Ultimate Kingdoms



5th Edition Fantasy

Legendary Games


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Credits

Lead Designer: Jason Nelson

Authors: Ben Walklate, Mark Seifter, Linda Zayas-Palmer, Will McCardell.

Additional Material by: Joe Alfano, Tim Beach, Brian Berg, John Bookwalter, Ryan Costello, Patrick Dandrea, Doug Davison, Travis Drake, Alyssa Faden, Jaym Gates, Ed Greenwood, Allen Hammack, Lynne Hardy, Chris A. Jackson, James Jacobs, Rich Lescouflair, Karyn Willow Logan, Tim Mace, Ari Marmell, Rob McCreary, Bill Mead, Richard Pett, Stephen Radney-MacFarland, Robert Schwalb, Amber Scott, Connor Self, Jefferson Jay Thacker, Cat Tobin, Ben Walklate

Artists: Aaron Acevedo, Luka Arh, Bruno Balixa, Jesus Blones, Kenneth Camaro, Guillermo Cartay, Tyler Clark, Liz Courts, Art Deepmind, Ivan Dixon, Andrew Doris, Shen Fei, Melissa Gay, William Hendershot, Jorge Henriquez, Frank Hessefort, Jacqueline Hines, Cristian Huerta, Michael Jaecks, Jason Juta, Tom Kilian, Tim Kings-Lynne, Jethro Lentle, Matthias Kinnigkeit, James Krause, Matt Lewis, Mike Lowe, Dio Mahesa, Matthew Manghi, Michal Matczak, Andrea Montano, Renan Moraes, Mitch Mueller, Amy Nagi, Anastasia Nicholls, Evan Surya Nugraha, Tamires Para, Paul Pederson, Beatrice Pelagatti, Peyeyo, Sabrina Pugnale, Dylan Reader, Arrahman Rendi, Daniel Robinett, Julio Rocha, Tanyaporn Sangsnit, Banu Satrio, Keith Seymour, Phill Simpson, Joe Slucher, Hugo Solis, Melissa Spandri, Colby Stevenson, Phil Stone, Bob Storrar, Simon Sweetman, Brian Syme, Michael Syrigos, John Tedrick, Jon Tonello, Rian Trost, Justin Tumey, Steve Wood, Josh Wunderly

5E Development: Matt Kimmel, Mike Kimmel, Jason Nelson, Mark Hart

Design and Layout: Tiara Lynn Agresta

Legendary Games Team Members: Anthony Adam, Michael Allen, Alex Augunas, Kate Baker, Jesse Benner, Siobhan Bjorknas, Clinton J. Boomer, Savannah Broadway, Robert Brookes, Russ Brown, Benjamin Bruck, Liz Courts, Carl Cramer, Paris Crenshaw, Matt Daley, Joel Flank, Naomi Fritts, Matthew Goodall, Jim Groves, Amanda Hamon Kunz, Steve Helt, Thurston Hillman, Tim Hitchcock, Victoria Jaczko, Jenny Jarzabski, N. Jolly, Patrick N.R. Julius, Deborah Kammerzell, Jonathan H. Keith, Michael Kortes, Jeff Lee, Lyz Liddell, Nicolas Logue, Luis Loza, Ron Lundeen, Will McCardell, Mike Myler, Julian Neale, Jason Nelson, Jen Page, Richard Pett, Tom Phillips, Alistair Rigg, Alex Riggs, David N. Ross, Wendall Roy, Amber Scott, Mark Seifter, Tork Shaw, Mike Shel, Loren Sieg, Neil Spicer, Todd Stewart, Onyx Tanuki, Russ Taylor, Greg A. Vaughan, Christopher Van Horn, Rachel Ventura, Ben Walklate, Mike Welham, George Loki Williams, Landon Winkler, Linda Zayas-Palmer, and Clark Peterson

Publisher: Jason Nelson

Executive Partner: Neil Spicer

Business Director: Rachel Ventura

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ISBN: 978-0-9861035-9-9

First printing February 2020.

Printed in China.

Legendary Games
524 SW 321st St.
Federal Way, WA 98023
makeyourgamelegendary.com

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What You Will Find Inside Ultimate Kingdoms

Ultimate kingdoms opens up a whole new world of options for your 5th edition campaign by making your characters more than just wandering adventurers but a real and vital part of the campaign world. The core of these rules lie in a comprehensive system for creating cities and founding and ruling a nation of their very own. They can build settlements from wayside villages to sprawling cities filled with prosperity and corruption, law and learning, designing their government, and issuing the edicts to raise a nation from a simple freehold to a world-shaking kingdom, claiming territory, improving the land, and even waging war on land, sea, and sky. Of course, if they prefer to run things behind the scenes, they can create their own factions and organizations, wielding power and influence as masters of courtly intrigue. They can build mighty strongholds of common stone or exotic elements from cloud castles to bone keeps. Your heroes can command a ship or an entire fleet on vast ocean journeys or in fast-paced naval battles, or build rich relationships with NPCs, or take up new character options like feats, spells, class options, to give them new options in their adventuring life and outside it as nobles, rulers, and powerful figures in the world. **Ultimate Kingdoms** is full of amazing ideas and options to enrich your campaign in any way you like, with systems you can use individually or all together in whatever combination works best to **Make Your Game Legendary**!



- Jason Nelson

Special Thanks to our Royal Kings and Queens

John H. Bookwalter, Jr.
Patrick Dandrea
Travis Drake
Timothy C. Mace
Ben Walklate

Special Electronic Features

We've hyperlinked this product internally from the Table of Contents and externally with references to the official System Reference Document (SRD) and *5eSRD*. If it is in the core 5E rules, we generally didn't link to it unless the rule is an obscure one. The point is not to supersede the game books, but rather to help support you, the player, in accessing the rules, especially those from newer books or that you may not have memorized.

About Legendary Games

Legendary Games is an all-star team of authors and designers, founded by Clark Peterson of Necromancer Games and coordinated by Jason Nelson. Legendary Games uses a cooperative, team-based approach to bring you the best expansion material for your game. We are gamers and storytellers first, and we believe that passion shows in our products. Check us out and **Make Your Game Legendary**!

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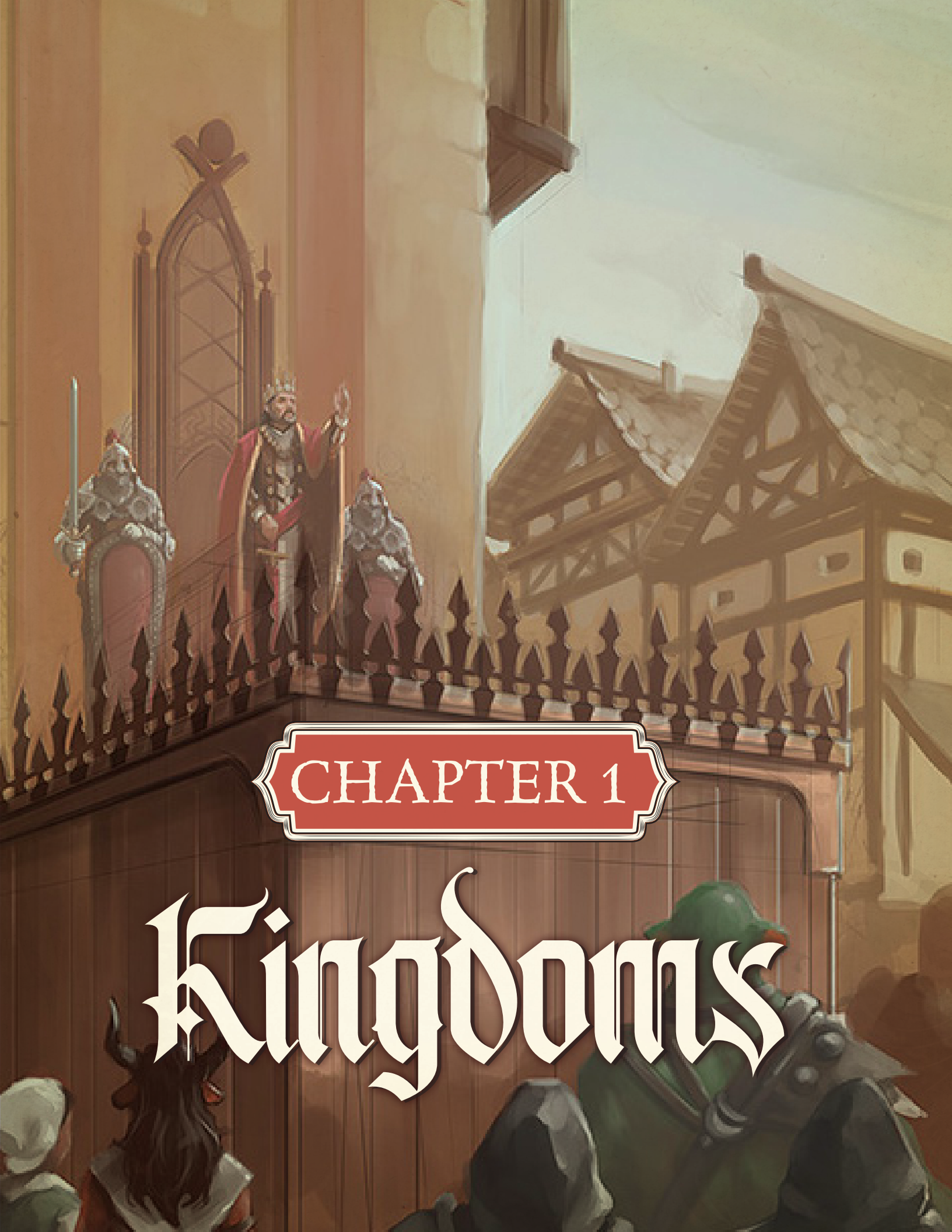
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Introduction

Ultimate Kingdoms TAKES YOUR 5E CAMPAIGN BEYOND DRAGONS AND DUNGEONS to gain wealth, power, and influence in your favorite fantasy world! Within this beautiful book you'll find a comprehensive system for founding and ruling a kingdom of your own. Tame the wilderness to establish your cities, filling them with loyal citizens and monuments to your glory, as the cleverness of your edicts and the wisdom of your building decisions combine to create a kingdom that will outlast you. Engage in diplomacy, trade, festivals, espionage, and everything a mighty ruler must manage to keep their nation prosperous and happy. Of course, no kingdom is ever truly safe, and ***Ultimate Kingdoms*** provides a detailed yet easy-to-use abstract mass combat system that incorporates battles on land, sea, and air in a single integrated rule set, with flexible tactics, commanders, and both simple and advanced options, alongside bonus rules for sieges, logistics, battlefield terrain and weather, and more!

Over and above ruling a kingdom and waging war on a large scale, ***Ultimate Kingdoms*** contains expansive rules that you can drop into any 5E campaign or adventure, like ship-to-ship combat, with simple and advanced rules as well as fast-play fleet battles, naval siege weapons and special ship modifications, hauling cargo, and seizing plunder. Or you can use these rules to construct your own buildings and castles, including exotic building materials and magical augmentations, character-level siege weapons, digging in on the battlefield, and exotic strongholds like cloud castles, crystal palaces, bone keeps, and walls of pure necrotic spirit! Creating guilds, secret societies, and similar factions and organizations, and wielding power and influence to shape society is detailed within for how groups interact. On a more intimate interpersonal level, you can build deep and rich relationships with NPCs, developing your affinities to create life-long friendships, romances, and rivalries! Players and GMs alike will find new spells, feats, gear, and class features to use, as well as the brand-new **general** and **hordelord** classes! Plus, you'll find a whole slew of sample kingdoms and organizations created by our celebrity contributors from every decade of D&D's history, as well as appendices jam-packed with noble titles, troop conversion rules and dozens of sample military troops, mercenary name generator, detailed record sheets for your settlements, kingdoms, and military units!

Your characters can become much more than just adventurers with ***Ultimate Kingdoms***, and each subsystem presented here stands easily on its own but also has connections to the other rules in this book. This modular design lets you use any or all of the different parts of this book in your campaign to tailor these options for you and your players. Your heroes have beaten the bandits, overcome the orcish onslaught, and defeated the dragon, but in between their adventures your heroes would rather return home to a mighty throne instead of a warm campfire, now they can with ***Ultimate Kingdoms***!


CHAPTER 1
Kingdoms

Ruling a kingdom is a complex and difficult task, one undertaken only by the very ambitious. Many PCs are content to live as mercenaries or treasure hunters, no interest in being responsible for the health and well-being of subjects; for these characters, a kingdom is simply a place they pass through on the way to the next adventure. However, characters who are keen to spread their wings and forge a place of power and influence in the world can use this chapter to create a different sort of campaign. If the PCs are interested in ruling only a single town or castle and the small region around it, kingdom building can focus primarily on the settlement and the PCs' personal demesne. If the PCs have larger goals, such as carving out a new, independent kingdom, these rules allow them to build cities and engage in trade, diplomacy, and war.

These rules assume that all of the kingdom's leaders are focused on making the kingdom prosperous and stable, rather than oppressing the citizens and stealing from the treasury. Likewise, the rules assume that the leaders are working together, not competing with each other or working at odds. If the campaign begins to step into those areas, the GM is free to introduce new rules to deal with these activities.

The kingdom-building rules measure terrain in hexes. Each hex is 12 miles from corner to corner, representing an area of just less than 95 square miles. The hex measurement is an abstraction; the hexes are easy to quantify and allow the GM to categorize a large area as one terrain type without having to worry about precise borders of forests and other terrain features.

Overview

The key parts of the kingdom-building rules that you'll be referencing are as follows:

- Explanation of the kingdom terminology used throughout this section.
- Step-by-step instructions for founding a kingdom.
- The turn sequence for an established kingdom.
- The game statistics for terrain improvements.
- Step-by-step instructions on how to found your first settlement.
- The game statistics for the types of buildings.

Following the main rules and the types of buildings are several optional rules for kingdom building, such as modifying the effect of religious buildings based on alignment or deity portfolio, tracking Fame and Infamy scores for your kingdom, rules for different types of government, and special edicts you can declare during the turn sequence.

Kingdom Terminology

Kingdoms have attributes that describe and define them. These are tracked on a kingdom sheet, like a character's statistics are on a character sheet.

Alignment: Like a PC, your kingdom has an alignment, which you decide when you form the kingdom. The kingdom's alignment represents the majority outlook and behavior of the people within that kingdom when they're considered as a group. (Individual citizens and even some leaders may be of different alignments.) When you decide on your kingdom's alignment, apply the following adjustments to the kingdom's statistics: *Chaotic*: +2 Loyalty; *Evil*: +2 Economy; *Good*: +2 Loyalty; *Lawful*: +2 Economy; *Neutral*: Stability +2 (apply this twice if the kingdom's alignment is simply Neutral, not Chaotic Neutral or Lawful Neutral). A kingdom's alignment rarely changes, though at the GM's option, it can shift through the actions of its rulers or its people. Kingdoms cannot be unaligned.

Build Points: Build points (or BP for short) are the measure of your kingdom's resources—equipment, labor, money, and so on. They're used to acquire new hexes and develop additional buildings, settlements, and terrain improvements. Your kingdom also consumes BP to maintain itself.

Consumption: Consumption indicates how many BP are required to keep the kingdom functioning each month. Your kingdom's Consumption is equal to its Size, modified by settlements and terrain improvements (such as Farms and Fisheries). Consumption can never go below 0.

Control DC: Some kingdom actions require a check (1d20 + modifiers) to succeed—this is known as a control check. The base DC for a control check is equal to 20 + the kingdom's Size in hexes + the total number of districts in all your settlements + any other modifiers from special circumstances or effects. Unless otherwise stated, the DC of a kingdom check is the Control DC.

Economy: This attribute measures the productivity of your kingdom's workers and the vibrancy of its trade, both in terms of money and in terms of information, innovation, and technology. Your kingdom's initial Economy is 0 plus your kingdom's alignment and leadership modifiers.

Kingdom Check: A kingdom has three attributes: Economy, Loyalty, and Stability. Your kingdom's initial scores in each of these attributes is 0, plus modifiers for kingdom alignment, bonuses provided by the leaders, and any other modifiers. Many kingdom actions and events require you to attempt a kingdom check, either

using your Economy, Loyalty, or Stability attribute (1d20 + the appropriate attribute + other modifiers). Kingdom checks automatically fail on a natural 1 and automatically succeed on a natural 20.

Loyalty: Loyalty refers to the sense of goodwill among your people, their ability to live peaceably together even in times of crisis, and to fight for one another when needed. Your kingdom's initial Loyalty is 0 plus your kingdom's alignment and any modifiers from your kingdom's leadership role.

Population: Actual population numbers don't factor into your kingdom's statistics (unless you use the advanced rules) but can be fun to track anyway. The population of each settlement is described in Settlements and Districts.

Size: This is how many hexes the kingdom claims. A new kingdom's Size is 1.

Stability: Stability refers to the physical and social well-being of the kingdom, from the health and security of its citizenry to the vitality of its natural resources and its ability to maximize their use. Your kingdom's initial Stability is 0 plus your kingdom's alignment and leadership modifiers.

