attack bonus + Strength modifier + size modifier

Ranged Attack Roll: 1d20 + base attack bonus + Dexterity modifier + size modifier

Note that size modifiers refer to creature size as normal, not to the overall Unit Size. Ranged penalties are never used in the OMCS, due to the ease of hitting large units of fighting men at any range, howwever, the absolute maximum range for any ranged attack is six times that listed in *Core Rulebook I*.

Damage

The majority of attacks in the d20 system deal damage in hit points. However, units receive damage in terms of Counter Hit Points, which are effectively the number of Hit Dice of each entire counter in the unit.

To calculate damage, roll the unit's base damage a number of times equal to the number of counters that were involved in the attack and apply it across the defending counters. For example, if there were 8 counters attacking at a base damage of 1d6+1, you would roll 8d6+8 to find the damage. It will be immediately apparent that a large force attacking a small one from all sides will quickly cut the smaller force to ribbons.

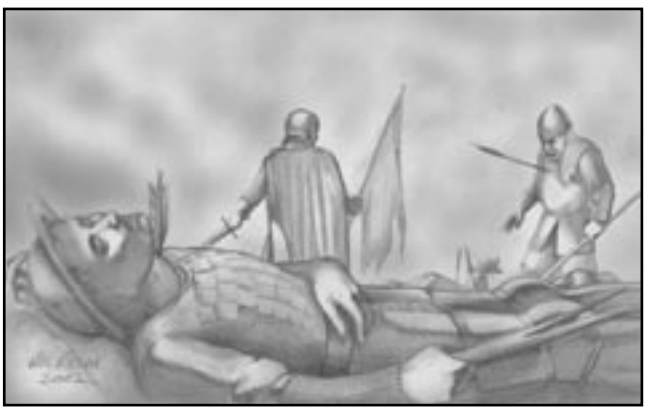
Armour Class

A unit's Armour Class is the result needed for an enemy unit to successfully make an attack roll.

Armour Class: 10 + armour bonus + shield bonus + Dexterity modifier + size modifier

Counter Hit Points

Counter Hit Points represent how much damage the counters in a unit can take before they are considered to be wiped out.



Attack Options

When attacking, a unit has four basic options;

Charge: A unit not currently engaged in melee combat may charge any enemy with this option.

Surge: A unit whose face is currently in contact with an enemy unit may attempt to surge into that unit's space. Units may also move until they are in contact with an enemy unit and then surge, so long as they have at least 10 feet of movement left after the move. A charge may be combined with a surge.

Attack: A unit may make either melee or ranged attacks. Units that can strike more than once each round may do so with this attack option.

Withdraw: If involved in melee combat, a unit may attempt to withdraw.

Individual Unit Members

Any unit member not actively engaged in unit combat may act as normal, following all the combat rules in *Core Rulebook I*. This includes making attacks of their own, casting spells or any other action permissible.

Attacks of Opportunity

Attacks of opportunity are only used in unit combat when one unit attempts to withdraw from melee combat with another or when an attacker is charging a defender who has readied weapons against the charge. The act of withdrawing from combat generates an attack of opportunity. Units that are merged with other units may attempt to withdraw.

Taking Damage

The Counter Hit Points are a representation of how much damage a unit can take before they are completely slaughtered or routed. A counter reduced to 0 Counter Hit Points is considered vanquished, though not all of its members are necessarily slain; a unit reduced to zero counters is similarly vanquished. Rules for determining how many survive unit combat are covered on pg. 236.

Following an attack in which counters are lost, the attacker decides which of the defender's counters to remove. He may only remove those counters that were in range of the attack. If more damage has been inflicted than there were counters in range to receive it, the additional damage is wasted. On the defender's turn, counters may be moved into position to reform the face of the unit.

Counters that are removed are placed into the dead pile, or if you are not using physical counters or miniatures, kept tally of in the dead column. There is more than one kind of pile, as there are various different ways of becoming *hors de combat*. The number of counters in each pile will affect your ability to recover units after the battle is over.

The Three Counter Conditions

These are the three possible conditions in which any lost counter may end up. Effects other than simple death are usually produced by spells or special abilities.

Dead: The creatures are mostly slaughtered. This is the pile into which counters are placed if they fall in melee or ranged combat, if they are struck by magic that causes damage or if death magic is used against them.

Crippled: The creatures are not necessarily dead but are useless for combat. They may or may not recover. They are removed from the battle.

Incapacitated: The creatures are useless for a portion of the battle, but may well recover and will probably survive to fight again another day. Incapacitated counters may not be given orders. The Games Master decides what they are most likely to do, given their condition.

Other Considerations

If the majority of the unit have a special ability (the Barbarian Rage, for example), then this too applies to unit combat. Bonuses to attack, damage and related rolls are easy to apply to the unit combat system portrayed here. Feats are the only special abilities never used, no matter how many of the unit possess the same one.

The rules for flat-footed combatants are not used in unit combat.

In addition, the following rules from *Core Rulebook I* are never used in unit combat;

Magic Actions, Miscellaneous Actions, Injury and Death, Flanking, Aid Another, Bull Rush, Disarm Grapple, Mounted Combat, Overrun, Trip.

Unit Charge Option

Any unit not currently engaged in melee combat may charge an enemy unit. In doing so, the unit gains the normal +2 charge bonus to its attack roll. However, the unit will also suffer a –2 penalty to its Armour Class for one round. The charge option or an attempt to surge are the only ways in which a unit may initiate melee combat with another.

If the opponent is armed with weapons that have reach, the charge must be combined with a surge attack in order to have any effect; the only hope in such a situation is to break through the opponent's lines all at once. If the surge is unsuccessful, the attacking force remains at a 10 foot distance from the defenders and may not close without making a second surge attempt.

Unit Attack Option

Unit combat is treated in the same way as combats between creatures in that Initiative checks are made, followed by attack and damage rolls. There are, however, some important differences to be aware of.

Outmatching

When one unit heavily outmatches another, either in terms of number or ability, they will soon find they are able to cause an incredible amount of damage upon their enemies whilst suffering very little in return. The table below is used to grant attack and morale modifiers to units who heavily outmatch their enemies, or are outmatched in return.

To calculate the outmatching modifier for a given combat, look at how many counters from each side are within melee combat range of the other side. Assume that any counter that can attack does attack. Next, compare the number of attackers to the number of defenders and adjust the attack rolls accordingly. For example, if ten attackers are facing ten defenders, there will be no modifier, but if one side has surged over another so that there are three times as many attackers able to reach the enemy as there are enemy units, apply the suitable modifiers.

Outmatching does not take into account counters in the unit who are not able to reach the fray. This is why surging is so often the attack that signals the start of the real chaos, as merged units fight as if all counters in the unit were in contact.

Formation also makes a considerable difference, as a unit in close formation attacking a unit in open formation can easily have their attacking counters outnumber the defending counters.

Outmatching

Group Size is. . .	Attack Roll Modifier	Morale Modifier
Ten times or more enemy's	+5	+5
Five times enemy's	+3	+3
Three times enemy's	+2	+2
Twice enemy's	+1	+1
50% of enemy's	-1	-1
33% of enemy's	-2	-2
20% of enemy's	-3	-3
10% or less of enemy's	-5	-5

The morale modifier is handled differently. To calculate morale, compare the sizes of each *army* involved in the battle, i.e. the size of every single unit on the field.

Flank and Rear Attacks

If part or all of a unit's face is attacking the side of a unit, it receives a +1 circumstance bonus to its attack roll. If part or all of a unit's face is attacking the rear of a unit, it receives a +2 circumstance bonus. In either case, the defenders may not add a Dexterity modifier to armour class.

Unit Ranged Attacks

Many units equip a large proportion of their units with bows, crossbows and other missile weapons.

The effect of an entire unit firing or hurling missile weapons can be devastating for whilst soldiers are not always renowned for being accurate marksmen, a huge wave of arrows directed onto a packed enemy unit can cause utter carnage. The use of ballistae on the battlefield takes this kind of warfare to a new level – huge, spear-sized bolts are launched straight into the packed mass of an enemy unit, creating absolute terror as several unit members may be impaled by each bolt.

Firing Ranged Weapons

Ranged attackers make a normal attack roll against their target's Armour Class, as described in *Core Rulebook I*. If they are attacking the flank or rear of a unit rather than one of its faces, they benefit from the same bonuses as they would if they were making a melee attack against those edges.

Recording Damage

If a hit is scored, a damage roll is made for normally, with the result being deducted from the target's Counter Hit Points.

If sufficient damage is caused to remove a counter from the unit, the attacker chooses which counters to remove. These counters must be only those that are within line of sight of the ranged attackers; you may not create gaps in an enemy's front face if you cannot see and shoot at it.

Ranged attacks always inflict double damage upon units in close formation, as the closely huddled warriors are much easier to hit with a shower of arrows. This double damage is in addition to any further modifiers that may apply.

A minimum of 1 point of damage will always be caused, even if the dice roll is modified to 0 or less.

Units with less than 10 creatures in them do not use this system – use the normal combat rules described in *Core Rulebook I* instead.

Saving Throws

You may need to use saving throws in the OCMS2 for various different purposes, most commonly the avoidance of spell effects but also to dodge the spray from fire projectors and such like horrendous devices. Saving throws work as follows: subtract the appropriate saving throw modifier from the DC of the saving throw and multiply by five. (If subtracting the one from the other gives a result of zero or less, then all but 5% of the creatures automatically make their saving throws.) The result is how many per cent of the counters in the area of effect failed their saving throws. If this would result in fractions of counters being affected, round up or down as appropriate.

Magical Attacks

Huge explosive spells such as *fireball* can have a devastating effect on the tightly packed mass of a unit, and even a *lightning bolt* is likely to slay several warriors as it rips through their ranks. Magic is a powerful force on the battlefield and spellcasters are much sought after by generals who delight in both their attack spells, as well as arcane and divine defences.

Spellcasters on the field are always treated as individuals, never as units. You cannot have a team of ten sorcerers hurling ten fireballs at once. If you recruit a 'unit' of a spellcasting class (see Chapter 18) then you have 10 members of that class to deploy on the battlefield.

Spell Range

Spells listed as having a range of touch or close may only be used against an enemy unit with whom the spellcaster is currently engaged in melee combat. Otherwise, the ranges of spells are measured out in feet as usual.

Spells Targeting Single Creatures

Resolve the use of spells that target single creatures as if the spellcaster was fighting one member of the unit; see the section on Player Characters below. A roll to hit must be made as normal if the spell requires a ranged touch attack to succeed. If the single creature is killed or incapacitated, deduct its hit dice from the total counter hit points. If it is reduced to half its hit points, deduct half its hit dice (and any extra points from Constitution modifiers) from the total counter hit points, rounding up. Otherwise, ignore the result.

For example, Ship's Mage Cadfannan hurls a flame arrow *spell at one of the armoured trolls in the enemy battle line, hoping to create a break in the line and allow his side to surge forwards. He rolls to hit with a ranged touch attack and succeeds; fiery bolts zip from his pointing finger into the troll warrior's body. He is over 8th level, so can produce multiple bolts. He scores 36 points of fire damage, which is over half the standard hit points for a troll. A troll has 6 hit dice and a Constutution modifier of +6, meaning that an individual troll has 9.6 unit hit points; the* flame arrow *thus reduces the counter hit points by 3.3, rounded up to 4.*

Area Effect Spells

When calculating the effect of a damage-inflicting area spell or effect, such as *fireball*, upon a unit, map the spell's effect area on to the units concerned to find out which counters are affected. Next, consult the saving throw section below to find out how many counters are discounted.