Treasury: The Treasury is the amount of BP your kingdom has saved and can spend on activities (much in the same way that your character has gold and other valuables you can spend on gear). Your Treasury can fall below 0 (meaning your kingdom's costs exceed its savings and it is operating in debt), but this increases Unrest (see *Upkeep Phase*).

Turn: A kingdom turn spans 1 month of game time. You make your kingdom checks and other decisions about running your kingdom at the end of each month.

Unrest: Your kingdom's Unrest indicates how rebellious your citizens are. Your kingdom's initial Unrest is 0. Unrest can never fall below 0 (anything that would modify it to less than 0 is wasted). Subtract your kingdom's Unrest from all Economy, Loyalty, and Stability checks. If your kingdom's Unrest is 11 or higher, the kingdom begins to lose control of hexes it has claimed. If your kingdom's Unrest ever reaches 20, the kingdom falls into anarchy (see *Upkeep Phase*).

Kingdom Building Quick Reference

With building a kingdom, you begin by founding a small settlement—such as a village or town—and expand your territory outward, claiming nearby hexes, founding additional settlements, and constructing buildings within those settlements. What you build in a hex or a settlement affects the economy of your kingdom, the loyalty of your citizens, the stability of the government, and the likeliness that kingdom will fall into chaos when citizens worry about monster attacks and other threats.

You and the other PCs take specific roles in leading your kingdom, such as Ruler, High Priest, General, and so on. The leaders provide bonuses on rolls you make to manage the kingdom's economy and other important issues. For example, having a High Priest makes your kingdom more stable and your citizens more loyal, and having a Treasurer makes your kingdom more profitable.

Instead of using gold pieces, a kingdom uses a type of currency called build points (BP), which represent actual cash, labor, expertise, and raw materials. While it is possible to convert gold pieces into BP and back again, for the most part you'll just be spending BP to run your kingdom.

Running a kingdom takes place over a series of turns, similar to how combat takes place over a series of rounds. A kingdom turn takes 1 month of game time. Each turn has four phases which you resolve in order: the Upkeep phase, where you pay the kingdom's bills; the Edict phase, where you levy taxes and build improvements; the Income phase, where you collect taxes; and the Events phase, where you see if something especially good or bad happens to your kingdom.

If this is your first time reading these rules, start with the section on Founding a Settlement and read the rest of the kingdom-building rules in order. If you find a term you're not familiar with, check the Kingdom Terminology section for a better idea of where you can find that information.



Founding a Kingdom

Characters can found their new land in variety of ways, whether entirely on their own or with the direct assistance of NPC patron, called a liege (described below). The following suggestions can help you incorporate the process of foundation into your campaign.

Fiefdom: A liege appoints a PC (or a group of PCs) as the ruler(s) of an existing territory within her own already-settled lands. This allows PCs to bypass the initial setup of their domain, as it already includes improved terrain and cities. The PCs are installed with the expectation that they will govern the region in the liege's name and further improve the land and the cities within them.

Benefit: PCs receiving a fiefdom receive a grant of 10 BP to continue managing and improving their lands in exchange for vassalage to their liege (see Lieges below).

Land Grant: A liege appoints the PCs as with a fief but places them charge of settling and improving an area that she has claimed but which has not been significantly improved or settled. Though there may be one settlement and/or a few improvements to use as their initial base of operations. PCs will need to clear and explore the land in the name of their liege and defend or expand the borders of the land while they improve it.

Benefit: PCs receiving a land grant receive 30 BP to further clear and settle their territory in exchange for vassalage to their liege (see Lieges below).

Charter: A liege sponsors the PCs to explore, clear, and settle a wilderness area along her border; while it is not technically part of her lands yet, she has some legitimate territorial claim, and the PCs are expected to enforce that claim and likely fend off other challengers for the land who may have their own conflicting claims, to say nothing of existing populations (whether monstrous or humanoid) that would prefer to be left alone and have no outside parties coming into their land.

Benefit: PCs receiving a charter receive 50 BP to explore, pacify, and develop their territory in exchange for vassalage to their liege (see below).

Conquest: PCs lead forces, either of their own or in the name of their liege, which defeat the military of an existing territory. The leaders of the opposing forces flee, surrender, or are killed, allowing PCs to take command at the head of their army.

Benefit: PCs conquering an existing kingdom can seize the surviving assets of the conquered kingdom, gaining BP equal to 10% of the former ruler's treasury; the remainder is lost. If PCs led their own army, they can govern as they see fit. Those conquering on behalf of their liege receive 20 BP from their liege in exchange for vassalage (see Lieges below).

Coup: PCs personally attack and eliminate the leader(s) of an existing nation and install themselves as new leaders. They must make peace and establish their authority with existing factions, including the military commanders of the kingdom's armed forces, in order to legitimize their authority.

Benefit: PCs staging a coup receive no grant of BP but also need acknowledge no authority but their own. They may seize the kingdom's assets, gaining BP equal to 20% of the former ruler's treasury; the remainder is lost. PCs may also raise additional BP by essentially auctioning seats on the leadership team to surviving faction leaders in the kingdom, raising pledges of 2d6 BP in assets and support in exchange for appointment to a leadership role, plus 1 BP per kingdom turn in ongoing support. These BP stack if multiple NPCs are allowed to bribe their way onto the leadership team. If PCs later dismiss (or kill) one of these leaders pledged to them, this creates 1d6 Unrest and a permanent -3 penalty to Loyalty.

Exploration: Operating on their own, PCs explore, clear, and settle a wilderness area unclaimed by any established or recognized government (though native creatures or peoples view this as conquest).

Benefit: PCs exploring on their own receive no grant of BP but also need acknowledge no authority but their own.

Selecting Kingdom Leaders: However a kingdom is founded, it must always have a ruler from its very first turn of existence. However, other kingdom leaders are not needed immediately, and the PCs can wait to add any further leaders until they begin to expand their kingdom. Each time they add a new hex to their kingdom, they must add one additional leadership role, until all roles are filled. Until this time, as long as the kingdom has as many leaders as it has hexes, it gains no benefit and takes no vacancy penalty for any unfilled slots.

Lieges: A liege is a wealthy sponsor of the PCs' new domain, using one of the above methods for sponsoring the PCs into their new role as leaders. Lieges may be members of the nobility, but they could just as easily take the form of a high religious official or religious organization, merchant consortium, or any other group that has enough resources at its disposal to control a territory in its own right. Founding a kingdom without a liege allows the PCs total freedom to do as they please, but working under a liege allows PCs to receive considerable support when they are just starting out, usually in the form of a grant of Building Points and/or a small army to help get their domain on its feet. The exact level of support the liege provides is determined by the GM, depending on how difficult the process of settlement is likely to be and how generous the liege is, but it should not exceed 50 Building Points, and this total should be reduced further if an army is provided, factoring the army's Consumption into account.

The PCs' domain is considered a vassal to their liege, and they automatically have an Embassy with their liege's kingdom. Their liege may choose to impose a Treaty or an Alliance upon the PCs' domain, or they may allow them greater independence and only maintain an embassy. One of the PCs' kingdom leaders may serve as a viceroy from their liege's kingdom; this may be the ruler but may be another character), or they may request an NPC viceroy to supervise their activities. Regardless of their diplomatic relationship with their liege, the PCs' new domain must pay their liege a tithe equal to 10% of all income in both Building Points and gold pieces. Until the amount they have paid back in their tithe equals or exceeds the original grant of BP from their liege, the PCs' domain gains no benefits to its Economy from a Treaty or Alliance with their liege.

If PCs choose to separate their domain from their liege at a later point in time, follow the rules for *Declaring Independence*.

Investing in the Kingdom

In addition to grants of Building Points from a liege, seizing the assets of a conquered territory, or spending wealth to acquire the assets represented by Building Points, you can facilitate investment in the kingdom in other ways.

Make Building Points a form of treasure: As PCs go through their adventuring careers, not all rewards you hand out need to be in the form of gold, jewels, magic items, and similar portable, easily salable goods. Abandoned fortresses, ruined towns, monster-filled mines, and vast forests are all great places for adventuring, but they are also resources to exploit. Once PCs have completed an adventure in the traditional sense, friendly NPCs might suggest to them that areas cleared of monsters are actually quite valuable, and with time and effort they could put these resources to good use. Even the goodwill of ordinary commoners they have rescued from monsters and marauders is a part of Building Points, as the willing labor of loyal citizens is what converts raw materials into wealth as they clamor for PCs who have saved them now to lead them. In a campaign where creating a domain is not just possible but encouraged, you need to introduce the idea that things have values beyond a purely cash economy. The valuables that bandits or monsters might steal are more likely to be these kinds of commodities, assets, and resources than they are sacks and chests of coins and gems. If PCs start to accumulate a substantial amount of non-liquid wealth, they are more likely to want to do something productive with it than if they have to take their hard-earned coin and pour it back into livestock and lumber.



Optional Rule: Whenever PCs recover a cache of treasure from the lair of a sentient creature, the treasure includes 1d2-1 Building Point worth of goods and materials (1d4-1 Building Points if the creatures are humanoid). For each Building Point, reduce the monetary value of the treasure found (not including the value of magical items or of equipment worn or wielded by the creatures) by 500 gp. Each Building Point represents 1d4 wagonloads of goods and raw materials. These Building Points are in addition to those that can be gained by selling items and donating the proceeds to the treasury (steps 2 and 3 of the Income Phase).

Make the right to rule a part of the campaign: Once PCs reach 10th level, in the context of the campaign world they have proven their worth and earned the renown that warrants a grant of land to claim, a temple to establish, a wizard's tower to erect, or a thieves' guild to seize. PCs should never be obligated to rule, but as well as suggesting in character that it is an expected part of their newfound status as powerful and respected figures in the world as well as offering a tangible inducement:

Optional Rule: At 10th level and above, each PC can claim a one-time award of 1 BP per character level, representing the accumulation of contacts, allies, supporters, fame, goodwill, and even legal claims to territory they have earned in their careers.

Setting Up Your Kingdom

A kingdom should have a capital city—the seat of your power. Your first settlement is your capital. If you want to designate a different settlement as the capital, you may do so in Step 7 of the Edict phase. Your capital city primarily comes into play if your kingdom loses hexes. If you change the capital city, attempt a Stability check. Success means Unrest increases by 1; failure means Unrest increases by 1d6. Once you have your first settlement, you have the start of a kingdom. You'll need to make some initial decisions that affect your kingdom's statistics and record them.

Choose Your Kingdom's Alignment. Your kingdom's alignment helps determine how loyal, prosperous, and stable your kingdom is. Your kingdom may be a lawful good bastion against a nearby land of devil worshipers, or a chaotic neutral territory of cutthroat traders whose government does very little to interfere with the rights of its citizens.

Choose Leadership Roles. Assign the leadership roles for all PCs and NPCs involved in running the kingdom, such as Ruler, General, and High Priest. The leadership roles provide bonuses on checks made to collect taxes, deal with rioting citizens, and resolve similar issues.

Start Your Treasury. The build points you have left over from starting your first settlement make up your initial Treasury.

Determine Your Kingdom's Attributes. Your initial Economy, Loyalty, and Stability scores are based on the kingdom's alignment and the buildings your settlement has. (If you start with more than one settlement, include all the settlements in this reckoning.)

Once you've completed these steps, move on to Kingdom Turn Sequence.

Leadership Roles

A stable kingdom has leaders that fill different roles—tending to the economy, defense, and health of its citizens. PCs and NPCs can fill these roles; your fighter may be the kingdom's Warden, the party cleric its High Priest, and so on. Each role grants the kingdom different benefits.

A character can only fill one leadership role at a time. For example, your character can't be both the Ruler and the High Priest. Even if you want the Ruler to be the head of the kingdom's religion, she's too busy ruling to also do the work of a High Priest; she'll have to appoint someone else to do that work.

The kingdom must have someone in the Ruler role to function; without a Ruler, the kingdom cannot perform basic actions and gains Unrest every turn. All other roles are optional, though leaving certain roles vacant gives your kingdom penalties.

These leadership roles can be a part of any form of government; in some kingdoms they take the form of a formal ruling council, while in others they may be advisors, ministers, relatives of the leader, or simply powerful nobles, merchants, or bureaucrats with access to the seat of power. The names of these roles are game terms and need not correspond to the titles of those roles in the kingdom—the Ruler of your kingdom may be called king, queen, chosen one, padishah, overlord, sultan, and so on.

Responsibilities of Leadership: In order to gain the benefits of leadership, you must spend at least 7 days per month attending to your duties; these days need not be consecutive. This can be roleplayed or can be assumed to run in the background without needing to be defined or actively played out. Time spent ruling cannot be used for adventuring, crafting items, or completing other downtime activities that require your full attention and participation. Failure to complete your duties during a turn means treating the role as though it's vacant.

For most campaigns, it's best to have the PCs pick the same days of the month for these administrative duties, so everyone is available for adventuring at the same time.

PCs and NPCs as Leaders: These rules include enough important leadership roles that a small group of PCs can't fill them all. You may have to recruit NPCs to fill out the remaining necessary roles for your kingdom. Family members, relations, other NPCs from your background, and even intelligent familiars or similar companions can fill leadership roles, and you may want to consider inviting allied NPCs to become rulers, such as asking a friendly ranger you rescued to become the kingdom's Marshal.

Abdicating a Role: If you want to step down from a leadership position, you must find a replacement to avoid incurring the appropriate vacancy penalty for your position. Abdicating a position increases Unrest by 1 and requires a Loyalty check; if the check fails, the vacancy penalty applies for 1 turn while the new leader transitions into that role. If you are the Ruler, abdicating increases Unrest by 2 instead of 1, and you take a –4 penalty on the Loyalty check to avoid the vacancy penalty.

If you are not the Ruler and are leaving one leadership role to take a different one in the kingdom, the Unrest increase does not occur and you gain a +4 bonus on the Loyalty check to avoid the vacancy penalty.

Leader Statistics: The statistics for the different roles are presented as follows.

Benefit: This explains the benefit to your kingdom if you have a character in this role. If you have a background that is particularly suited to the role, increase this benefit by 1, at the GM's discretion. If this section gives you a choice of two ability scores, use whichever is highest.

Most benefits are constant and last as long as there is a character in that role, but don't stack with themselves. For example, a General increases Loyalty by 2, so the General provides a constant +2 to the kingdom's Loyalty (not a stacking +2 increase every turn), which goes away if she dies or resigns. If a benefit mentions a particular phase in kingdom building, that benefit applies every turn during that phase. For example, the Royal Enforcer decreases Unrest by 1 at every Upkeep phase.

Vacancy Penalty: This line explains the penalty to your kingdom if no character fills this role, or if the leader fails to spend the necessary time fulfilling his responsibilities. Some roles have no vacancy penalty. If a character in a role is killed or permanently incapacitated during a turn and not restored to health by the start of the next kingdom turn, that role counts as vacant for that next turn, after which a replacement can be appointed to the role.

Like benefits, most vacancy penalties are constant, last as long as that role is vacant, and don't stack with themselves. If a vacant role lists an increase to Unrest, however, that increase does not go away when the role is filled. For example, if the kingdom doesn't have a ruler for a turn, Unrest increases by 4 and doesn't automatically return to its previous level when you eventually fill the vacant Ruler role.



Ruler

The Ruler is the highest-ranking person in the kingdom, above even the other kingdom leaders, and is expected to embody the values of the kingdom. The Ruler performs the kingdom's most important ceremonies (such as knighting royals and signing treaties), is the kingdom's chief diplomatic officer (though most of these duties are handled by the Grand Diplomat), is the signatory for all laws affecting the entire kingdom, pardons criminals when appropriate, and is responsible for appointing characters to all other high positions in the government (such as other leadership roles, mayors of settlements, and judges).

Benefit: Choose one kingdom attribute (Economy, Loyalty, or Stability). Add your Charisma modifier to this attribute. If your kingdom's Size is 26–100, choose a second kingdom attribute and add your Charisma modifier to it as well. If your kingdom's Size is 101 or more, choose a third kingdom attribute and add your Charisma modifier to it too.

If you marry someone of equal station, you both can act as Ruler. You both add your Charisma modifiers to the kingdom attribute (or attributes, if the kingdom is large enough). As long as one of you is present for 1 week per month, you avoid the vacancy penalty.

In a typical campaign where the kingdom leaders have no ties to actual nobility, "someone of equal station" is irrelevant and your marriage is between two Rulers. In a campaign where the leaders are nobles or royals, marrying someone of lesser station means the spouse becomes a Consort rather than a Ruler.

Vacancy Penalty: A kingdom without a ruler cannot claim new hexes, create Farms, build Roads, or purchase settlement districts. Unrest increases by 4 during the kingdom's Upkeep phase.

Consort

The Consort is usually the spouse of the Ruler, and spends time attending court, speaking with and advising nobles, touring the kingdom to lift the spirits of the people, and so on. In most kingdoms, you cannot have two married Rulers and a Consort at the same time.

The Consort represents the Ruler when the Ruler is occupied or otherwise unable to act. With the Ruler's permission, the Consort may perform any of the Ruler's duties, allowing the Ruler to effectively act in two places at once. If the Ruler dies, the Consort may act as Ruler until the Heir comes of age and can take over as Ruler.