For a damage-inflicting spell, the amount of hit points of damage dealt by the spell multiplied by the number of counters affected is the amount of counter hit points that are lost from the counters in this area. Otherwise, the spell effect is applied to all those counters that did not save.

For example, Melmoth Duranir throws a *fireball* at a massed group of third level warriors. There are 10 counters in the affected area. *Fireball* is a 3rd level spell, and Melmoth's Intelligence ability modifier is +3, so the DC of the saving throw would be 16. The warriors have a Reflex saving throw of 1; subtracting this from the saving throw DC and multiplying by 5 gives the result that 75% of the warriors fail their saving throws. The full damage of the *fireball* is therefore applied to 8 out of 10 of the counters, while the lucky 2 who saved receive only half damage.

Melmoth rolls 25 points of damage. This inflicts a total of 200 points (25x8) for those who did not save and 24 points (half of 25 rounded down and multiplied by 2) for those who did, for a grand total of 224 counter hit points. The warrior counters each have 33 counter hit points, so Melmoth's fireball incinerates 7 out of the 10 counters completely and 23 points are carried over.

If the creatures in the unit have damage reduction, deduct this from the initial damage, not the total. In the above example, if the warriors had been buttressed with *resist elements*, the damage from the *fireball* would have been reduced to 13, leading to a total damage (after saves) of 116, only enough to char 3 of the 10 counters and leave 17 damage over.

Spell Resistance

If the creatures in the unit have spell resistance, then discount a number of affected counters before you proceed to factor in the saving throws. This number is calculated as follows: subtract the spellcaster's caster level from the Spell Resistance of the affected creatures and multiply the result by 5. (If deducting the one figure from the other gives a result of less than zero, then only 5% of the targeted counters successfully resist.) The result is the percentage of counters that successfully resist the spell. If this would result in fractions of counters resisting, round up or down as appropriate, exactly as with the saving throw system above.

For example, the halfling cleric Bethany Entwhistle attempts to smite a legion of kytons with a *holy word.* She is in the midst of the fray, the kytons having successfully surged into the ranks of her forces, so casting at all provokes attacks of opportunity, which (for the sake of example) she survives. The kytons have Spell Resistance of 17 and Bethany is casting at 13th level; subtracting one from the other gives 5, which multiplied by 5 gives a total percentage of 25.

So, 25% of the kyton counters in the area of effect successfully resist and the remainder are paralyzed, blinded and deafened. As this has taken place in the middle of a fray, they are treated as dead rather than crippled.

It is important to remember that in the case of saving throws, the percentage figure represents those who *did not* save successfully, whereas in the case of spell resistance it represents those who *did* mange to resist.

Optional Rule: Random Variance

The rules as presented here adhere strictly to statistical average, for the sake of speedy resolution. If you wish to introduce a greater degree of situational variance, bringing the mass combats closer to the way saving throws and spell resistance work in ordinary combat, then the following rule is suggested. Every time you need to calculate saving throws or spell resistance, roll 1d6 and 1d10. If the d6 shows a result of 1 to 3, then subtract five times the result on the d10 from the percentage; otherwise, add five times the result to the percentage. A result of more than 100% is treated as 100% and a result of less than 0% is treated as 0%.

For example, if this rule had been used in the Spell Resistance demonstration above, a roll of –3 would have meant that only 10% of the kytons resisted. If it had been used in the saving throw example, a roll of -10 would have meant that only 25% of the warriors failed their Reflex saving throws.

Attacks Of Opportunity Against Spellcasters

Assume that any spellcaster who begins to cast when in the threatened area of any counter in an enemy unit suffers an attack of opportunity from 1d4-1 members of the unit. Resolve this as per the normal combat rules from *Core Rulebook I.* Casting in the middle of a fray (two or more units in merged formation) is a more vulnerable situation and attracts attacks of opportunity from 1d4 creatures.

The Games Master is the final arbitrator as to the ultimate effectiveness of any spell, though the rules provided here will allow him to handle the vast majority of spells available quickly and easily.

Other Magicks in the OMCS

Spells that cause affects other than damage (such as *bless* or *bane*) will only provide their bonus or penalty to a unit if the majority of its members can be affected. If only a minority are affected by the spell, it provides no benefit or penalty in unit combat.

Spells that produce effects other than damage can place a single unit member or a group of counters in the unit into a given condition. The following is how these conditions are applied on the battlefield.

Any spell that causes mass death, such as *cloudkill* or power *word: kill,* sends affected creatures to the dead pile.

Any spell that renders the victims unable to defend themselves, such as *sleep* or *stinking cloud,* places the affected counters into the Crippled pile. (The exception is if they are so affected in the middle of a fray, in which case they count as dead.) They are likely to have suffered fatalities, but most of them remain alive; in the carnage of the battlefield, they are more likely to be left that way, as they do not represent an immediate threat. At the Games Master's discretion, for added realism crippled counters may be left on the battlefield, but turned upside down or otherwise marked; a unit may take a standard action to perform a *coup de grace* on any incapacitated counters within reach, adding them to the dead pile.

Any spell that interferes with the victims' ability to fight but does not leave them defenceless, such as *entangle*, *confusion* or *power word: blind*, causes the affected counters to become incapacitated for the duration of the spell. The Games Master should adjudicate these effects but a circumstance bonus of +2 to any attacks made against the incapacitated counters is a good rule of thumb. Incapacitated counters are not able to resist a surge attack.

Fear effects, as well as causing the affected counters to flee, prompt an immediate morale check from any members of the same unit.

Turning Undead

Clerics may attempt to turn and rebuke undead units, despite the far greater numbers than might normally be faced. The rules for turning detailed in *Core Rulebook I* are used to determine how many Hit Dice of undead are affected as normal, and this total is deducted directly from the undead's Counter Hit Points.

Unit Withdraw Option

A unit may choose to withdraw if the fight runs against them, either to regroup before launching another attack or to attempt to break off from combat altogether.

A unit attempting to withdraw instead of attacking in a round immediately provokes an attack of opportunity from any enemy in melee combat with them.

Morale

There are very few units who will truly fight to the death. As the enemy swarms over barricades and defences, long time comrades start to fall beneath their weapons and swarms of arrows rain down, many warriors may choose to throw down their weapons rather than risk a cruel death.

Morale checks are made in unit combat whenever the circumstances listed on the table below are met. The DC required to be rolled for each circumstance is also given.

Morale Circumstance	DC
Enemy surge successful against unit	15
Unit Size reduced to half of original score	15
Unit Size reduced to one quarter of original score	20
Unit Size reduced to one third of current score in a single round	10
Unit suffers more damage in a round than enemy in melee combat	15
Unit is hit by enemy of three times or greater Unit Size	15

The following modifiers apply to Morale checks;

Morale	Modifier
Unit Leader	+ Leader's Charisma modifier
Morale modifier*	+/- Morale modifier
Unit Leader with Leadership feat	+ Leader's Character Level
Player Character actions	See pg. 242
Mercenary unit	-1
Enslaved unit	-4

* Morale modifiers may come from any source, not just those listed on the outmatching table above. For example, the *bless* spell grants a +1 morale bonus to attack rolls – however, in unit combat, it will also grant a bonus to Morale checks.

+ Includes any unit whose members have been forced into combat against their will and without any form of pay or reward.

If a Morale check is failed, the unit automatically makes a withdraw option in its next round and will continue to leave the battlefield at the fastest possible

speed. A unit must pass a Morale check at DC 20 in order to rally and make another attack option in the following round. Player characters are under no obligation to flee but from this point, they will be fighting on their own! There is also, however, no guarantee that an enemy will necessarily allow an enemy to escape and will mercilessly charge them again and again, causing great carnage and destruction.

Recovering Casualties

The loss of counters does not track actual deaths amongst a unit, though there are certainly likely to be plenty of those. Instead it demonstrates a unit's ability to continue fighting through individual death, injury and surrender as the number of men left standing is whittled down.

At the end of every battle, whether involving ranged or melee attacks, a percentage of the counters lost by each unit may be automatically recovered as those injured are helped, those who ran come out of hiding and the death toll is finally totalled.

Ranged Combat: At the end of any combat involving purely ranged weapons, 50% rounding down, of lost counters may be recovered from the dead pile.

Winning Melee Combat: At the end of any melee, the victor of the combat may recover 50% rounding down, of lost counters from the dead pile, 75% from the crippled pile and 75% from the incapacitated pile.

Losing Melee Combat: At the end of any melee, the defeated side may recover 25% rounding down, of lost counters from the dead pile, 50% from the crippled pile and 75% from the incapacitated pile.

These percentages are further modified as follows;

Army Includes	Additional Casualties Recovered
Cleric with healing spells	+2% per level per cleric (max. +10%)
Character with at least rank 4 in Heal skill	+1% per character (max. +10%)
Unit being recovered withdrew in melee	-20%

Unit Types

There are four different unit types used in the OMCS2 to reflect differing capabilities and special skills upon the battlefield. The proper use of such units can ensure victory for a general, even in the face of overwhelming opposition.

Infantry

Infantry units form the core of most forces and comprise of any unit that does not meet the requirements of archers, cavalry or skirmishers. Such units receive no special bonuses or penalties within the OMCS.

Archers

Any unit armed with a ranged weapon with a range increment of at least 60 ft. and not wearing heavy armour is designated as an archer unit. Archer units are able to keep their distance from the main line of battle and rain missile weapons down upon their enemies from a distance.

Cavalry

Any unit riding any kind of mount into battle is designated as cavalry. Cavalry units are fast moving forces in the battlefield, able to attack enemy units almost at will. To calculate the counter hit points of cavalry units, compare the hit dice of the mount and the rider and add half of the lower rating to the higher. For example, a 2nd level warrior mounted on a heavy warhorse would add half of the warrior's hit dice to those of the horse, as the horse has 4 hit dice. The counter hit points would therefore be a base of 4 for the horse's hit dice plus 30% for its Constitution modifier (i.e. +1.2) plus 2 points for the warrior's hit dice, then multiplied by 10 for the number of units in the counter, for a total of 72 counter hit points.

Skirmishers

Any unit wearing no or light armour may be designated as a skirmish unit, taking to the field in a small dispersed formation that allows them to operate with great flexibility. Skirmish units must remain in skirmish formation at all times. A skirmisher unit gains a +2 competence bonus on all Initiative checks. However, no skirmisher unit may have more than 4 counters at any one time. Cavalry units with light horses or warhorses wearing no barding may also be designated as skirmisher units and gain these bonuses and penalties. Such units are known as skirmishing cavalry.

War Machines

Upon the battlefield, a general may find himself facing an enemy force comprising of far more than mere infantry, cavalry and archers. Arrayed against his own units may be dreaded ballistae, catapults and awesome mobile fortresses. These are the war machines, giant constructions that can dominate any battlefield with their firepower and sheer strength.

War machines are treated as if each were a unit in its own right within the OMCS2. However, to reflect their increased capabilities, war machines have a slightly different profile to regular units as well as some special rules which give them the capability to crush hordes of enemy warriors with their great weaponry.