Benefit: Add half your Charisma modifier to Loyalty. If the ruler is unavailable during a turn, you may act as the Ruler for that turn, negating the vacancy penalty for having no Ruler, though you do not gain the Ruler benefit. If you act as the Ruler for the turn, you must succeed at a Loyalty check during the kingdom's Upkeep phase or Unrest increases by 1.

Vacancy Penalty: None.

Councilor

The Councilor acts as a liaison between the citizenry and the other kingdom leaders, parsing requests from the commonwealth and presenting the leaders' proclamations to the people in understandable ways. It is the Councilor's responsibility to make sure the Ruler is making decisions that benefit the kingdom's communities and its citizens.

Benefit: Add your Charisma modifier or Wisdom modifier to Loyalty.

Vacancy Penalty: Loyalty decreases by 2. The kingdom gains no benefits from the holiday edict. During the Upkeep phase, Unrest increases by 1.

General

The General is the highest-ranking member of the kingdom's military. If the kingdom has an army and a navy, the heads of those organizations report to the kingdom's General. The General is responsible for looking after the needs of the military and directing the kingdom's armies in times of war. Most citizens see the General as a protector and patriot.

Benefit: Add your Charisma modifier or Strength modifier to Stability.

Vacancy Penalty: Loyalty decreases by 4.

Grand Diplomat

The Grand Diplomat is in charge of the kingdom's foreign policy—how it interacts with other kingdoms and similar political organizations such as tribes of intelligent monsters. The Grand Diplomat is the head of all of the kingdom's diplomats, envoys, and ambassadors. It is the Grand Diplomat's responsibility to represent and protect the interests of the kingdom with regard to foreign powers.

Benefit: Add your Charisma modifier or Intelligence modifier to Stability.

Vacancy Penalty: Stability decreases by 2. The kingdom cannot issue Diplomatic or Exploration edicts.

Heir

The Heir is usually the Ruler's eldest son or daughter, though some kingdoms may designate a significant advisor (such as a seneschal) as Heir. The Heir's time is mostly spent learning to become a ruler—pursuing academic and martial training, touring the kingdom to get to the know the land and its people, experiencing the intrigues of courtly life, and so on.

Because the Heir carries the potential of being the next Ruler, the Heir's role is similar to the Consort in that the Heir may act on behalf of the Ruler.

Benefit: Add half your Charisma modifier to Loyalty. You may act as the Ruler for a turn, negating the vacancy penalty for the kingdom having no Ruler, though you do not gain the Ruler benefit. Whenever you act as the Ruler for the turn, you must succeed at a Loyalty check during the kingdom's Upkeep phase or Unrest increases by 1.

Vacancy Penalty: None.

High Priest

The High Priest tends to the kingdom's religious needs and guides its growth. If the kingdom has an official religion, the High Priest may also be the highest-ranking member of that religion in the kingdom and has similar responsibilities over the lesser priests of that faith to those the Grand Diplomat has over the kingdom's ambassadors and diplomats. If the kingdom has no official religion, the High Priest may be a representative of the most popular religion in the kingdom or a neutral party representing the interests of all religions allowed by the kingdom.

Benefit: Add your Charisma modifier or Wisdom modifier to Stability.

Vacancy Penalty: Stability and Loyalty decrease by 2. During the Upkeep phase, Unrest increases by 1.



Magister

The Magister guides the kingdom's higher learning and magic, promoting education and knowledge among the citizens and representing the interests of magic, science, and academia. In most kingdoms, the Magister is a sage, a wizard, or a priest of a deity of knowledge, and oversees the governmental bureaucracy except regarding finance.

Benefit: Add your Charisma modifier or Intelligence modifier to Economy.

Vacancy Penalty: Economy decreases by 4.

Marshal

The Marshal ensures that the kingdom's laws are being enforced in the remote parts of the kingdom as well as in the vicinity of the capital. The Marshal is also responsible for securing the kingdom's borders. He organizes regular patrols and works with the General to respond to threats that militias and adventurers can't deal with alone.

Benefit: Add your Dexterity modifier or Wisdom modifier to Economy.

Vacancy Penalty: Economy decreases by 4.

Royal Enforcer

The Royal Enforcer deals with punishing criminals, working with the Councilor to make sure the citizens feel the government is adequately dealing with wrongdoers, and working with the Marshal to capture fugitives from the law. The Royal Enforcer may grant civilians the authority to kill in the name of the law.

Benefit: Add your Dexterity modifier or Strength modifier to Loyalty. During the Upkeep phase, you may decrease Unrest by 1; if you do so, you must succeed at a Loyalty check or Loyalty decreases by 1.

Vacancy Penalty: None.

Spymaster

The Spymaster observes the kingdom's criminal elements and underworld and spies on other kingdoms. The Spymaster always has a finger on the pulse of the kingdom's underbelly and uses acquired information to protect the interests of the kingdom at home and elsewhere through a network of spies and informants.

Benefit: During the Edict phase, choose one kingdom attribute (Economy, Loyalty or Stability). Add your Dexterity modifier or Intelligence modifier to this attribute.

Vacancy Penalty: Economy decreases by 4. During the Upkeep phase, Unrest increases by 1.

Treasurer

The Treasurer monitors the state of the kingdom's Treasury and citizens' confidence in the value of their money and investigates whether any businesses are taking unfair advantage of the system. The Treasurer is in charge of the tax collectors and tracks debts and credits with guilds and other governments.

Benefit: Add your Intelligence modifier or Wisdom modifier to Economy.

Vacancy Penalty: Economy decreases by 4. The kingdom cannot collect taxes—during the Edict phase, when you would normally collect taxes, the kingdom does not collect taxes at all and the taxation level is considered "none."

Viceroy

The Viceroy represents the Ruler's interests on an ongoing basis in a specific location such as a colony or vassal state (see the optional *Vassalage edict*). The Viceroy is in effect the Ruler for that territory; her orders are superseded only by direct commands from the Ruler.

Benefit: Add half your Intelligence or Wisdom modifier to Economy. You may assume any leadership role (including Ruler) for your colony or vassal state, but any benefit you provide in this role is 1 less than normal; if you do so, you must spend 7 days that month performing duties appropriate to that leadership role in addition to the 7 days spent for Viceroy duties.

Vacancy Penalty: If you have no Viceroy for your vassal state, treat it as if it had the Ruler vacancy penalty.

Warden

The Warden is responsible for enforcing laws in larger settlements, as well as ensuring the safety of the kingdom leaders. The Warden also works with the General to deploy forces to protect settlements and react to internal threats.

Benefit: Add your Constitution modifier or Strength modifier to Loyalty.

Vacancy Penalty: Loyalty and Stability decrease by 2.

Leadership Role Skills

Each leadership role provides bonuses to kingdom statistics based on one of the leader's ability scores. The GM may want to allow a leader's proficiency in a relevant skill such Charisma (Persuasion) to also affect the kingdom statistics. If the leader is proficient in the skill, the leader may increase the leadership modifier by 1. GMs may also decide that an appropriate background grants an additional +1 increase to the leadership modifier.

The relevant skills for each leadership role are as follows.

Ambassador: Charisma (Persuasion)

Consort: Charisma (Performance)

Councilor: Wisdom (Insight)

General: Wisdom (Insight)

Grand Diplomat: Charisma (Persuasion)

Heir: Charisma (Persuasion)

High Priest: Intelligence (Religion)

Magister: Intelligence (Arcana)

Marshal: Wisdom (Survival)

Royal Enforcer: Charisma (Intimidation)

Ruler: Charisma (Persuasion or Intimidation)

Spymaster: Wisdom (Insight)

Treasurer: Intelligence (Investigation)

Viceroy: Intelligence (History)

Warden: Wisdom (Insight)



Gaining Experience for Leadership

As the kingdom grows, the party gains experience points the first time it reaches each of the following milestones.

Found a Kingdom	700 XP
Establish a Capital City	600 XP
Reach a Kingdom Size of 11	1,200 XP
Reach a Kingdom Size of 26	2,400 XP
Reach a Kingdom Size of 51	4,800 XP
Reach a Kingdom Size of 101	6,400 XP
Reach a Kingdom Size of 151	12,800 XP
Reach a Kingdom Size of 201	38,400 XP
Fill a Settlement with 4 Lots of Buildings	800 XP
Fill a Settlement with 16 Lots of Buildings	2,400 XP
Fill a Settlement with 36 Lots of Buildings	6,400 XP

Build Points

The units of a kingdom's wealth and productivity are build points (BP). Build points are an abstraction representing the kingdom's expendable assets, not just gold in the treasury. Build points include raw materials (such as livestock, lumber, land, seed, and ore), tangible goods (such as wagons, weapons, and candles), and people (artisans, laborers, and colonists). Together, these assets represent the labor and productive output of your citizens.

You spend BP on tasks necessary to develop and protect your kingdom—planting farms, creating roads, constructing buildings, raising armies, and so on. These things are made at your command, but they are not *yours*. The cities, roads, farms, and buildings belong to the citizens who build them and use them to live and work every day, and those acts of living and working create more BP for the kingdom. As the leaders, you use your power and influence to direct the economic and constructive activity of your kingdom, deciding what gets built, when, and where.

Build points don't have a precise exchange rate to gold pieces because they don't represent exact amounts of

specific resources. For example, you can't really equate the productivity of a blacksmith with that of a stable, as their goods are used for different things and aren't produced at the same rate, but both of them contribute to a kingdom's overall economy. In general, 1 BP is worth approximately 4,000 gp; use this value to get a sense of how costly various kingdom expenditures are. In practice, it is not a simple matter to convert one currency to the other, but there are certain ways for your PC to spend gp to increase the kingdom's BP or withdraw BP and turn them into gold for your character to spend.

Providing a seed amount of BP at the start of kingdom building means your kingdom isn't starving for resources in the initial months. Whether you acquire these funds on your own or with the help of an influential NPC is decided by the GM and sets the tone for much of the campaign.

Wealthy Sponsor

In many cases, a kingdom's initial BP come from a source outside your party. A wealthy queen may want to tame some of the wilderness on her kingdom's borders, or a merchant's guild may want to construct a trading post to increase trade with distant lands. Regardless of the intent, the work involved to create a new settlement costs thousands of gold pieces—more than most adventurers would want to spend on mundane things like jails, mills, and piers.

It is an easy matter for the GM to provide these funds in the form of a quest reward. A wealthy queen may grant you minor titles and BP for your treasury if you kill a notorious bandit and turn his ruined castle into a town, or a guild may provide you with a ship full of goods and workers and enough BP to start a small colony on a newly discovered, resource-rich continent. In exchange for this investment, the sponsor expects you to be a vassal or close ally; in some cases, you may be required to pay back these BP (such as at a rate of 1 BP per turn) or provide tribute to the patron on an ongoing basis (such as at a rate of 10% of your income per turn, minimum 1 BP).

An appropriate starting amount is 50 BP. This amount is enough to keep a new kingdom active for a few turns while it establishes its own economy, but it is still at risk of collapse from mismanagement or bad luck.

As the initial citizens represented by this BP investment are probably loyal to the sponsor, taking action against the sponsor may anger those people and cause trouble. For example, if you rebuff the queen's envoy, your citizens may see this as a snub against the queen and rebel.

Your responsibility to the sponsor usually falls into one of the following categories, based on the loan arrangement.

Charter: The sponsor expects you to explore, clear, and settle a wilderness area along the sponsor's border—an area where the sponsor has some territorial claims. You may have to fend off other challengers for the land.

Conquest: The sponsor's soldiers clashed with the army of an existing kingdom and the kingdom's old leaders have fled, surrendered, or been killed. The sponsor has placed you in command of this territory and the soldiers.

Fief: The sponsor places you in charge of an existing domain within his own already-settled lands. If it includes already improved terrain and cities, you're expected to govern and further improve them. (While you'll start with land and settlements, you'll still need around 50 BP to handle your kingdom's Consumption and development needs.)

Grant: The sponsor places you in charge of settling and improving an area already claimed by the liege but not significantly touched by civilization. You may have to expand the borders of the land or defend it against hostile creatures.

Starting from Scratch

It's not easy to start a kingdom—probably the reason everyone doesn't have one. If you are founding a kingdom on your own, without an external sponsor or a fantastic windfall of resources, the initial financial costs can be crippling to PCs. Even building a new town with just a House and an Inn costs 13 BP—worth over 50,000 gp in terms of stone, timber, labor, food, and so on. To compensate for this (and encourage you to adventure in search of more gold that you can convert into BP), if you're running a small, self-starting kingdom, the GM may allow you to turn your gold into BP at a better rate. You may only take advantage of this if you don't have a sponsor; it represents your people seeing the hard work you're directly putting in and being inspired to do the same to get the kingdom off the ground.

This improved rate depends on the Size of your kingdom, as shown in the following table.

Table 1-1: Starting from Scratch

Kingdom Size	Price of 1 BP	Withdrawal Rate*
01–25	1,000 gp	500 gp
26–50	2,000 gp	1,000 gp
51–100	3,000 gp	1,500 gp
101+	4,000 gp	2,000 gp

**If you make a withdrawal from the Treasury during the Income phase, use this withdrawal rate to determine how much gp you gain per BP withdrawn.*

The GM may also allow you to discover a cache of goods worth BP (instead of gp) as a reward for adventuring, giving you the seed money to found or support your kingdom.



Kingdom Turn Sequence

A kingdom's growth occurs during four phases, which together make up one kingdom turn (1 month of game time). The four phases are as follows:

Phase 1: Upkeep: Check your kingdom's stability, pay costs, and deal with Unrest. If your kingdom controls 0 hexes, skip the Upkeep phase and proceed to the Edict phase.

Phase 2: Edict: Declare official proclamations about taxes, diplomacy, and other kingdom-wide decisions.

Phase 3: Income: Add to your Treasury by collecting taxes and converting gp into BP or withdraw BP from your kingdom for your personal use.

Phase 4: Event: Check whether any unusual events occur that require attention. Some are beneficial, such as an economic boom, good weather, or the discovery of remarkable treasure. Others are detrimental, such as foul weather, a plague, or a rampaging monster.

These phases are always undertaken in the above order. Many steps allow you to perform an action once per kingdom turn; this means once for the entire kingdom, not once per leader.

Who Rolls the Kingdom Check?

Running a kingdom is more fun if all the players are involved and each is responsible for making some of the kingdom checks. Who makes each roll depends on the players in your group and what roles they want to play? Some players may not want to make any of these rolls. You may want to start with the following die roll responsibilities and modify them to suit your kingdom and the other players. Anything marked with an asterisk is an optional rule is described in the optional kingdom-building rules.

Ruler: Loyalty checks, any checks or edicts not covered by other rulers

Consort: Endowment edicts, as Ruler when Ruler is unavailable

Councilor: Festival edicts, Holiday edicts

General: Kingdom checks for events requiring combat, Recruitment edicts

Grand Diplomat: Diplomatic edicts

Heir: Kingdom event rolls

High Priest: Holiday edicts, rolls to generate magic items from Cathedrals, Shrines, and Temples

Magister: Commission edcts, Rolls to generate magic items not rolled by the High Priest

Marshal: Exploration edicts

Royal Enforcer: Loyalty checks to reduce Unrest or prevent Unrest increases

Spymaster: Espionage edicts, Kingdom checks involving crime and foreigners

Treasurer: Economy checks, Taxation edicts, Trade edicts

Viceroy: Vassalage edicts

Warden: Stability checks

Upkeep Phase

During the Upkeep phase, you adjust your kingdom's scores based on what's happened in the past month, how happy the people are, how much they've consumed and are taxed, and so on.

Step 1—Determine Kingdom Stability: Attempt a Stability check. If you succeed, Unrest decreases by 1 (if this would reduce Unrest below 0, add 1 BP to your Treasury instead). If you fail by 4 or less, Unrest increases by 1; if you fail by 5 or more, Unrest increases by 1d4.

Step 2—Pay Consumption: Subtract your kingdom's Consumption from the kingdom's Treasury. If your

Treasury is negative after paying Consumption, Unrest increases by 2.

Step 3—Fill Vacant Magic Item Slots: If any of your settlement districts have buildings that produce magic items (such as a Caster's Tower or Herbalist) with vacant magic item slots, there is a chance of those slots filling with new items (see the *Magic Items* in Settlements section).

Step 4—Modify Unrest: Unrest increases by 1 for each kingdom attribute (Economy, Loyalty, or Stability) that is a negative number. The Royal Enforcer may attempt to reduce Unrest during this step. If the kingdom's Unrest is 11 or higher, it loses 1 hex (the leaders choose which hex). If your kingdom's Unrest ever reaches 20, the kingdom falls into anarchy. While in anarchy, your kingdom can take no action and treats all Economy, Loyalty, and Stability check results as 0. Restoring order once a kingdom falls into anarchy typically requires a number of quests and lengthy adventures by you and the other would-be leaders to restore the people's faith in you.