The War Machine Roster

A War Machine Roster Sheet is used to record the details and abilities of every war machine within an army. This sheet allows players and Games Masters alike to judge the effectiveness of any war machine at a glance, and greatly aids combat resolution within the OMCS.

A typical War Machine Roster Sheet, detailing a medium-sized catapult, is shown below;

Medium Catapult

Structure Dice: 1d10 (5 sp)
Hardness: 5
Size: Large
AC: 12 (-1 large, +3 natural)
Attacks: 1 Catapult shot
Damage: Catapult shot 4d6/2d6
Rate of Fire: 6
Crew: 3
Special Qualities: None
Cost: 675 gp

As can be readily seen, the War Machine Roster has much in common with the monster entries of *Core Rulebook III*, as do the unit combat rules detailed below.

Structure Dice

The majority of attacks in the d20 system deal damage in hit points, whilst units in the OMCS2 deal damage in Counter Hit Points. However, war machines receive damage in terms of structure points.

An attack by a single character or creature must cause ten full hit points worth of damage to deal one structure point of damage to a war machine. Any lesser amount is ignored and disregarded, the attack simply bouncing off the side of the war machine.

Some war machine weapons are listed as causing structural damage. These weapons deal damage directly to the structure points of another building or war machine. Hardness is never applied to structural damage, except in the case of a threatened breach (see below) as such attacks are simply too powerful. Attacks by units in the OMCS2 automatically cause structural damage to war machines, due to the large numbers of fighting men attacking together.

Note that whilst part of the OMCS2 rules, structural damage is also used when characters attack larger constructions, such as ships in *Seas of Blood* or strongholds on in the first half of this book as part of their normal adventuring.

Hardness

War machines only use their hardness score when attacked by single characters, never when attacked by units.

Size

This lists how large the war machine is in relation to creatures.

AC

This is the Armour Class of the war machine, used to defend itself against all attacks it may face.

Attacks

War machines have devastating weapons, enabling them to slaughter huge numbers of warriors with each attack. Detailed here is each attack a war machine possesses.

Damage

Many war machines are capable of causing structural damage to other war machines and structures. If a war machine is listed as having two types of damage for a single weapon, the latter will reflect structural damage, the former the damage caused to single characters and units alike.

Range Increment

This is the figure used to calculate the range penalty to any attack by a war machine. Ballistas and similar weapons that work by bow-like action can fire up to ten increments. Catapults and similar weapons

that work by throwing action can fire up to six increments. Range increments for war machines work exactly as for normal ranged combat, with a –2 range penalty to the attack roll for each range increment over the first one.

Breach Range

This is the amount that must be rolled on a d20 to threaten an immediate breach when the war machine is fired at a structure. It is the war machine's equivalent of a critical hit range.

Rate of Fire

Despite having a many crewmen, most war machines are incredibly slow to reload, aim and fire. Listed here is how many full-round actions the crew must expend to fire and reload the war machine's weapons.

Crew

This is simply the number of crew required to maintain the war machine at peak efficiency in battle. Each weapon may lose up to a quarter of its crew, rounding down, before its rate of fire is affected. Each crewman lost after this point will cause the rate of fire to be doubled. The crew on a war machine must all have Profession (siege engineer) skill. For every 3 ranks (rounded down) they have in this skill, a +1 competence bonus is added to the war machine's attack roll. (If there is variation in skill ranks among the crew, apply the rank held by the majority.) If for any reason a war machine is operated by a crew lacking in this skill, apply the –4 penalty for attacking with a weapon in which one is not proficient to the war machine's attack roll.

Cost

Simply a guide as to how much a general must pay to own this war machine and have it within his army.

War Machines in Battle

In most respects, war machines are handled within the OMCS2 and, indeed, the normal d20 combat system in the same way as any other creature or object, taking into account new rules such as structural damage. However, there are some exceptions within the OMCS2 that reflect ponderous nature of war machines upon the battlefield.

† All war machines suffer a –4 circumstance penalty to their Initiative checks.

† Ballistae within the OMCS2 attack all units as if they had an Armour Class of 10, and any resulting damage is deducted straight from the Unit's Hit Points as the power of the huge bolts used allow a single one to skewer many fighting men. However, other war machines are attacked as if the ballista were a single character – the ballista will need to deal 10 points of damage after it has overcome the target's hardness in order to deal 1 point of structural damage.

† Catapults and trebuchets within the OMCS2 hit all targets, both war machines and units, as if they had an Armour Class of 10. The amount of damage they cause is deducted from the Unit's Hit Points as they are fully capable smashing several warriors to a pulp with each shot. Against war machines or structures, they cause structural damage, as detailed in their descriptions below.

† Catapults and trebuchets within the OCMS2 cannot attack a target within one hundred feet unless it is over fifteen feet tall.

† No war machine can ever make an attack of opportunity.

There are many different types of war machine that may be taken to the battlefield, from small ballistae to huge trebuchets and mobile fortresses. Players and Games Masters are encouraged to create their own, using the examples detailed in the previous chapter as a guideline to cost and effectiveness.

Player Characters

In the centre of the action of any role-playing scenario are the player characters and in the OMCS, they truly have the opportunity to act as heroes. As their unit crashes into the enemy, the fighters lead their men forward, seeking to engage the opposing unit leaders as their unit fight a desperate combat against their own counterparts. Rogues nimbly dodge poorly aimed sword swings as wizards cast awesome magicks, pummelling both the enemy into submission.

The rules presented in this chapter are designed to allow the easy integration of player characters into the OMCS, with as little work as possible required on the part of either Games Masters or players. The length of a combat round, be it featuring the actions of characters or entire unit is always six seconds. Thus, whatever a character could normally attempt in a normal combat round will apply equally in the OMCS.

Attacking and Damaging War Machines

When attempting to hit a war machine with a ranged attack, the normal d20 system rules are used. War machines, however, tend to be very large and so can be very difficult for a character to actually miss! The equivalent creature size of each war machine is listed in their entries. When a character attempts to hit a war machine with a close combat weapon, assume the war machine has an Armour Class of 0 – even a cross-eyed fighter will have a great deal of difficulty in missing a such a large object whilst standing next to it. . .

Situations may arise whereby a player wishes to attack a war machine in a direct and specific manner – firing a flaming arrow into an arrow slit, for instance, or hacking apart a wooden wheel to stop it moving. In such circumstances, the Games Mater should determine the outcome of such actions using the rules given in the Core Rulebooks, using the war machine's hardness score as a base line with which to work out damage.

Unit Combats

Player characters are never counted as part of the unit when calculating the Unit Roster – they always act independently, even if they are mere foot soldiers, thus allowing them to do all sorts of heroic (or cowardly) things. Under normal circumstances, combat for player characters in melee combat is handled in exactly the same way as presented in *Core Rulebook I*. They are, however, permitted to attack enemy units.

If two units are in combat with one another, player characters may choose to aid one side. To do so, they engage in combat with one or more members of the enemy unit, using the normal combat rules presented in *Core Rulebook I*. Everyone involved in the combat acts in Initiative order, so the player characters may have the chance to act before anyone else. However, if they manage to slay or subdue any of their enemies, then the Hit Dice of the creatures they overcome is immediately deducted from the Unit Hit Point score. For example;

Whilst leading his heroic unit to attack the mercenary ogre unit Blood Hammerers in a desperate charge, Torgrim the Fighter, rolling the highest initiative of the combat, attacks a big ogre as the rest of his men engage the rest of the enemy. The Unit Hit Points of the ogres is 87, a combination of ogres and hobgoblins. Kurvak dispatches his ogre foe in one round of combat – a normal ogre has 4 HD, and thus the mercenaries lose 4 Unit Hit Points immediately, bringing them down to a total of 83. The units now fight, in remaining initiative order.

It should be noted that some spells, such as *fireball*, may be particularly destructive in such engagements when fighting men are crowded together in a unit. In such cases, the spell is handled as detailed in Core Rulebook I and the Games Master should use his own judgement as to the ultimate effectiveness of it, based upon its listed area of effect

Unit Morale

Player characters are immune to the effects of unit morale, as detailed on pg. 239, though units are likely to take a dim view of players who continue to fight as they try to surrender. However, many of a player character's actions in combat may have a direct influence on how their unit fights. The table below lists some of the more common actions a player character may attempt to boost the morale of his unit, though the Games Master is welcome to add others as the need arises – basically, a player should always be awarded for bravery and will certainly earn the respect of the unit. The morale bonus earned applies to the unit's attack and damage rolls for the rest of the combat, as well as to morale rolls made on the table on pg. 239.

Player Character Action	Morale Bonus to Unit
Slaying enemy unit leader	+2
Slaying enemy officer/ sergeant	+1
Destroying enemy war machine	+1
Fleeing battle	-4
Slaying 10% or more of enemy unit in one attack	+1

Gaining Experience

Experience point awards can be incredibly difficult to calculate in mass battles unless the Games Master is prepared to be very flexible. The sheer amount of variables involved in unit size, type and armament make a mockery of any simple award system without having to resort pages and pages of cross-referencing tables. So, a far quicker and easier system is required;

Player characters will always gain experience as normal for the creatures *they themselves defeat*. For example, if they personally lead a unit and end up slaying the enemy leader and six of his unit, they receive an experience award as normal based on the leader and six men, even if their own unit butchered everyone else in the unit.

Story awards are given by the Games Master to player characters who lead entire units or armies and are victorious. The actual size of the story award will vary greatly between units, as well as with relative type and armament, not to mention the player character's own level. Guidelines on how to present story awards are provided in *Core Rulebook II*.

As a last word, it should be noted that defeating a unit does not necessarily mean slaying every last member – capturing a unit without a single weapon being used will earn a story award, as will outsmarting or sneaking round an enemy. The Games Master should be flexible in granting experience point and reward players for all the achievements of their characters.

Unit Experience

In our playtesting, we tended to find the actions of player characters pretty much guaranteed a high turn over of men in a unit, due to casualties, so that soldiers were ever likely to be in the position to gain experience themselves. However, if players are taking a great amount of care over the risks they put

their units through, Games Masters may discover that the majority do, in fact, survive encounters.

As with player characters themselves, there are no hard and fast rules for units to gain experience themselves, but the Games Master is welcome to periodically raise the quality of a unit, perhaps every six months during a military campaign, so long as the majority survive each battle. In this way, slave and militia units may become solid soldiers and veterans may actually start to rise in character level.

Non-Player Characters

It is strongly recommended that these rules for player characters also be adopted for important non-player characters, be they allies to the party or enemies. In this way, even a lowly goblin tribe should not have its warlord subsumed into the Unit Roster – he will act as an independent character, encouraging his unit and attacking the player characters at their weakest points. He can even earn the morale bonuses presented above.

Siege Warfare: Attacking Structures

War machines can be used to batter down structures. Repeated poundings from catapult stones and iron balls flung from trebuchets can steadily batter away at the strongest wall until it is reduced to rubble; a lucky or well-aimed shot can punch a hole straight

through a wall, causing collapse or creating an egress for invading troops.

Attacking A Structure

To attack a structure with a war machine, simply roll to hit as usual. You must specify the spot on the structure that you are attacking, as some structures have multiple components. If you hit successfully, roll for damage and deduct this from the building's structure points. When a building reaches zero structure points, it collapses completely.