Example: Jane is the Ruler of a kingdom with a Size of 30 and a Control DC of 60. Based on leadership role bonuses, kingdom alignment bonuses, and buildings in her settlements, the kingdom's Economy is 52, its Loyalty is 45, and its Stability is 56. Its Unrest is currently 5, its Consumption is 5, and the Treasury has 12 BP. In Step 1 of the Upkeep phase, Alex, the Warden, attempts a Stability check to determine the kingdom's stability. Alex rolls a 19, adds the kingdom's Stability (56), and subtracts its Unrest (5), for a total of 70; that's a success, so Unrest decreases by 1. In Step 2, the kingdom pays 5 BP for Consumption. None of the kingdom's magic item slots are empty, so they skip Step 3. In Step 4, none of the attributes are negative, so Unrest doesn't increase. Michael, the Royal Enforcer, doesn't want to risk reducing the kingdom's Loyalty, so he doesn't use his leadership role to reduce Unrest. At the end of this phase, the kingdom has Economy 52, Loyalty 45, Stability 56, Unrest 4, Consumption 5, and Treasury 7 BP.

Edict Phase

The Edict phase is when you make proclamations on expansion, improvements, taxation, holidays, and so on.

Step 1—Assign Leadership: Assign PCs or NPCs to any vacant leadership roles or change the roles being filled by particular PCs or closely allied NPCs (see *Leadership Roles*).

Step 2—Claim and Abandon Hexes: For your kingdom to grow, you must claim additional hexes. You can only claim a hex that is adjacent to at least 1 other hex in your kingdom. Before you can claim it, the hex must first be explored, and then cleared of monsters and dangerous hazards (see Steps 2 and 3 of *Founding a Settlement*). Then, to claim the hex, spend 1 BP; this establishes the hex as part of your kingdom and increases your kingdom's Size by 1. The Improvement Edicts table tells you the maximum number of hexes you can claim per turn.

You may abandon any number of hexes to reduce your kingdom's Size (which you may wish to do to manage Consumption). Doing so increases Unrest by 1 for each hex abandoned (or by 4 if the hex contained a settlement). This otherwise functions like losing a hex due to unrest (see Step 4 of the *Upkeep Phase*).

Step 4—Build Terrain Improvements: You may spend BP to build terrain improvements like Farms, Forts, Roads, Mines, and Quarries (see *Terrain Improvements*).

You may also prepare a hex for constructing a settlement. Depending on the site, this may involve clearing trees, moving boulders, digging sanitation trenches, and so on. See the Preparation Cost column on the Terrain and Terrain Improvements table to determine how many BP this requires.

The Improvement Edicts table tells you the maximum number of terrain improvements you can make per turn.

Step 5—Create and Improve Settlements: You may create a settlement in a claimed hex (see *Founding a Settlement*). The Improvement Edicts table tells you the maximum number of settlements you can establish per turn.

You may construct a building in any settlement in your kingdom. When a building is completed, apply its modifiers to your kingdom sheet. The Improvement Edicts table tells you the maximum number of buildings you can construct in your kingdom per turn. The first House, Mansion, Noble Villa, or Tenement your kingdom builds each turn does not count against that limit.

Step 6—Create Army Units: You may create, expand, equip, or repair army units (see *Mass Combat*).

Step 7—Issue Edicts: Select or adjust your edict levels (*see Edicts*).

Example: Jane's kingdom has no vacant leadership roles, so nothing happens in Step 1. The leaders don't want to spend BP and increase Size right now, so in Step 2 they don't claim any hexes. In Step 3, the leaders construct a Farm in one of the kingdom's prepared hexes (Consumption –2, Treasury –2 BP). In Steps 5 and 6, the leaders continue to be frugal and do not construct settlement improvements or create armies. In Step 7, the leaders issue a Holiday edict of one national holiday (Loyalty +1, Consumption +1) and set the Expansion edict level to "cautious" (Stability +1, Consumption +0). Looking ahead to the Income phase, Jane realizes that an average roll for her Economy check would be a failure (10 on the 1d20 + 52 Economy – 4 Unrest = 58, less than the Control

DC of 60), which means there's a good chance the kingdom won't generate any BP this turn. She decides to set the Taxation edict to "minimal" (Economy +2, Loyalty +2), giving her a total modifier of +50 on her Economy check and a slightly better than average chance of success. She rolls an 11, giving her a total of 61 on her Economy check. With minimal taxation, she divides the result by 5 to determine the number of BP generated by the economy this turn. At the end of this phase, the kingdom has Economy 54, Loyalty 48, Stability 55, Unrest 4, Consumption 4, and she adds 12 BP to the Treasury.



Income Phase

During the Income phase, you may add to or withdraw from the Treasury as well as collect taxes.

Step 1—Make Withdrawals from the Treasury: The kingdom-building rules allow you to expend BP on things related to running the kingdom. If you want to spend some of the kingdom's resources on something for your own personal benefit (such as a new magic item), you may withdraw BP from the Treasury and convert it into gp once per turn, but there is a penalty for doing so.

Each time you withdraw BP for your personal use, Unrest increases by the number of BP withdrawn. Each BP you withdraw this way converts to 2,000 gp of personal funds.

Step 2—Make Deposits to the Treasury: You can add funds to a kingdom's Treasury by donating your personal wealth to the kingdom—coins, gems, jewelry, weapons, armor, magic items, and other valuables you find while adventuring, as long as they are individually worth 4,000 gp or less. For every full 4,000 gp in value of the deposit, increase your kingdom's BP by 1.

If you want to donate an item that is worth more than 4,000 gp, refer to Step 3 instead.

Step 3—Sell Expensive Items for BP: You can attempt to sell expensive personal items (that is, items worth more than 4,000 gp each that you own and have acquired in your adventures) through your kingdom's markets to add to your Treasury. You may sell one item per settlement district each kingdom turn. At the GM's discretion, a settlement might not have the resources to purchase expensive items in this way.

To sell an item, divide its price by half (as if selling it to an NPC for gp), divide the result by 4,000 (rounded down), and add that many BP to your Treasury.

You cannot use this step to sell magic items held or created by buildings in your settlements; those items are the property of the owners of those businesses. (See *Magic Items in Settlements* for more information on this topic.)

Step 4—Collect Taxes: Attempt an Economy check, divide the result by 3 (round down), and add a number of BP to your Treasury equal to the result.

Example: Jane and the other leaders need to keep BP in the kingdom for future plans, so they skip Step 1 of the Income phase. They are worried that they won't collect enough taxes this turn, so just in case, in Step 2 they deposit 8,000 gp worth of coins, gems, and small magic items (Treasury +2 BP). The leaders aren't selling any expensive items, so nothing happens in Step 3. In Step 4, Rob, the Treasurer, rolls the Economy check to collect taxes. Robert rolls a 9 on the 1d20, adds the kingdom's Economy score (55), and subtracts Unrest (4) for a total of 60, which means the kingdom adds 20 BP (the Economy check result of 60, divided by 3) to the Treasury. At the end of this phase, the kingdom has Economy 55, Loyalty 42, Stability 55, Unrest 4, Consumption 4, and Treasury 27 BP.

Event Phase

In the Event phase, a random event may affect your kingdom as a whole or a single settlement or hex.

There is a 25% chance of an event occurring (see *Events*). If no event occurred during the last turn, this chance increases to 75%. Some events can be negated, ended, or compensated for with some kind of kingdom check. Others, such as a rampaging monster, require you to complete an adventure or deal with a problem in a way not covered by the kingdom-building rules.

In addition, the GM may have an adventure- or campaign-specific event take place. Other events may also happen during this phase, such as independence or unification.

Example: The GM rolls on one of the event tables and determines that a monster is attacking one of the kingdom's hexes. Instead of attempting a Stability check to deal with the monster (risking increasing Unrest if it fails), Jane and the other leaders go on a quest to deal with the monster personally. They defeat the monster, so the event does not generate any Unrest. At the end of this phase, the kingdom's scores are unchanged: Economy 55, Loyalty 42, Stability 55, Unrest 4, Consumption 4, and Treasury 27 BP.

Edicts

Edicts are the official pronouncements by your government about how you are running the kingdom that turn. For example, you may decide to have low or high taxes, to have more or fewer holidays, and how much effort to put into improving the kingdom's infrastructure. Edicts fall into four types: Holiday, Improvement, Promotion, and Taxation.

In the Edict phase of the kingdom turn, you may set the Holiday, Expansion, and Taxation edict categories to whatever level you want, as well as decide how much of your allowed improvement from the Improvement edict you'll use. For example, you may decide that this turn holidays are quarterly, promotions are aggressive, taxation is minimal, and you won't build any improvements.

Expansion Edicts

Expansion edicts are events and actions the kingdom uses to attract new citizens and increase the well-being of the kingdom, such as recruitment campaigns, advertisements about services and goods, and propaganda to improve the perception of your kingdom at home and abroad for expanding nations, or focus on stability and protectionism for insular kingdoms.

Table 1-2: Expansion Edicts

Attitude	Hex Claims	Stability	Loyalty	Economy	Consumption
Isolationist	-1	+2	+1	-2	-1 BP
Cautious	standard	+1	-	-1	-
Standard	standard	-	-	-	-
Aggressive	+1	-1	-1	+1	1d4 BP
Imperialist	+2	-2	-2	+2	2d4 BP

Holiday Edicts

Holidays are general celebrations or observances that take place across the kingdom. The BP expenditure includes lost revenue from citizens not working during the holidays, preparations and logistical arrangements that occur year-round, and the cost of the actual celebrations. The monthly expenses vary each month but represent an average spread across the entire year. If the kingdom's rulers reduce the amount of holidays they fund at any point during a calendar year, they take a 1 penalty to Loyalty for the remainder of the year for each step by which holiday funding is reduced.

The number of holidays per year is the number you promise to uphold and the number that the common folk expect to enjoy over the next months. The Loyalty and Consumption modifiers change as soon as you change the number of holidays per year. The listed number assumes that you are fulfilling your promise—if you announce 12 holidays in the coming year but don't actually hold and pay for them, the GM should increase your kingdom's Unrest to reflect public disappointment and outrage.

Example: Lance is the Ruler of a kingdom with some Loyalty issues. He issues a Holiday edict that there will be weekly kingdom-wide official holidays for the next month (Loyalty +4, Economy +2). In the second turn, he worries about the increased Consumption's effect on the Treasury, so he issues a new Holiday edict decreeing that until further notice, there will be no kingdom-wide holidays. He loses the previous +4 Loyalty bonus and incurs a –4 Loyalty penalty for the new Holiday edict, but no longer has to pay the 1d12 Consumption each turn for his previous edict.

Table 1-3: Holiday Edicts

Frequency	Consumption	Economy	Loyalty
None	-	-2	-4
Annual	1 BP	-1	-2
Quarterly	1d3 BP	0	0
Monthly	1d6 BP	+1	+2
Weekly	1d12 BP	+2	+4

Improvement Edicts

Improvements are physical improvements you can make to your kingdom: founding new settlements, adding buildings to a settlement, building roads, creating facilities such as mines to tap natural resources, and claiming more hexes for your kingdom. Your kingdom's Size limits how many improvements you can make each turn; see the Improvement Edicts table below. You can make all of the improvements listed on the appropriate row of the table. For example, if your kingdom's Size is 5, on each turn you can create 1 new settlement, 1 new building, 2 terrain improvements, and claim 1 more hex.

Table 1-4: Improvement Edicts

KINGDOM SIZE	NEW SETTLEMENTS*	NEW BUILDINGS**	TERRAIN IMPROVEMENTS	HEX CLAIMS
01–10	1	1	2	1
11–25	1	2	3	2
26–50	1	5	5	3
51–100	2	0	7	4
101–200	3	20	9	8
201+	4	No limit	12	12

* Instead of creating a new settlement, your kingdom may create a new army unit (see *Mass Combat*), expand or equip an existing army unit, or bring an existing army unit back to full strength.

**Upgrading a building (for example, from a Shrine to a Temple) or destroying a building counts toward this limit. The first House, Mansion, Noble Villa, or Tenement your kingdom builds each turn does not count against this number.



Taxation Edicts

Setting the tax level determines how much revenue you collect from taxes in the Income phase. Higher taxes increase your kingdom's Economy (making it easier for you to succeed at Economy checks to generate revenue) but make your citizens unhappy (reducing Loyalty).

Table 1-5: Taxation Edicts

TAX LEVEL	REVENUE	ECONOMY	LOYALTY
Minimal	Economy check/5	+2	+2
Light	Economy check/4	+1	+1
Normal	Economy check/3-		-
Heavy	Economy check/2.5	-2	-4
Crushing	Economy check/2	-4	-8

Special Edicts

In addition to the basic edicts for expansion, improvement, taxation, and holidays for your kingdom, you may use the following special edicts to expand the repertoire of actions your PC rulers can take. These edicts may affect an entire kingdom or a single city in your domain or in another country. Regardless of which special edict you choose, you may issue only one special edict per kingdom turn. The effects of special edicts are resolved after you issue your standard edicts for the month.

Commission Edicts

The rulers of your domain can commission a magic item to be made (or an existing magic item improved) for their personal use with a Commission Edict. The city where the Commission Edict is issued must contain a building capable of producing a magical item of the appropriate category (common, uncommon, rare, very rare, or legendary). The commissioned item takes the place of one item slot of that category for as long as it takes to craft (or improve) the item, including any month or portion of a month in which it is being crafted. During this time, no other item can be generated to fill that slot.

The kingdom's rulers can commission more than one item within that city as part of the same Commission Edict, but all items must be crafted within that city and no building within that city can be compelled to craft more than one item with this edict. Commissioning more than one item with the same Commission Edict generates 1 point of Unrest for each item after the first (not including potions or scrolls with a cost under 1,000 gp), representing the anger and resentment of other wealthy customers caused by their own requests being superseded by those of the country's rulers, and of the crafters themselves for being forced to work on demand.

Items produced in response to a Commission Edict must be paid for at the normal cost. Issuing this edict does not represent a command to produce an item without pay. Instead, it represents the ability of the country's rulers to take precedence over other customers in getting items manufactured for their use. If you do not wish to allow PCs access to magic item crafting in this way, simply disallow the use of Commission Edicts.

Diplomatic Edicts

Diplomatic edicts are special edicts that allow you to establish an embassy, treaty, or alliance with another kingdom. You must have an official representative of your kingdom, such as an ambassador or leader, present in the other kingdom to make this edict (though the GM may allow magical communication to handle most of the edict's details and bypass this requirement). Using this edict costs 1d4 BP in travel and other expenses.

Your representative must attempt a Charisma (Persuasion) check. The DC is determined using the following formula:

DC = 5 + your kingdom's Infamy + the target kingdom's special Size modifier + your kingdom's special Size modifier + alignment difference modifier + relationship modifier + the target kingdom's attitude — your kingdom's Fame — BP you spend on bribes or gifts

Special Size Modifier: This is equal to the kingdom's Size divided by 5.

Alignment Difference Modifier: This is based on how close your kingdom's alignment is to the target kingdom's alignment, according to the following table.

Table 1-6: Diplomatic Alignment Difference Modifier

Alignment Difference*	DC Modifier
Same	+0
1 step	+2
2 steps	+5

*Per alignment axis

Relationship Modifier: This takes into account your treaties, alliances, and conflicts with the target kingdom's allies and enemies. If you are friendly with the same kingdoms, the target is more interested in diplomacy with you. If you are friendly with the target kingdom's enemies, the target is less interested in negotiating with you. Modify the DC as follows for each third party you have in common.

Table 1-7: Diplomatic Relationship Modifier

Relationship	DC Modifier
You and the target kingdom both have an alliance with a third party	Advantage on check
You have a treaty with the target kingdom's ally	–2
You and the target kingdom both have a treaty with a third party	–1
You have an embassy with the target kingdom's enemy	+1
You have a treaty with the target kingdom's enemy	+2
You have an alliance with the target kingdom's enemy	Disadvantage on check

Attitude: The target kingdom's initial attitude toward you is indifferent, though the GM may modify this based on alignment differences, your shared history, culture, warfare, espionage, racial tensions, and other factors in the campaign world. These factors may also influence the Charisma (Persuasion) DC for using this edict (generally increasing the DC by 2 for every factor the GM determines is relevant). The GM may also simply



decide to apply advantage or disadvantage to the check based on the target kingdom's attitude.

The act of making this Charisma (Persuasion) check takes place over several days, with the emissary socializing with representatives of the target kingdom, discussing common interests and the benefits and goals of entering a diplomatic agreement with your kingdom. Because this check is not a singular event, abilities and spells that modify a single roll have no effect on this check unless they last at least 24 hours.

Type of Diplomatic Relationships

You use Diplomatic edicts to establish an embassy, treaty, or alliance; each is a closer relation than the previous one.

Embassy: You attempt to establish mutual recognition of authority and territory with the target kingdom, represented by granting dominion over embassies in each other's settlements. Attempt a Charisma (Persuasion) check using the Diplomatic edict DC. If the Charisma (Persuasion) check fails, the other kingdom rejects your diplomatic efforts and you cannot attempt to establish an embassy with it again for 1 year; if the check fails by 5 or more, your kingdom's Fame decreases by 1 and the other kingdom's attitude toward your kingdom worsens by 1 step.

If you succeed at the Charisma (Persuasion) check, you create an embassy agreement with the target kingdom; if you succeed at the check by 5 or more, the target kingdom's attitude toward your kingdom improves by 1 step and your kingdom's Fame increases by 1. You may purchase or build a Mansion or Noble Villa in one of the other kingdom's settlements to use as an embassy (if so, your ambassador uses it as a residence). The target kingdom's leaders may do the same in one of your settlements. Your embassy is considered your territory (and vice versa). Your embassy grants your kingdom the normal bonuses for a building of its type (they apply to your kingdom's totals but not to any specific settlement in your kingdom) and increases Consumption by 1, Economy by 2, and Society by 2. If the target kingdom builds an embassy in one of your settlements, that kingdom gains these bonuses.

If you founded your kingdom with the support of a wealthy sponsor from another kingdom, your kingdom automatically has an embassy agreement with your sponsor's, and you can use Diplomatic edicts to establish a treaty or an alliance.

Alternatively, your envoy may attempt to threaten rather than befriend the other kingdom. In this case, your envoy attempts a Charisma (Intimidation) check, applying your kingdom's Infamy as a bonus. You also gain a +1 bonus for every active army your kingdom has. This check's DC is the same as the Diplomatic edict DC above, except your Fame and Infamy do not modify it. You may spend BP on bribes or gifts to modify the DC. Your Infamy increases by 1 whether you succeed or fail at the check. If you succeed at the check, you create an embassy agreement with the target kingdom. If you fail, the target kingdom's attitude toward you worsens by 1 step, Infamy increases by an additional 1 and you cannot make this threat again for 1 year. If it fails by 5 or more, the kingdom's attitude toward you worsens by 2 steps and Infamy increases by an additional 1; if the kingdom's attitude becomes or is already hostile, it declares war on you.

An embassy is considered a permanent agreement. Replacing your ambassador does not affect the edict or the embassy. If you want to close your embassy and break the embassy agreement, attempt a Loyalty check. Success means you close the embassy. Failure means your citizens reject the idea of severing ties with the other kingdom and continue to staff the embassy; you may try again next turn.

If you attack a kingdom with which you have an embassy, attempt a Loyalty check. If you succeed, your Infamy increases by 1. If you fail, Infamy and Unrest both increase by 1.

Treaty: If you have an embassy agreement with another kingdom, you can approach that kingdom's leaders to establish a treaty that formalizes your economic and social cooperation and understanding. Doing so requires a new Diplomatic edict and requires your envoy to attempt three Charisma (Persuasion) checks using the Diplomatic edict DC. These checks must be attempted in order (as an extreme success or failure can change the target kingdom's attitude and the difficulty of the later checks). If two or more of the checks fail, the attempt to create a treaty fails; your kingdom's Fame decreases by 1 and you cannot attempt to establish a treaty with the other kingdom for 1 year.

If two or more of the checks succeed, your envoy and one of the target kingdom's leaders (typically the Ruler or Grand Diplomat) attempt opposed checks with the following skills, rerolling ties: Charisma (Deception or Persuasion), Intelligence (History), and Wisdom (Insight). Either or both parties may substitute Charisma (Intimidation) for Charisma (Persuasion) (even if this means one party is making a Persuasion check opposed by the other's Intimidation check). As with Diplomatic edicts, abilities or spells that modify skill checks do not apply unless they last at least 24 hours. Whichever party wins most of these opposed checks has the advantage in the negotiations and decides whether the treaty is balanced or unbalanced.

For a balanced treaty, increase each kingdom's Economy by 10% of the other country's Economy. The Fame of the party with the advantage in the negotiations by 1.

For an unbalanced treaty, the advantaged kingdom's Economy increases by 15% of the disadvantaged kingdom's Economy, and the disadvantaged kingdom's Economy increases by 5% of the advantaged kingdom's Economy. The advantaged kingdom's Infamy increases by 1. You may use a Diplomatic edict to change an unbalanced treaty in your favor to a balanced treaty; doing so does not require a check.

If one kingdom is an NPC kingdom and the GM doesn't want to calculate its exact Economy modifier, estimate its Economy as 2d6 + its Size.

A treaty is considered a permanent agreement. If you want to renegotiate it, attempt a Loyalty check. If you succeed, your envoy and one of the target kingdom's leaders attempt opposed checks as described for embassies above (this doesn't guarantee you end up with a more favorable treaty). If you fail, the existing treaty remains in effect and your Unrest increases by 1.

If you withdraw from the treaty, attempt a Loyalty check. Success means Unrest increases by 1; failure means Unrest increases by 2.

If you attack a kingdom with which you have a treaty, attempt a Loyalty check. If you succeed, Infamy and Unrest increase by 1d2 each. If you fail, Infamy and Unrest increase by 1d4 each.

Alliance: If you have a treaty with another kingdom, you can use a Diplomatic edict to form an alliance—a military agreement of mutual defense and support. This works like the negotiations for a treaty, except it requires six Charisma (Persuasion or intimidation) checks. Four of these must succeed for the alliance to form.

If successful, negotiations proceed as for a treaty, with three opposed Charisma (Persuasion or intimidation) checks to determine who has the advantage in negotiations. The party with the advantage may decide whether the alliance is balanced or unbalanced, but the bonuses apply to each kingdom's Stability instead of Economy.

Kingdoms in an alliance can move their armies through each other's territories and station them in each other's territories or in unoccupied Forts and Watchtowers, though not inside allied settlements. If an allied kingdom stations an army inside your territory, you must succeed at a Loyalty check or gain 1d2 Unrest; this does not apply if your kingdom has been attacked and you have requested aid from the ally.

If you are attacked by another kingdom, you can call for aid from your allies. Failure to send aid increases an ally's Infamy by 1d4; the precise nature and amount of aid sent is at the discretion of the rulers of each kingdom, and the GM decides whether this Infamy increase happens.

If you attack a kingdom with which you have an alliance, attempt a Loyalty check. If you succeed, Infamy and Unrest increase by 1d4 each. If you fail, Infamy and Unrest increase by 2d4 each. An attacked ally may end an alliance, treaty, or embassy agreement with the aggressor without penalty.

Relationships with Multiple Kingdoms

A kingdom may have embassies with any number of kingdoms. For each treaty or alliance after the first, the bonus to Economy or Stability is reduced by 1 (minimum +0).

Endowment Edicts

An Endowment Edict represents the focused attention of the crowned heads of state on matters of arts and learning, in part for the betterment of the kingdom and its culture but equally (if not more so) for the purpose of garnering prestige both domestically and abroad. Rulers and citizens alike can take pride in their grand edifices to posterity, sparing no expense in spectacular architecture, resplendent artistic embellishment, and the finest collections of artifacts, animals, artists, scholars, or whatever else the endowed building proffers to the world. Kingdoms of size 100 or less usually refer to endowed buildings by name, typically naming them after one of the kingdom's leaders (especially one whose role correlates with the building in question) or a wealthy NPC patron. Countries of size 101-200 may use a personal name associated with the building or may simply refer to

it as the Royal Library, Museum, etc., while those of size 201 or more call them Imperial buildings.

Cost: Endowing a building costs 100 gp times the building's cost in BP, which can be paid by withdrawing BP from the Treasury and converting it into gp, or the endowment can be paid directly by a PC or NPC from their own personal funds. Maintaining each endowed building and its collections and staff increases the kingdom's Consumption by 1.

Special: If you roll the Noblesse Oblige kingdom event, you can treat that as an Endowment edict, having the nobles endow a building in their name rather than constructing a Monument or Park, paying both the up-front cost and the ongoing Consumption.

Benefit: Each Endowment edict that you issue gives your kingdom a +1 bonus to Fame and Loyalty as long as its Consumption is paid. If Consumption is not paid, these bonuses are lost and you gain 1 point of Unrest unless you succeed at a Loyalty check.

Types of Endowments: Each of the following buildings can be sponsored with an Endowment edict: **Academy, Arena, Assembly, Bardic College, Hanging Gardens, Hospital, Library, Magical Academy, Menagerie, Military Academy, Museum, Observatory, Theater**. You may endow only one building of each type in your entire kingdom.

If you capture a city from another kingdom that contains one or more endowed buildings, you gain a +1 bonus to Fame but no bonus to Loyalty for each building as long as you pay their Consumption. Alternatively, you may destroy the endowed buildings of your enemy, gaining 2 points of Infamy for each endowed building you destroy.

Espionage Edicts

Espionage Edicts are used by one kingdom to uncover confidential information about other kingdoms and their leaders, or factions and power groups within them (including religious groups, noble houses, merchant consortiums, or other organizations), and sometimes to use that information aggressively to foment unrest and spread sedition within that nation.

Cost: The cost to issue an Espionage Edict varies, depending on the sensitivity of the information being sought or the danger level of the acts of insurrection being attempted:

COST	TYPE OF ESPIONAGE
1d4 BP	Gather public information
1d6 BP	Discover minor secrets
2d6 BP	Discover major secrets
3d6 BP	Discover vital secrets
1+ BP	Other acts of espionage (The base cost is increased by 1d4 BP for every 5 points of the DC modifier listed below; hence, fomenting unrest (DC +5) would cost 1d4+1 BP, while inducing mercenaries to switch sides (+10 DC) costs 2d4+1 BP)



The target DC for an Espionage Edict is impacted by the Corruption, Law, Lore, and Society modifiers in the city or country being investigated. A positive Corruption, Lore, or Society modifier decreases the DC and a negative modifier increases it; contrariwise, a negative Law modifier decreases the DC and a positive modifier increases it.

Benefits: Examples of the above-listed types of espionage follow and should be used as a guideline for the difficulty (and cost) of other similar acts of espionage PCs may attempt. The success of an Espionage Edict is determined by Economy, Loyalty, and Stability checks. If all three checks are successful, the mission is a great success and the PCs' kingdom gains two pieces of information from the category below, or their espionage has double the listed effect. If two checks succeed, the mission meets its objectives, acquiring the desired piece of information or having the desired effect. If only one check succeeds, the mission fails. If all three checks fail, the mission fails and your spies are caught (see below). In addition, if any check results in a natural 1, your spies are caught even if the mission succeeds.

Discover Non-Secrets (DC -5)*:* Obtain a list of all buildings in one settlement; the location and size of all settlements in the target kingdom; the target kingdom's size, borders, and major landforms and bodies of water (any terrain that occupies three or more contiguous hexes); the names of the target kingdom's leaders.

Discover Minor Secrets (DC +0)*:* Obtain a list of Embassies, Treaties, and Allies of a kingdom; a list of Trade Routes (type and destination) in that kingdom; the Settlement Alignment, Government, Qualities, Statistics, and Disadvantages (see *Settlements* in Chapter 2) of a settlement; the location of terrain

improvements, Landmarks, and Special Resources in the target kingdom; the level of Unrest in the target kingdom; or uncover minor trade secrets that grant your kingdom a +1d2 bonus to Economy for 1d4 months (doubled if you have a Treaty or Trade Route with the target kingdom).

Major Secrets (DC +10)*:* Obtain a list of armies located in a city; discover the attitude of the kingdom toward other countries; discover the character classes of the target kingdom's leaders; discover the target kingdom's current Economy, Loyalty, and Stability modifiers, as well as its kingdom-wide Corruption, Crime, Law, Lore, Productivity, and Society modifiers; obtain significant trade secrets providing your kingdom with a +1d4 bonus to Economy for 2d4 months (doubled if you have a Treaty or Trade Route with the target kingdom).

Vital Secrets (DC +20)*:* Discover the class levels and alignment of kingdom leaders; discover the most valuable or powerful magic item of 1d4 kingdom leaders; discover the location of all of the target kingdom's armies; discover secret ways into or out a fortified settlement (or a Fort or Watchtower terrain improvement), allowing your armies to ignore half of the total Defense value of that fortification; obtain major trade secrets granting your kingdom a +2d4 bonus to Economy for 2d6 months (doubled if you have a Treaty or Trade Route with the target kingdom).

Bribe Mercenaries (DC +0 to demoralize, DC +5 for desertion, +10 for treason; these DC modifiers are doubled if your kingdom is at war with the mercenaries' present employer): The target mercenary army loses 1d3 points of Morale (sap morale), deserts their present employer and flees (desertion), or switches sides to join your armies (treason). Using this type of Espionage Edict requires a cash bribe of 1000 gp times the army's AR.

Foment Unrest (DC +5)*:* Your spies add 1d3 Unrest in the target kingdom.

Organize Crime Spree (DC +5)*:* Your agents reduce Economy by 1 and increase Crime by 1 in the target kingdom, which also loses 1d6 BP from its Treasury.

Sabotage Building or Improvement (DC +5 for Terrain Improvement, +10 for building in a village, +15 in a town, +20 in a city or metropolis): Your saboteurs damage one building or terrain improvement, rendering it nonfunctional until repaired at half the building cost. If you achieve complete success with three successful checks for this Espionage Edict, you may choose to damage two improvements or buildings or completely destroy one. This has no effect on buildings that provide a Defense bonus.

Spread Rumor and Scandal (DC +5)*:* Your agents start a whispering campaign that breeds mistrust and gossip, reducing Loyalty and Society by 1 and also decreasing the target kingdom's Fame or increasing its Infamy by 1.

Risks: If your spies are caught, your kingdom must succeed at a Loyalty check, which is adjusted by all modifiers listed above that applied to the Espionage Edict you attempted. If the Loyalty check succeeds, your spy is imprisoned or executed but does not reveal your involvement. If the Loyalty check fails, the spy breaks under questioning and tells who sent him and why. This revelation increases your kingdom's Corruption and Infamy by 1, decreases your Loyalty by 1, and causes you to gain 1 point of Unrest. In addition, the target kingdom (or other similar group) becomes more hostile to you, increasing the DC of Diplomatic Edicts with that kingdom by 4 for one year.

If the target kingdom is one with whom you have an Embassy, Treaty, or Alliance, the above modifiers are doubled and you lose 1d4 points of Fame and must make one Loyalty check each for your Embassy, Treaty, and Alliance. Each failed check causes your kingdom to lose 1 additional point of Fame and cancels your highest Diplomatic Edict with that country. Hence, if you are caught spying upon a country with whom you have an Alliance, one failed check reduces your relationship to a Treaty, two failed checks to an Embassy, and three failed checks causes that kingdom to sever all diplomatic relations with your kingdom.



Exploration Edicts

Exploration edicts are special edicts that allow you to commission explorers to map unclaimed hexes and prepare them for your kingdom. You may choose to accompany the explorers or let them explore on their own.

When commissioning an expedition, you must determine the length of time and plan the route in advance. Financing explorers costs 1d4 BP per month of the expedition, paid in advance. The explorers start at your capital, and spend the agreed-on time traveling to, exploring, and mapping unclaimed hexes. At the end of the contracted period, they return to your capital. See *Terrain and Terrain Improvements table* for travel and

exploration times. Each expedition requires a separate Exploration edict.

Explorers note obvious terrain features and resources on the first day in a hex. Each day spent in the hex allows Intelligence (Nature) and/or Wisdom (Survival) checks to locate hidden landmarks, lairs, or resources, with a DC ranging from 10 for things that are relatively easy to find or well known in local lore to DC 25 for those that are well hidden or generally unknown.

Explorers have the same chances for random encounters and other dangers that you would if you traveled through or explored the hex yourself. If you are not traveling with the explorers and they have a hostile encounter, you may have the expedition attempt a Dexterity (stealth) check (DC 12 + the encounter's CR), using the worst modifier among the expedition members. If the check fails, you may attempt a Stability check (DC = Control DC + twice the encounter's CR). If you succeed at the Stability check, the explorers escape and survive but are temporarily scattered and make no more progress that month. If you fail the Stability check, the explorers are killed; Unrest increases by 1, and the remainder of your BP investment in the expedition is lost.

Festival Edicts

A Festival Edict is a special edict distinct from the broader Holiday Edict. Whereas a Holiday Edict declares days to celebrate on the calendar across the length and breadth of your kingdom, a Festival Edict is a specific, one-time event (though it could be repeated later) focused in a particular place at a particular time for a particular purpose. A Festival may be called for any reason or for no reason at all and include tournaments, games, music, dancing, each one undertaken with special magnificence.

Festival Edicts bring great crowds of people together to celebrate and are normally held in the same hex as a settlement, to facilitate easy access for crowds to reach the festival grounds. Festivals can, however, be hosted at any Landmark special terrain. Festivals may be either civic or religious in nature.

Cost: Festivals require a great deal of resources to pull off. A festival costs 1d2 BP if held at a Landmark in the countryside, 1d4 BP if held in a village, 1d8 BP if held in a town, and 2d6 BP per city district if held in a city.

Benefit: A festival celebrated at a Landmark in the countryside increases the Landmark's bonus to Loyalty by +1 for 1 year. Festivals celebrated in cities, towns, and villages have the following effects.

Civic Festival: A civic festival celebrates local traditions, events, heroes, or culture, including athletic and artistic competitions. **Requires** Tavern (village), Theater (town), Arena (city), or Landmark (located in the same hex as the settlement). **Effect** For one month, your kingdom gains a +2 bonus to Crime and Society, and the civic festival increases the effects (see below) of Arenas, Black Markets, Bordellos, Dance Halls, Gambling Dens, Inns, Luxury Shops, Markets, Monuments, Palaces, Parks, Shops, and Taverns in that city.

Religious Festival: A religious festival produces an outpouring of piety and pilgrimage, sometimes marked with great solemnity and other times with great rejoicing. **Requires** Shrine (village), Temple (town), Cathedral (city), or Landmark (located in the same hex as the settlement). **Effect** For one month, your kingdom gains a +2 bonus to Law and Society, and the religious festival increases the effects of Cathedrals, Graveyards, Inns, Luxury Shops, Markets, Monuments, Parks,



Shops, Shrines, and Temples in that settlement are increased (see *Risks*).