Obviously, buildings do not simply stand there while their fabric is battered to powder and then suddenly crumble all at once. There are varying degrees of destruction to which a structure may be subjected. A structure may have one or more breaches and still remain standing.

Breaches

A breach is created when part, but not all, of a structure has been broken through. Often in siege warfare the intention is not to smash down the whole wall or the whole castle but instead to create a hole in the defences large enough for troops to invade.

A breach is, by default, an irregular and roughly circular hole 5 feet deep and 5 feet across. If a breach is created in a structure of approximately the same dimensions as this (such as a door) then it is completely destroyed. Some exceptionally thick structures (such as fortified walls) must be breached more than once in roughly the same place in order to create catastrophic damage (see below) and smash through to the other side, which is why invading forces prefer to assault the gate than the walls.

There are three ways in which a breach may be created in a structure.

† If an attacking war machine scores a successful breach threat by rolling within the breach range on its roll to hit and the damage scored overcomes the hardness rating of the structure, then the structure must make an immediate Stability saving throw. The DC is 10 plus one for every point of damage in excess of the structure's hardness rating. If the stability saving throw is failed, a breach is created. The damage inflicted is deducted from the structure's total SP as usual.

† If a structure has been reduced to half its total structure points or lower, every successful hit is counted as a breach threat as above. This only applies to attacks made against areas that have already suffered damage; you cannot take advantage of this rule to batter the front of a structure, then wheel the catapult round to the back and create a breach there.

† If a single attack inflicts more than 30 points of structural damage in a round, whether or not the roll to hit resulted in a breach threat, the structure must make a Stability saving throw against DC 15 or suffer a breach. Again, the damage is deducted as usual.

Stability And Collapse

All structures in the OCMS2 have a Stability saving throw bonus; see the first half of this book for some typical scores. The better built a structure is, the more snugly its components fit together, the more stable it is.

Structures are called upon to make Stability saving throws many times in the course of attacks made against them. Sometimes this will be to resist the formation of breaches, sometimes to avoid the collapse of the whole edifice.

Catastrophic Damage

There are three ways in which catastrophic damage can occur.

† When a structure has been reduced to lower than 25% of its total structure points, it must make a Stability saving throw at DC 15 every time it takes structural damage. Failure means that catastrophic damage ensues.

† Every time a fresh breach is created within 30 feet of an existing breach on the same wall of a building, it must make a Stability saving throw at DC 15 or suffer catastrophic damage.

† If a breach is created in a tower on any level below the top floor, it must make a Stability saving throw at DC 20 or collapse down to the point of the breach.

Any modular structure that fails its Stability saving throw and suffers catastrophic damage collapses outright. Any neighbouring structure connected to the collapsing one (such as another section of wall) must also make an immediate Stability saving throw, adjusted according to the amount of damage it has taken; the DC is 5 if it has suffered no damage, 10 if it has lost fewer than 50% of its structure points

and 15 if it has fewer than 50% of its structure points remaining. Failure means that that structure also collapses and the structures attached to it must also save; and so on.

A stand-alone structure that fails its stability save suffers partial collapse. A collapse effect eats away at the building, as if a chunk had been taken out of it. The extent of collapse depends on the arrangement of the structure. First, determine the point of impact. If the attack was aimed, the point of impact is set by the character aiming it; otherwise, it is determined randomly. The structure crumbles in a wave that spreads out in a sphere from the point of impact. The radius of the sphere is 1d6x10 feet. If the spreading wave encounters a breach, a new wave of crumbling begins, centred on the breach. In this way, a badly damaged structure may be destroyed altogether with a single impact.

Once this initial phase of damage has been resolved, a second Stability saving throw must be made at -4 to the roll, but only if there is still intact structure above the area of effect. If the saving throw succeeds, no further damage is sustained. If it fails, all levels of the structure directly above the area of effect fall down.

Any tower that the wave encounters must immediately make a Stability saving throw at DC 15, or DC 20 if it is below 50% of its structure points. If it succeeds, it does not take any damage and remains standing; if it fails, it collapses at the level where the wave hit it.

A collapsing structure falls down in the opposite direction to that from which the damage came. If the collapse was not the result of an impact, roll randomly to see in which direction the structure falls.

Damage From Falling Debris

As a building crumbles, it can cause terrible damage to those trapped in the path of the wreckage.

† Anyone who is inside a building when it collapses and who is within 10 feet of an exit may make a Reflex saving throw at DC 20 to dive out of the building before it comes down. This may mean leaping out of the window but in some cases this is preferable to being squashed by tumbling masonry.

† Anyone in the same circumstances who is close to a point of potential shelter, such as a natural cave or a strongroom, may make the same Reflex saving throw to dive under cover. Though they may avoid taking damage from the building's collapse, they will still begin to suffocate if they are not dug out. See *Core Rulebook II* for rules on suffocation.

† Those who do not manage to avoid the destruction of the building are treated as if they were trapped in a cave-in. See *Core Rulebook II* for cave-in rules.

† If one structure collapses on to another, such as a tall tower falling down on to the top of a keep, 1d8 structure points of damage are inflicted for every 10 feet that the toppling structure was in height above the level to which it is collapsing. This assumes the structure was made of stone. A collapsing wooden structure inflicts the same amount in d4.

Closing Breaches

The defenders of a structure may attempt to close up a breach using loose furniture, rags, rubble, planks and any other detritus they can find. This is primarily to stop invaders getting in and secondly to provide some support for the compromised wall. There must be sufficient material to hand in order to achieve this.

For every five rounds of barricading, one breach may be closed. Soldiers cannot enter it and it no longer counts as a breach for catastrophic damage purposes.