Determining Success: When you issue a Festival Edict, make Economy, Loyalty, and Stability checks. If all three succeed, the Festival is a resounding success, doubling the effects of the buildings listed above; in addition, you gain the benefits of an Outstanding Success (01-50), Visiting Celebrity (51-95), or both (96-00) kingdom events.

If two checks succeed, the Festival is a modest success, increasing the effects of the listed buildings by 50% for one month. Total the bonuses for all listed buildings in the settlement together before applying the 50% increase, rounding down; do not apply the 50% increase separately to each building.

When buildings effects are increased (whether doubled or by 50%), this increase includes not only kingdom and settlement attribute modifiers like Economy and Lore; it also includes a doubling of magic item creation during that month. This creates temporary magic item slots that are filled immediately and can be used just like any other magic item slots in the kingdom. However, any magic items created in this fashion are available only during the month of the Festival Edict and the items and their slots disappear when the festival ends, being taken home by the crafters and merchants who brought them to the festival.

If only one check or no checks succeed, see **Risks** below.

Risks: Regardless of the overall success of the festival, the great influx of human(oid) and mercantile traffic involved creates the potential for enemy infiltration in the guise of pilgrims and festival-goers, or discord and strife between foreigners and locals or different groups coming together in one place, or just general drunkenness and mayhem should celebrants get out of control and overwhelm the ability of the settlement or the kingdom's ability to handle so many people in such a small space. During any month when a Festival Edict is issued, the entire kingdom takes a -2 Stability penalty, and any Stability checks required for the settlement or hex where the Festival is held take a -4 penalty (this does not apply to the Stability check to determine the success of the festival, but it does apply to any kingdom events triggered by the festival).

Unsuccessful Festivals: If only one check succeeds, the Festival is unsuccessful and grants no benefits; in addition, there is a 50% chance that disgruntled citizens issue a Building Demand (as the kingdom event), blaming the lack of success on the absence (or presence, if they demand demolition) of that building.

If all three checks fail, the Festival is a disaster, providing no benefits. The kingdom loses 1 point of Fame and gains 1d4-1 points of Unrest, and disaffected locals bankrupted by the festival and lingering troublemakers in the wake of the festival become Squatters (01-50), Vandals (51-95), or both (96-00), triggering kingdom events of the appropriate type.

Natural 1: A natural 1 is always a failure on any kingdom roll, and each time you roll a natural 1 on any of the three kingdom checks to determine the success of the Festival Edict there is a 25% non-cumulative chance of triggering a dangerous settlement event. This event may be of any type, but only one such event can be triggered, even if you roll more than one natural 1.

Recruitment Edicts

A Recruitment Edict represents your kingdom's commitment to militarism, whether for aggression or for defense. The published rules allow you to substitute the creation of armies for the founding of settlements as part of your monthly Improvement Edict. A Recruitment Edict does not replace this rule; instead, it supplements it. It represents another way to build up your military forces, but it also helps define your kingdom's attitude about its military and the face it presents to the world.

A Recruitment Edict requires a Loyalty check to successfully create an army in any Fort (terrain improvement) or in a settlement with a Barracks (Medium or smaller armies only), Castle, or Garrison. You can create more than one army with a single Recruitment Edict, but each army requires a separate Loyalty check to create, and the DC increases by 5 for



Table 1-8: Recruitment Edicts

MILITARISMT	MANPOWER	ELITES	FAME/INFAMY	DEFENSE	ECONOMY	SOCIETY
Pacifist	1%	0%	+2 Fame	-1	+2	+2
Peaceful	5%	0%	+1 Fame	-	+1	+1
Normal	10%	1%	-	-	-	-
Aggressive	15%	3%	+1 Infamy	-	-1	-1
Warlike	20%	5%	+2 Infamy	+1	-2	-2

each army after the first, and each additional army you raise in a kingdom turn generates 1 point of Unrest.

Mercenaries: In addition to conscripting its own citizens, a kingdom can hire mercenaries, which do not count against its Manpower limit (see below). However, the kingdom takes a -1 penalty to Loyalty for each mercenary army the kingdom employs. This penalty disappears when a mercenary army is destroyed or released from service. If a mercenary army is induced to desert or betray your kingdom by an enemy's Espionage Edict, your kingdom gains 1 Unrest.

Militarism: As part of a Recruitment Edict, you can shift your kingdom's attitude toward military service among the citizenry. Changing your level of militarism requires a new Recruitment Edict (you do not need to create a new army) to change militarism by one step. You can change it by more than one step by making a Loyalty check with a -5 penalty for each step beyond the first. If the check fails, your kingdom's militarism level does not change, and you gain 1 point of Unrest for each step that you attempted to shift your militarism level.

Manpower: This number represents the percentage of your population that can be recruited as regular army soldiers (2nd-level fighters), and the same number that can be recruited as ordinary militia (1st-level fighters). Hence, any armies you recruit over this limit (except for **Elites**, as described below) are treated as emergency conscripts (1st-level fighters that have half as many hp as usual and automatically gain the shaken condition in combat).

In addition to representing the total available soldiers of each type, manpower represents the percentage of your population that you can keep under arms on an ongoing basis without impacting your kingdom's morale. A kingdom can keep a percentage of its citizens, including all units belonging to all armies, of up to its manpower. For every percentage point above its manpower limit, it takes a -1 penalty to Loyalty checks.

Example: A kingdom with 10,000 people and a normal level of militarism, your kingdom could potentially recruit up to 1,000 soldiers and 1,000 militia. However, since the kingdom's manpower limit is 10%, if it kept its full complement of 1,000 soldiers and 1,000 militia as a standing army, it would take a -10 penalty to Loyalty checks, since those two armies combined represent 20% of the kingdom's population. If it maintained 500 soldiers and 500 militia (1,000 total; 10% of its total population of 10,000), it would take no penalty to Loyalty.

If you decrease your militarism level to a level where the standing armies you have in the field exceed your allowed manpower (e.g., if the sample kingdom above shifted to a peaceful level of militarism while retaining a standing army of 1,000 soldiers), you must split, reform, or disband those standing armies to conform to your new militarism level. If you do not do this, your kingdom gains 1 point of Unrest and each army over the limit loses 1 point of Morale for every percentage point by which you exceed your manpower percentage.

Elites: This percentage functions like manpower but represents the total number of your population that can be recruited as 3rd-level fighters or 2nd-level barbarians, monks, paladins, rangers, or rogues. Unlike manpower, you cannot exceed this percentage. Additional elite soldiers simply do not exist to be recruited. At the GM's option, other PC classes may be recruited as elites.

Higher-level elites (including fighters above 3rd level) can also be recruited, though this reduces the number of available elite soldiers as follows:

LEVEL	NUMBER AVAILABLE
3rd	75% of normal elite manpower
4th	50% of normal elite manpower
5th	25% of normal elite manpower
6th	10% of normal elite manpower

An army comprised of characters with PC class levels gains the appropriate special abilities based on the class and level of the characters comprising it, as described in Chapter 3.

Building Requirements: Recruiting elite soldiers must be done in a settlement, not a Fort, and requires one or more additional buildings to be present in that settlement, in addition to a Barracks, Castle, or Garrison.

Barbarian: Tavern
Bard: Bardic College
Cleric: Cathedral or Temple and Military Academy
Druid: Sacred Grove and Military Academy
Fighter: Garrison or Military Academy
Monk: Monastery
Paladin: Cathedral or Temple
Ranger: Menagerie or Military Academy
Rogue: Black Market or Gambling Den
Sorcerer: Caster's Tower and Military Academy
Warlock: Caster's Tower and Military Academy

Wizard: Magical Academy and Military Academy

Fame/Infamy: Nations known to be aggressive in building their military gain Infamy while peaceful nations gain Fame. This modifier is based on a nation's current level of militarism and changes whenever militarism does.

Defense: The greater military readiness of a highly militarized kingdom increases the Defense bonus of any fortifications in the kingdom by 1, while the less vigorous vigilance of pacifist kingdoms decreases the Defense bonus of any fortifications by 1. This adjustment applies to the total Defense bonus of a settlement, Fort, or Watchtower, not to individual buildings that combine to provide a settlement's Defense bonus.

Economy: Peaceful kingdoms are able to devote their efforts toward business and prosperity rather than preparations for war, creating a more robust and diverse economy than highly militarized kingdoms.

Society: Peaceful kingdoms are generally more friendly, tolerant, and open to outsiders than militarized nations, while aggressive kingdoms are less apt to trust foreigners and usually see them as potential threats.



Trade Edicts

Trade edicts are special edicts that allow you to create a trade route with another kingdom, increasing the BP you gain every month, as well as possibly increasing your Fame and other kingdom statistics.

To plan a trade route, select another kingdom as your trade partner and determine the distance in hexes from a settlement in your kingdom to a settlement in the target kingdom, tracing the path of the trade route rather than a direct line. A trade route can pass through grassland, desert, or any terrain that has a road or highway. If your settlement contains a Pier, the trade route can pass along rivers and coastal hexes. If your settlement contains a Waterfront, your trade route can pass through water hexes.

Longer trade routes are harder to maintain than short ones. To determine the effective length of your trade route, hexes with roads or rivers count normally. Grassland and desert hexes count double. Water hexes and hexes with highways count as half. This total distance is the Trade Route Length (TRL). Divide the Trade Route Length by 10 to get the Route Modifier (RM). Subtract the TRL from your kingdom's Size to get the Length Modifier (LM), with a minimum LM of 0.

Establishing a trade route takes 1 hex per day along Roads and Rivers (upstream), 2 along coastlines, and 4 along water or Rivers (downstream). If the journey requires 1 turn or more, you gain no benefits from it until the turn the traders arrive at their destination.

You must invest at least 5 BP into the initial trade expedition using this trade route. The first time your traders reach the destination settlement, attempt an Economy check, a Loyalty check, and a Stability check. Determine the DC as follows:

DC = Control DC + your settlement's Corruption + the RM + the LM — your settlement's Productivity

If all three checks fail, the trade route is a total loss; Fame decreases by 1 and Unrest increases by 1. If one check succeeds, the expedition fails to reach its destination but sells its goods elsewhere for 1d4 BP per every 5 BP invested.

If two checks succeed, the trade route is established; Economy increases by 1 and Treasury increases by the RM + 2d4 BP per 5 BP invested in the initial trade expedition. For example, if you invested 5 BP in a trade route with an RM of 2, Treasury increases by 2 + 2d4 BP.

If all three checks succeed, the trade route is established and is a great success; Economy increases by 2, Fame increases by 1, and Treasury increases by the RM + 2d4 BP per 5 BP invested in the initial trade expedition.

An established trade route provides its benefits for 1 year.

A kingdom can have one of each of the following types of trade route. Each type requires certain buildings in your settlement, and each increases the Economy bonus from a successful trade route.

Food: If your kingdom has surplus production from farms and fisheries that reduces its Consumption to below 0, you may export food. A successful food trade route increases Economy by 1 for every 10 Farms and Fisheries in the kingdom; this benefit is lost in any month that Farms and Fisheries do not reduce Consumption below 0. You must have at least 1 Granary and 1 Stockyard in your settlement.

Goods: The trade route transports goods such as weapons and textiles. Count all Guildhalls, Smithies, Shops, Trade Shops, and Tanneries in the starting settlement and divide by 10; a successful goods trade route increases Economy by this amount. You must have at least 1 Guildhall in your settlement.

Luxuries: This trade route carries exotic goods such as art, musical instruments, books, spices, dyes, and magic items. Count all Alchemists, Caster's Towers, Exotic Artisans, Herbalists, Luxury Stores, and Magic Shops in the starting settlement and divide by 10; a successful luxuries trade route increases Economy by that amount. You must have at least 1 Luxury Store in your settlement.

Raw Materials: This trade route carries common raw materials such as lumber, stone, ore, or metal. A successful raw materials trade route increases Economy by 1 for every 10 Mines, Quarries, and Sawmills in the kingdom. You must have at least 1 Foundry in the starting settlement to count Mines.

Vassalage Edicts

Vassalage edicts are special edicts that allow you to cede a portion of your lands (or unclaimed lands you deem yours to take) to a subordinate leader, sponsoring that leader's rulership in exchange for fealty. You can also use a Vassalage edict to found a colony beholden to your kingdom. You may also use a Vassalage edict to subjugate an existing kingdom you have conquered without having to absorb the entire kingdom hex by hex. When you issue a Vassalage edict, you must select a person to take the Viceroy leadership role.

Issuing a Vassalage edict requires you to spend 1d4 BP and give additional BP to the Viceroy as a starting Treasury for the vassal kingdom (just as a wealthy sponsor may have granted to your initial Treasury). You may give up to 1/4 of your kingdom's Treasury to your new vassal as a grant to help found the kingdom.

When you issue a Vassalage edict, you are creating a new kingdom or attaching an existing kingdom to your own. Your vassal functions in most respects as a separate entity with its own kingdom scores. You decide how it is governed; you may give its leaders full autonomy or give occasional suggestions or commands about buildings and improvements or control it directly by giving orders to the Viceroy.

New Vassal or Colony: When you issue a Vassalage edict to create a new colony or kingdom, you may immediately establish an embassy, treaty, or alliance (your choice) with your new vassal (see *Diplomatic edicts*). You may decide that the treaty and alliance are balanced or unbalanced. These decisions are automatically successful and do not require rolls.

Subjugation: When you issue this edict to subjugate another kingdom, you may immediately establish an embassy, but you must follow the normal rules if you wish to establish a treaty or alliance. If you spend BP on bribes or gifts to reduce the DC and you succeed at forming the treaty or alliance, you may count half of this amount as going toward new improvements or buildings built in the vassal kingdom that turn.

The starting attitude of the vassal kingdom is based on alignment compatibility (as per Diplomatic edicts) and modified by the circumstances under which you deposed the prior leadership per GM discretion—for example, improving if you removed a hated tyrant or worsening if you unseated a popular ruler.

Subjugation may cause friction between your established citizens and the newly conquered. You must attempt a Loyalty check each turn (when you issue the edict, and on future turns during the Upkeep phase), increasing the DC by the subjugated kingdom's Size divided by 5. Failure means Unrest increases by 1d4. If you succeed at this check three turns in a row, you establish a peaceful equilibrium and no longer need to attempt these checks.

Vacancy Penalty: If the vassal kingdom takes a vacancy penalty for not having a Viceroy or a Viceroy not doing his duties, that kingdom also takes the Ruler vacancy penalty. A Consort or Heir from your kingdom may mitigate this penalty if she is touring the vassal state; however, she cannot also mitigate the Ruler vacancy penalty in your kingdom.

Events

Listed below are unusual events that can happen during a kingdom's Event phase. Most events occur immediately and are instantaneous or terminate at the end of the Event phase.

Some events impact the whole kingdom, while others are centered on a specific settlement or hex. Roll on Table 10: Event Type and Danger Level to determine the type of event and whether it is beneficial or harmful. Then roll on the appropriate beneficial or dangerous settlement or kingdom event table. If this results in an invalid event (such as a pilgrimage when there are no Cathedrals, Shrines, or Temples in the kingdom), roll again.

Continuous Events: A continuous event's effects continue each turn during the Event phase until you resolve the event (as explained in the event description, usually by succeeding at a kingdom check).

Localized Events: Some events are listed as "settlement" or "hex." The effect of these events are localized to a single settlement or hex. Randomly select a settlement or hex for the location of that event. Some events (such as a feud) could be confined to a settlement or start in one settlement and spread to affect the entire kingdom, depending on whether they're rolled on one of the Kingdom Events tables or one of the Settlement Events tables.

Settlement Modifiers: Some events adjust settlement modifiers (Crime, Lore, etc.). If an event is localized to 1 settlement, its settlement modifier adjustments apply only to that settlement; if it's localized to a hex, it affects only settlements in that hex. If the GM is using settlement modifiers for the entire kingdom (see *Expanding Settlement Modifiers*) and the event is not localized, its adjustments apply to the final modifier for the entire

kingdom. For example, the new subjects event increases Society and Stability for the entire kingdom by 1.

Hiring Adventurers: Once per Event phase, you can hire NPC adventurers to help deal with an event, gaining a bonus on one Economy, Loyalty, or Stability check made as part of that event. Adventurers of levels 1–2 grant a +2 bonus on the check and cost 4 BP; adventurers of levels 3–5 grant a +5 bonus on the check and cost 8 BP; adventurers of level 6+ (but never higher than your APL) grant a +10 bonus on the check and cost 16 BP.

Table 1-9: Event Type and Danger Level

D%	EVENT
01–02	Natural blessing and roll again[1]
03–04	Good weather and roll again[1]
05–25	Beneficial kingdom event (see below)
26–50	Dangerous kingdom event (see below)
51–75	Beneficial settlement event (see below)
76–96	Dangerous settlement event (see below)
97	Bandit activity and roll again[2]
98	Squatters and roll again[2]
99	Monster attack and roll again[2]
100	Vandals and roll again[2]

[1] If the reroll indicates the same event, ignore the duplicate event and do not reroll again.

[2] If the reroll indicates the same event, the second event occurs elsewhere in the kingdom.

Table 1-10: Beneficial Kingdom Events

D%	EVENT
01–07	Archaeological find
08–12	Diplomatic overture
13–20	Discovery
21–31	Economic boom
32–39	Festive invitation
40–50	Food surplus
51–62	Good weather
63–72	Land rush
73–82	Natural blessing
83–88	New subjects
89–95	Political calm
96–100	Technological advancement

Table 1-11: Dangerous Kingdom Events

D%	EVENT
01–05	Assassination attempt
06–18	Bandit activity
19–28	Feud
29–41	Food shortage
42–51	Improvement demand
52–59	Inquisition
60–64	Large disaster
65–69	Magical Storm
70–78	Monster attack
79–84	Plague
85–92	Public scandal
93–100	Smugglers

Table 1-12: Beneficial Settlement Events

D%	EVENT
01–14	Boomtown
15–18	Carnival
19–26	Discovery
27–40	Justice prevails
41–46	Noblesse oblige
47–58	Outstanding success
59–66	Pilgrimage
67–72	Remarkable treasure
73–81	Unexpected find
82–93	Visiting celebrity
94–100	Wealthy immigrant

Table 1-13: Dangerous Settlement Events

D%	EVENT
01–10	Building demand
11–17	Crop failure
18–25	Cult activity
26–33	Drug den
34–41	Feud
42–49	Inquisition
50–54	Localized disaster
55–59	Monster attack
60–64	Persistent unverifiable rumor
65–69	Plague
70–74	Sensational crime
75–80	Slavers
81–90	Squatters
91–100	Vandals

Archaeological Find: A well-preserved ruin is found in your kingdom, with historical artifacts connected to the people who lived in your land long ago. *Effect*: Lore +1. If you have a Museum, the discoverers donate 10,000 gp worth of historical artifacts to its collection (if you have multiple Museums, choose one as the recipient).

Assassination Attempt: One of your leaders (determined randomly) is the target of an assassination attempt. If the target is a PC, the GM should run the attempt as an encounter, using an assassin of a Challenge equal to the targeted PC's level. If the target is an NPC, you must succeed at a Stability check to prevent the assassination. If the assassination occurs, Unrest increases by 1d6 and the kingdom immediately incurs the penalties for not having a leader in that role.

Bandit Activity: Bandits are preying upon those who travel through your kingdom. Attempt a Stability check. If you succeed, your kingdom's defenses stop the bandits before they cause any harm. If you fail, the bandits reduce your kingdom's Treasury by 1d6 BP (each time you roll a 6, add the result to the total and roll again).

Boomtown (Settlement): Randomly select one settlement. Commerce booms among that settlement. Until the next Event phase, Economy increases by the number of buildings in the settlement that grant an Economy bonus, and Corruption increases by 1d4 in that settlement.

Building Demand (Settlement, Continuous): The citizens demand a particular building be built (01–75) or demolished (76–100). Select the building type randomly from those available for the settlement. If the demand is not met by the next Event phase, Unrest increases by 1. Alternatively, you can suppress the citizens' demands and negate the event by succeeding at a Loyalty check, but this reduces Loyalty by 2.

Carnival (Settlement): A carnival, traveling menagerie, or similar roving festival comes to a randomly determined settlement in the kingdom. This functions as a **Festival Edict** (civic festival) but at no cost to the kingdom's treasury. However, some carnivals provide cover for miscreants, and there is a 25% chance (regardless of whether the kingdom checks for the festival succeed) that the same settlement is affected by a Dangerous Settlement Event (roll randomly) in the same month. This is in addition to the potential for squatters or vandals as a result of a failed festival.

Crop Failure (Settlement): Pests, blight, and weather ruin the harvest in the settlement's hex and all adjacent hexes. Attempt two Stability checks. If both succeed, the problem is fixed before your kingdom takes any penalties from the event. If only one succeeds, affected farms reduce Consumption by 1 (instead of the normal reduction) in the next Upkeep phase. If neither succeeds, affected farms do not reduce Consumption at all in the next Upkeep phase.

Cult Activity (Settlement, Continuous): A religious cult of an alignment opposed to the kingdom's alignment begins kidnapping, converting, or even publicly sacrificing citizens. Attempt a Loyalty check and a Stability check. If both succeed, the cult is disbanded before your kingdom takes any penalties from the event. For each of these checks you fail, Unrest increases by 1 and Productivity, Society, and Stability decrease by 1. If both checks fail, the event continues in the next Event phase.

Diplomatic Overture: A nearby kingdom sends an ambassador to you to negotiate an embassy (01–60), treaty (61–90), or alliance (91–100), as if using a diplomatic edict (see *Optional Kingdom Rules: Edicts*). If the GM doesn't have an appropriate kingdom in mind when this event occurs, determine the kingdom's alignment randomly; it may be hostile or friendly. The ambassador bears 1d4 BP worth of gifts for your kingdom.

Discovery (Settlement): Scholars unearth a bit of ancient lore or devise important new research of their own. Fame increases by 1 and Lore increases by 1d4.

Drug Den (Settlement, Continuous): One of your Houses or Tenements becomes a hive of illicit drug trade. Attempt a Loyalty check and a Stability check, with a penalty equal to the number of Brothels, Tenements, Waterfronts, and lots with squatters in the settlement. If you succeed at both checks, you eliminate the drug den before your kingdom takes any penalties from the event. If you fail at one check, Crime and Unrest increase by 1. If you fail at both checks, Crime and Unrest increase by 1; Economy, Loyalty, and Stability decrease by 1; and on the next Event phase, a second drug den event occurs in the same settlement (01–50) or the nearest settlement (51–100).

Economic Boom: Trade is booming in your kingdom!



Your Treasury increases by 1d6 BP (each time you roll a 6, add the result to the total and roll again).

Festive Invitation: Your kingdom's leaders are invited to a festival in a neighboring kingdom. If you attend and bring 1d4 BP worth of gifts, for the next year Society increases by 1, Fame increases by 1 for any check relating to that kingdom, and you gain a +2 bonus on edict checks relating to that kingdom.

Feud (Settlement, Continuous): Nobles (or other influential rival groups) are bickering. Attempt a Loyalty check. If you succeed, you end the event but Unrest increases by 1. If you fail, Corruption increases by 1, Unrest increases by 1d6, and the event is continuous.

Food Shortage: Spoilage, treachery, or bad luck has caused a food shortage this turn. Attempt a Stability check. If you succeed, Consumption in the next Upkeep phase increases by 50%. If you fail, Consumption in the next Upkeep phase increases by 100%.

Food Surplus: Farmers produce an unexpected windfall! In the next Upkeep phase, the kingdom's Consumption is halved (but returns to normal on the next turn).

Good Weather: Good weather raises spirits and productivity. Economy, Loyalty, and Productivity increase by 2 until the next Event phase.

Improvement Demand (Hex): This event is identical to the building demand event, but the citizens want the construction or destruction of a terrain improvement in the hex.

Inquisition (Settlement, continuous): Zealots mobilize public opinion against a particular race, religion, kingdom, behavior, or kingdom leader. Attempt a Loyalty check. If you fail, the zealots run rampant; Infamy and Law increase by 1 and Lore, Loyalty, Productivity, and Stability decrease by 2. If you succeed, the zealots are somewhat suppressed; Lore, Loyalty, Productivity, and Stability decrease by 1. Two successful checks in a row end the event (if a check ends the event, no penalties from it occur that turn).

Justice Prevails (Settlement): Authorities shut down a major criminal operation or thwart a plot against the settlement. Law and Loyalty increase by 1 and Crime and Unrest decreases by 1.

Land Rush: Overeager settlers claim an unclaimed hex and construct a Farm, Mine, Quarry, or Sawmill at their own expense, but are fighting over ownership. This hex is not part of your kingdom, so you gain no benefits from it. Productivity, Society, and Stability decrease by 1. Attempt a Loyalty check. If you succeed, Unrest increases by 1. If you fail, Unrest increases by 1d4. If you construct an identical improvement in an adjacent hex during your next Edict phase, remove this event's changes to Productivity, Society, and Stability.

Large Disaster (Hex): A fire, storm, earthquake, flood, massive sabotage, or other disaster strikes! Roll 1d6; on a result of 1–5, the disaster threatens only 1 improved hex. On a result of 6, the disaster is widespread and threatens 1d6 additional improved hexes adjacent to the target hex. Attempt a Stability check for each threatened hex; failure means the disaster destroys one terrain improvement in the hex and Unrest increases by 1. (This Stability check represents your kingdom's ability to prepare for or react to the disaster as well as the structure's ability to withstand damage.)

Localized Disaster (Settlement): A fire, a flood, a storm, an earthquake, massive sabotage, or another disaster strikes the settlement! Roll 1d6 to determine how many lots are threatened by the disaster. On a result of 6, the disaster is widespread and affects 1d6 additional adjacent lots. Attempt a Stability check for each threatened lot; failure means the disaster destroys the building in that lot and Unrest increases by 1. (This Stability check represents your kingdom's ability to prepare for or react to the disaster as well as the structure's ability to withstand damage.)

Magical Storm (Hex). One hex in the kingdom is affected by a strong magical storm, which may include extreme unseasonable weather as well as wholly unnatural weather phenomena (raining frogs, burning hail, necromantic fog, wild magic winds, etc.). Economy, Stability, and Productivity are reduced by 2 until the next Event phase. The caster level for any magical effect used within the hex is increased by 1d6-3 for one month. If the hex contains a settlement, there is a 50% chance to have an additional event in that settlement (roll 1d6: 1-3 results in an **Unexpected Find** and 4-6 a **Monster Attack**) during the magical storm.

Monster Attack (Settlement, Continuous): A monster (or group of monsters) attacks the kingdom. The GM picks a claimed hex in the kingdom in which the monster is active. The Challenge of the monster encounter is equal to the party's average level + 1d4 – 1. You can personally deal with the monster (earning XP and treasure normally for your efforts) or succeed at a Stability check to eliminate it (which doesn't affect you or the kingdom's statistics). If the monster is not defeated this turn, Unrest increases by 4. If the kingdom's Unrest is 5 or higher, the monster's hex becomes unclaimed—this is in addition to losing control of hexes in the Upkeep phase because of the kingdom's high Unrest score.

Natural Blessing: A natural event, such as a bloom of rare and beautiful wildflowers or a good omen in the stars, raises your kingdom's morale. You gain a +4 bonus on Stability checks until the next Event phase.



New Subjects: A small group of indigenous intelligent creatures joins your kingdom and submits to your rule. Society and Stability increase by 1, Unrest decreases by 1, and your Treasury increases by 1d6 BP (each time you roll a 6, add the result to the total and roll again).

Noblesse Oblige (Settlement): A noble family offers to construct a Monument (01–50) or Park (51–100) in your settlement at the family's own expense. The nobles pay all costs and Consumption for this purpose.

Outstanding Success (Settlement): One of your kingdom's citizens creates an artistic masterpiece, constructs a particularly impressive building, or otherwise brings glory to your kingdom. Fame increases by 1, your Treasury increases by 1d6 BP, and Unrest decreases by 2. You gain a +4 bonus on Economy checks until the next Event phase.

Persistent Unverifiable Rumor (Settlement, Continuous): A rumor, that seems to defy confirmation, is spreading through a settlement. This rumor regards an infamous criminal, or government corruption, or some other conspiracy theory. Attempt a Loyalty check. Attempt a Loyalty check. If you succeed, you end the event but Unrest increases by 1. If you fail, Corruption and Law increase by 1, Unrest increases by 1d6, and the event is continuous.

Pilgrimage (Settlement): Randomly select one settlement with a Cathedral, Shrine, or Temple. Pious religious folk journey to your settlement, holding a religious festival in that settlement at no BP cost to you.

Plague (Hex or Settlement, Continuous): A deadly sickness strikes the target hex or settlement. You cannot construct terrain improvements or buildings there while plague persists. Attempt two Stability checks, each with a penalty equal to the number of Brothels, Foreign Quarters, Highways, Inns, Piers, Roads, Stables, Stockyards, Tenements, and Waterfronts in the hex, and a bonus equal to the number of Alchemists, Cathedrals, Herbalists, Hospitals, and Temples in the hex. If you succeed at both checks, the event ends, but Stability decreases by 2 and Treasury by 1d3 BP. If you fail at one check, Stability decreases by 4, Treasury decreases by 1d6 BP, and Unrest increases by 1d3. If you fail at both, Stability decreases by 4, Treasury decreases by 1d6 BP, Unrest increases by 1d6, and in the next Event phase the plague spreads to an adjacent hex.

Political Calm: A sudden absence of political machinations coincides with an increase in public approval. Unrest decreases by 1d6. Until the next Event phase, you gain a +2 bonus on checks to resolve continuous events. If your kingdom has no Unrest and no continuous events, both Loyalty and Stability increase by 1. If you are using Law settlement modifiers for the kingdom (see *Expanding Settlement Modifiers*), this also increases Law by 1 for the entire kingdom.

Public Scandal: One of your leaders is implicated in a crime or an embarrassing situation, such as an affair with another leader's spouse. Infamy increases by 1. Attempt a Loyalty check. If you fail, Unrest increases by 2 and you take a –4 penalty on all Loyalty checks until the next Event phase.

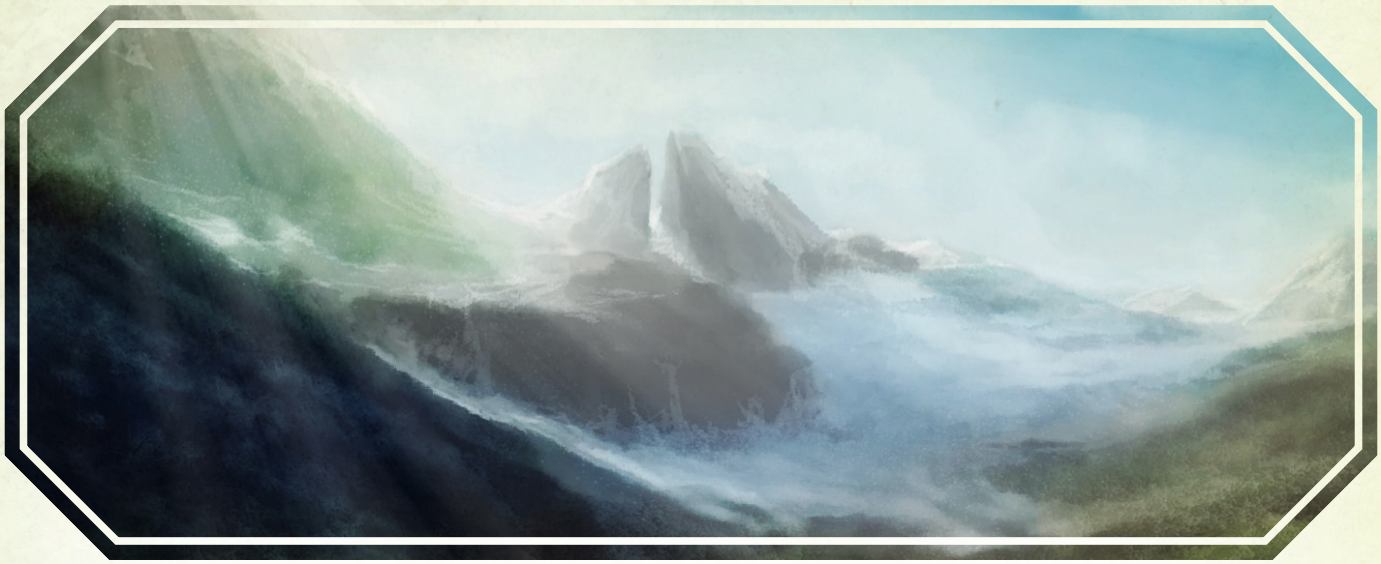
Remarkable Treasure (Settlement): The settlement immediately fills one of its open magic item slots (selected randomly) with a better than normal item (uncommon if a common slot, rare if an uncommon slot, very rare if a rare slot). If the settlement doesn't have any open magic item slots, treat this event as Unexpected Find.

Sensational Crime (Settlement, Continuous): A serial killer, arsonist, or daring bandit plagues your kingdom. Attempt two Stability checks, adding the settlement's Law and subtracting its Crime. If you succeed at both checks, the criminal is caught before your kingdom takes any penalties from the event. If you fail at one, the criminal escapes, Unrest increases by 1, and the event is continuous. If you fail at both, the criminal makes a fool of the authorities; Law and Loyalty decrease by 1, Treasury decreases by 1d4 BP, Unrest increases by 2, and the event is continuous.

Slavers (Settlement, Continuous): Criminals begin kidnapping citizens and selling them into slavery. Attempt a Loyalty check and a Stability check, each with a penalty equal to the number of Brothels, Tenements, Waterfronts, and lots with squatters in the settlement. If you succeed at both checks, the slavers are caught before your kingdom takes any penalties from the event. If you fail at one of the checks, Loyalty, Stability, and Unrest decrease by 1, but the event is not continuous. If you fail at both checks, Loyalty, Stability, and Unrest decrease by 2, and the event is continuous.