Tunnelling

Tunnellers, or 'sappers' as they are sometimes called, are able to bring down many walls and structures without a single shot being fired. Their method is to dig down beneath the wall, propping up their excavation with wooden props. Once a sufficient area has been hollowed out, the props are set on fire and burn away, leaving a gaping hole beneath the wall; in a matter of moments, the wall usually caves in.

Any creature or group of creatures attempting to tunnel must dig down below the level of the foundations in order to be effective; see Chapter 3. As a rough rule, it takes 5 properly equipped creatures a total of 5 hours to clear and prop a 10-foot cube of earth. A sapper's tunnel may not be dug any larger than this. Every tunnel fired causes the structure above to make a Stability saving throw at DC 20. Failure means that a breach is automatically created directly above the collapsed tunnel, while 3d6 structure points of damage are inflicted upon the structure. Failure by more than 10 causes the whole wall to collapse to a distance of 15 feet to either side of the location of the tunnel.

Designer's Notes

There was only going to be one way to write this book, as far as I was concerned. Detail *everything.* If there were players out there who didn't want to know exactly how much building a stronghold would cost – or how much it would cost if you fetched some bits yourself, got enslaved workers to do the building and then made a few modifications – then at least they would have my work to go on as a guideline. So, my apologies if you think I've been a bit, erm, excessively zealous. I've just tried to pre-empt what you, the players, might want to do.

The system for building as it stands is intricate and as realistic as I could make it. There's a lot to remember and a lot of stages to work through. Could I not have made it simpler? Possibly, but I didn't feel I could do that without *over*simplifying it. I felt that dumbing down the process, so to speak, would have been a loss. Strongholds *are* complex, involved things. The more involvement a player can have, the more real the finished structure will seem.

The special features and magical accoutrements sections wrote themselves. I am indebted to several commentators on the Usenet newsgroup rec.games.frp.dnd, who observed that all the books on strongholds seemed to be churning out the standard mediaeval castle again – a totally pointless structure in a fantasy milieu with so many flying opponents. I tried to take their comments to heart when writing this book. It is frustrating in the extreme when those who are writing for a games system do not pay attention to what the gamers in the front lines say they want. Now that I'm on the writing side of the fence, I'm happy to listen to the people who, at the end of the day, are going to be using the material.

As for the governmental system, I am especially pleased with that. I may be wrong, and I am sure I will be corrected several times over on the Net if I am, but I don't think anyone's ever produced a thorough and detailed system like this one for handling political matters in the good old d20 world. I confess to having a great love for political and governmental issues in the fantasy context. To those who are looking for inspiration, I can recommend no one artist and writer more highly than Dave Sim, whose 'High Society' is an absolute must for anyone intending to introduce more sophisticated politics into a world of hack and slash.

It is an honour to have been asked to write the Open Mass Combat System version 2, especially since the rules for attacking structures have been brewing in my brain since my own (unpublished) attempt to put a ship combat system together. It has never made sense to me that a structure should either be there and on one or more hit points or not there at all. All I need now is to persuade Mongoose to let me introduce the breach creation rules into Seas of Blood, so that ships can be holed and sunk....

The man to man combat part of the revised OMCS has, I hope, retained the flavour of the old system while adding a bit more structure. The old system should still be used if you ever need to have a purely narrative battle. As soon as the battle lines break and one force surges into another, you are pretty much back to the meat of the old OMCS anyway. Incidentally, the feel of the OMCS2, in which battle lines meet, trade blows over their shields and attempt to surge into each other's ranks are based on my experiences of what it is actually like to be on the battlefield. As a long-term live action roleplayer, I have had plenty of opportunity to observe exactly how people behave when a shield wall advances or a line caves in thanks to a well-flung spell (most of the time, I would have been the one flinging it) so I hope this comes out in your use of it.

I must give a swift thankyou to all those who provided useful suggestions while I was in the thick of writing the governing rules (they saw *far* too many redrafts for my comfort!) with particular shout-outs to Will Isenhour and Chris Rapier out there in LJ land.

Lastly, this whole work is dedicated with love, respect and admiration to PeeJee Shou. If you don't know who she is, go to www.somethingpositive.net at the next available opportunity.

'Rocks fall! Everybody dies!'

Adrian Bott

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Regime Sheet

Regime Name: _____
Head of Regime: _____
Official Residence: _____
Base of Operations: _____

Council Members

Position	Character Name
Admiral of the Fleet	
Captain of Armies	
Chief Justice	
Chief of Defence	
Chief of Police	
Foreign Secretary	
Head of Intelligence	
Information Minister	
Minister of Agriculture	
Minister of Health	
Minister of Public Works	
Minister of Religion	
Minister of Magic	
Private Secretary	
Treasurer	

Government Type: _____
Intimidate Bonus: _____
Diplomacy Bonus: _____
Control: _____
Corruption: _____

Taxes

Tax In Effect	Rate	Goodwill Effect

Treasury

Province Sheet

Province Name: _____
Appointed Ruler: _____
Centre of Government: _____
Population: _____
Available Soldiery: _____
_____
Roads: _____
_____

Resources

Resource	Units Produced	Refinement	Typical Items	Value Per Unit	Value

Structures Built

Structure	Location	Effect

Factions: Classes

Class	Goodwill
Upper	
Middle	
Lower	

Factions: Other

Faction	Associated Class (If Any)	Goodwill

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MGP 8801

d20 system

Classic Play Book of STRONGHOLDS & DYNASTIES

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Having harvested the resources or had them delivered to you by professional builders' guilds characters can build anything from a log cabin of wood to a towering fortress in crystal. Rules found herein cover the transformation of an ordinary manor house into a fortified tower or the skull of a dead god into a homely retreat.

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