Smugglers (Continuous): Unscrupulous merchants are subverting legitimate businesses. Attempt a Loyalty check and a Stability check, each with a penalty equal to the number of Piers, Waterfronts, and trade routes in the kingdom. If you succeed at both checks, the smugglers are stopped before your kingdom takes any penalties from the event. If you fail at one of the checks, Corruption increases by 1d2 in each settlement, Crime increases by 1 for the kingdom, Productivity for the kingdom decreases by 1d3, Treasury decreases by 1d3 BP, and the event is not continuous. If you fail at both of the checks, Corruption increases by 1d4, Crime for the kingdom increases by 1, Productivity for the kingdom decreases by 1d6, Treasury decreases by 1d6 BP, and the event is continuous.

Squatters (Settlement, Continuous): An empty settlement lot is taken over by beggars, troublemakers, and people unable to find adequate work or housing; they camp there with tents, wagons, and shanties. You cannot use the lot for anything until the squatters are dispersed. Fame and Stability decrease by 1, and Unrest increases by 2. You may try to disperse the squatters with a Stability check. Success means the squatters are dispersed and the event is not continuous, but if a House or Tenement is not built in that lot on the next turn, Infamy increases by 1 and Unrest by 2. Failing the Stability check means the event is continuous, and you may not build on that lot until the event is resolved.



Technological Advancement: Scholars and tinkerers develop a new technology or greatly improve an existing technology. This becomes both a boon and a bane for the nation. Fame, Economy, and Productivity increase by 1. Stability decreases by 1 as people react and adjust to the revolutionary development. Foreign spies increase in the nation as they try to gain the new technology for their own countries, forcing your country to succeed on a Loyalty check each month for the next 1d4 months. Each time this Loyalty check is failed, Unrest increases by 2.

Unexpected Find (Settlement): Local citizens discover a forgotten magical item. The settlement gains one temporary uncommon (01–70) or rare (71–100) magic item slot that is automatically filled in the next Upkeep phase. This slot and the item go away if the item is purchased or in the next Event phase, whichever comes first.

Vandals (Settlement): Thugs and dissidents riot and destroy property. Attempt a Loyalty check and a Stability check. If you succeed at both, the vandals are stopped before your kingdom takes any penalties. If you fail at one check, Society decreases by 1 and one random building in the settlement is damaged. If you fail at both, one random building is destroyed (Unrest increases by 1 for each lot of the destroyed building), and 1d3 other random buildings are damaged. A damaged building provides no benefits until half its cost is spent repairing it.

Visiting Celebrity (Settlement): A celebrity from another kingdom visits one of your settlements, causing a sudden influx of other visitors and spending. Fame increases by 1 and Treasury increases by 1d6 BP (each time you roll a 6, add the result to the total and roll again).

Wealthy Immigrant (Settlement): A rich merchant or a noble from another land is impressed with your kingdom and asks to construct a Mansion (01–75) or Noble Villa (76–100) in the settlement at no cost to you. If you allow it, the building provides its normal benefits to your kingdom.

Expanding Your Kingdom

In order to gain power and build your kingdom, you must add hexes to enlarge your territory, drawing upon the resources therein to expand your influence and bring wealth and power to your dominion.

Losing Hexes

If you lose control of a hex—whether because of Unrest, monster attacks, assaults from a hostile kingdom, and so on—you lose all the benefits of any terrain improvements in that hex (such as Farms and Roads). All settlements in that hex become free cities with no loyalty to you or any other kingdom. At the GM's discretion, monsters may move into the abandoned hex, requiring you to clear it again if you want to claim it later, and terrain improvements may decay over time.

Losing a hex may break your connection to other kingdom hexes. For example, losing the only hex that bridges two sides of a mountain range creates two separate territories. If this happens, the primary territory is the part of the kingdom with your capital city, and the rest of the kingdom is the secondary territory. If none of the kingdom's leaders are in the secondary territory when this split happens, you lose control of all hexes (as described above) in the secondary territory.

If at least one kingdom leader is in the secondary territory when the split occurs, you retain control of the secondary territory, but kingdom checks regarding its hexes treat Unrest as 1 higher, increasing by 1 each turn after the split. This modifier goes away if you claim a hex that reconnects the secondary territory to the primary territory.

If you claim a hex that reestablishes a connection to a leaderless secondary territory, you regain the benefits of the territory's terrain improvements. You must succeed at a Stability check to reclaim each of your former settlements in the secondary territory. You initially have a +5 bonus on these checks because the cities want to return to your kingdom, but this bonus decreases by 1 (to a minimum bonus of +0) for each subsequent turn since you lost control of the secondary territory.

If your kingdom is reduced to 0 hexes—whether through Unrest, a natural disaster, an attack by another kingdom, or other circumstances—you are at risk of losing the kingdom. On your next turn, you must claim a new hex and found or claim a new settlement, or your kingdom is destroyed and you must start over if you want to found a new kingdom. At the GM's discretion, you may be able to keep some BP from your destroyed kingdom's Treasury for a time; otherwise, those assets are lost.

Terrain Improvements

Terrain improvements are changes to a hex that improve the land for your kingdom's use, such as cultivating fields, digging mines, and clearing forests for lumber. The following list describes common improvements. An improvement marked with an asterisk (*) can share the same hex as other improvements.

Some terrain improvements affect a settlement's Defense, which is used in the Mass Combat rules in Chapter 3.

Terrain: This indicates what kind of hex you can build this terrain improvement in.

Effect: This line states the effect the terrain improvement has on that hex (or in some cases, your entire kingdom).

If an improvement says you can upgrade it into another improvement, you can do so by paying the cost difference between the two improvements. When the upgrade is complete, you lose the benefit of the old improvement but gain the benefit of the new improvement.

Cost: This line gives the cost in BP to build the terrain improvement.

Aqueduct*

An Aqueduct brings water from alpine lakes and rivers to lowland cities where water is scarce or insufficient for the local populace. A finished series of Aqueduct hexes must connect to a hill or mountain hex (with a river or lake) on one end and a settlement on the other end; otherwise, you do not gain its benefit.

Terrain: One end must be hill or mountain hex; can pass through any type of hex.

Effect: Loyalty +1, Stability +1, allows settlement to build water-dependent buildings.

Cost: As a Road, except the cost is not doubled for hexes with rivers (see *Table 2-4: Terrain and Terrain Improvements*).

Bridge*

A Bridge allows your Road hexes to cross rivers.

Cost: When you build a Road in a hex that contains a river, the doubled coast of the Road includes the cost of bridges needed to cross the river. You don't need to build a Bridge as a separate unit; it's listed here for reference only.

Canal*

A Canal is an artificial waterway that allows barge traffic to haul heavy commodities.

Terrain: Desert, hill, or plain.

Effect: Settlements in a hex with a Canal treat the hex as if it had a river.

Cost: Twice the cost of a Road (see *Table 2-4: Terrain and Terrain Improvements*).

Farm*

A Farm helps feed your kingdom.

Terrain: Desert (requires canal, coastline, or river), hill, or plain.

Effect: Consumption decreases by 2 BP.

Cost: See *Table 2-4: Terrain and Terrain Improvements*.

Fishery*

A Fishery is like a Farm, except it provides abundant fish rather than planted crops.

Terrain: Coastline, water, river, or marsh.

Effect: Consumption decreases by 1 BP.

Cost: 4 BP.

Fort*

A Fort is a walled encampment for military forces outside a settlement. You can upgrade a Watchtower to a Fort (Unrest decreases when you do so, just as if you had built the Fort from scratch).

Terrain: Any land.

Effect: Stability +2, Defense +4, increase Consumption by 1 BP; Unrest decreases by 1 when completed. If this hex becomes a settlement, this improvement counts as one Barracks and one Stables building.

Cost: 24 BP.

Highway*

A highway is a paved and well-maintained version of a Road. You may upgrade a Road into a Highway. You must have a kingdom of Size 26 or greater to build a Highway.

Terrain: Any hex with a Road.

Effect: Economy +1 for every 4 hexes of Highway, Stability +1 for every 8 hexes of Highway; improves overland travel speed.

Cost: Twice the cost of a Road (see *Table 2-4: Terrain and Terrain Improvements*).

Mine

A Mine extracts metal, coal, salt, or other useful materials from the earth.

Terrain: Cavern, desert, hill, or mountain.

Effect: Economy +1, earn +1 BP per turn when collecting taxes during the Income phase.

Cost: 6 BP.

Quarry

A Quarry extracts workable stone from the ground.

Terrain: Cavern, hill, or mountain.

Effect: Stability +1, earn +1 BP per turn when collecting taxes during the Income phase.

Cost: 6 BP.

Road*

A Road speeds travel through your kingdom and promotes trade. You can upgrade a Road to a Highway.

Terrain: Any land.

Effect: Economy +1 for every 4 hexes of Road, Stability +1 for every 8 hexes of Road; improves overland travel speed.

Cost: See the Road column of *Table 2-4: Terrain and Terrain Improvements*.



Sawmill

A sawmill centralizes the activities of loggers and turns trees into lumber for use in building and crafting.

Terrain: Forest or jungle.

Effect: Stability +1, earn +1 BP per turn when collecting taxes during the Income phase.

Cost: 3 BP.

Watchtower*

A Watchtower flies your flag, is a safe place for your patrols, and establishes your power on the frontier. A Watchtower cannot share a hex with a Fort or another Watchtower.

Terrain: Any land.

Effect: Stability +1, Defense +2; Unrest decreases by 1 when completed. If this hex becomes a settlement, this improvement counts as a Watchtower building.

Cost: 12 BP.

Special Terrain

Some hexes contain features or resources that impact a kingdom's Economy, Loyalty, Stability, and other game statistics. These terrain resources are placed by the GM—not by player characters—for you to discover while exploring or adventuring, and may modify terrain improvements or cities.

Bridge: The hex contains an existing Bridge over a waterway. If you build a Road in this hex, you do not have to double the cost of the Road.

Building: The hex contains an abandoned building in good repair (type determined by the GM). If you establish a settlement at the building's location in the hex, you can incorporate the building into the settlement at no cost (this does not count toward your building limit for that turn).

Free City: A Free City is a settlement that is not part of any established kingdom. Claiming a hex with a Free City is an excellent way to add a fully functional settlement to your kingdom. In order to claim a Free City hex peacefully, you must succeed at a Stability check. Failure indicates radicals and upstarts in the settlement and Unrest increases by 1d4.

Lair: A Lair is usually a cave or defensible shelter that can be used as a defensive fallback point, a storage location, or even a guard post or prison. If you claim a hex with a Lair, Stability increases by 1. If you construct a Fort or Watchtower over a Lair, its Defense increases by 1. At the GM's option, a Lair may allow access to an underground cavern hex (*see Table 2-4: Terrain and Terrain Improvements*).

Landmark: A Landmark is a site of great pride, mystery, and wonder, such as an outcropping in the shape of a human face, a smoking volcano, or a lake with an unusual color or unique properties. The Landmark bolsters your kingdom's morale. If you claim a hex with a Landmark, Loyalty increases by 1. If the hex also has a Road or Highway, Loyalty increases by an additional 1.

Resource: A Resource is a ready supply of some kind of valuable commodity that offers a great economic boon to your kingdom, such as exotic lumber, precious metal, gems, rare herbs, incense, silk, ivory, furs, salt, dyes, and the like. If you claim a hex with a Resource, Economy increases by 1. If you construct a Mine, Quarry, or Sawmill in a hex with a Resource, all of its benefits increase by 1. If you construct a Farm or Fishery in a hex with a Resource, those improvements decrease Consumption by an additional 1 BP.

River: A River allows water travel through your kingdom, facilitating trade and allowing irrigation. Economy increases by 1 for every 4 River hexes claimed, and Stability increases by 1 for every 8 such hexes claimed.

Ruin: A Ruin is a partially destroyed building. If you claim a hex containing a Ruin and build a settlement at the Ruin's location, you can use the Ruin as the basis of an appropriate type of building (as determined by the GM), reducing the cost of that building by half. Alternatively, you can salvage building materials from the Ruin, reducing the cost of 1 building in that hex by 1d4 BP.

Population

The actual population of your country does not affect your kingdom statistics, and the system for tracking population there is simple but lacks variety, as every hex, from farmlands to mountains to swamps to open ocean, adds a fixed amount of population, as does every square of a city whether it holds sprawling tenements or a graveyard. If you prefer a more nuanced version to track the growing population of your country and your cities, especially if you want to use the new Recruitment Edict and Manpower rules contained in this product, you can use the following system to determine the base population of each type of terrain in the hexes you claim, as well as the effect on that base population when you spend building points to improve that hex.

Table 1-14: Population by Terrain Type and Improvements

Terrain	Population	Danger
*Cavern**	25	+20
Cold	25	+10
Desert	25	+5
Forest	50	+5
Jungle	25	+15
Hills	50	-
Mountains	25	+10
Plains	100	-
Swamp	25	+10
River	x2	-
Coastline	x2	-
Deep Water	-	+5
Improvements	**Population**	**Danger**
Aqueduct	-	-
Bridge	+25	-
Canal	+25	-
Farm	+100	-
Fisheries	+50	-
Fort	+50	-10
Highway	+25	-5
Mine	+25	+5
Quarry	+25	-
Road	-	-
Sawmill	+25	-
Watchtower	+25	-5
Cities	see Cities, Towns, and Villages below	

* A cavern is a large system of caves and underground passages and can be found in any terrain except Swamp. It functions as an additional hex that exists underground, below the hex on the surface.

Population: The base population within a claimed hex. This population is doubled if the hex contains a river or a coastline and tripled if it contains both a river and a coastline. This population does not include the inhabitants of any cities.

Danger: This modifier indicates an increase in the chance of random encounters in a hex of this type. In addition, you may add this to the roll to determine the type of kingdom event occurs, assuming that higher numbers indicate increased severity.

Fame and Infamy

Kingdoms gain notoriety for the actions of their leaders and citizens, as well as for constructing certain types of buildings. This leads to the development of Fame or Infamy. Fame represents a positive perception of a kingdom—it's seen as a place of culture, learning, peace, and honor—as well as reflecting its measure of success in diplomacy, trade, and battle. Infamy represents a negative perception of a kingdom—it's perceived as treacherous, corrupt, prejudiced, ruthlessly warmongering, and villainous.

As a kingdom grows, it can gain and lose both Fame and Infamy, but these are not opposite statistics—an increase in Fame does not mean an equal decrease in Infamy. For example, a kingdom may be famous for culture and learning as well as infamous for treachery and corruption.

Starting Values: When you found a kingdom, it starts with Fame 1 or Infamy 1 (Ruler's choice). The other value starts at 0. Fame and Infamy cannot go below 0. Certain buildings (such as Arenas and Castles) increase Fame. Some events (such as Squatters or Visiting Celebrity) can increase or reduce Fame or Infamy.

Settlement Modifiers: Add all the Lore and Society modifiers from all your settlements and divide by 10; add this amount to your Fame. Add all the Corruption and Crime modifiers from all your settlements and divide by 10; add this amount to your Infamy.

Size Increases: When your kingdom's Size increases to 11, 26, 51, 101, and 201, Fame or Infamy (Ruler's choice) increases by 1.

Using Fame and Infamy: Fame and Infamy affect skill checks relating to other kingdoms. For every 10 points of your kingdom's Fame, your citizens gain a +1 bonus on Charisma (Persuasion) checks to influence government officials of other kingdoms. For every 10 points of your kingdom's Infamy, your citizens gain a +1 bonus on Charisma (Intimidation) checks to influence government officials of other kingdoms.

Forms of Government

The kingdom-building rules presume your government is a feudal monarchy; the leaders are appointed for life (either by themselves or an outside agency such as a nearby monarch) and pass their titles to their heirs. The form of government you choose can help establish the flavor and feel of the kingdom and also adjust its settlements' modifiers. You may choose one of the following as the kingdom's government.

Autocracy: A single person rules the kingdom by popular acclaim. This person may be elected by the people, a popular hero asked to lead, or even a hereditary monarch who rules with a light hand. *Modifiers*: None.

Magocracy: An individual or group with potent magical power leads the kingdom and promotes the spread of magical and mundane knowledge and education. Those with magical abilities often enjoy favored status in the kingdom. *Modifiers*: Lore +2, Productivity –1, Society –1.

Oligarchy: A group of councilors, guild masters, aristocrats, and other wealthy and powerful individuals meet in council to lead the kingdom and direct its policies. *Modifiers*: Corruption +1, Law –1, Lore –1, Society +1.

Overlord: The kingdom's ruler is a single individual who either seized control or inherited command of the settlement and maintains a tight grasp on power. *Modifiers*: Corruption +1, Crime –1, Law +1, Society –1.

Republic: The kingdom is ruled by a parliament of elected or appointed officials who represent the various geographic areas and cultural constituents of the kingdom, making decisions for the whole through voting, bureaucratic procedures, and coalition-building. *Modifiers*: Crime –1, Law –1, Productivity +1, Society +1.

Secret Syndicate: An unofficial or illegal group like a thieves' guild rules the kingdom—the group may use a puppet leader to maintain secrecy, but the group pulls the strings. *Modifiers*: Corruption +1, Crime +1, Law –3, Productivity +1.

Theocracy: The kingdom is ruled by the leader of its most popular religion, and the ideas and members of that religion often enjoy favored status in government and the kingdom. *Modifiers*: Corruption –1, Law +1, Lore +1, Society –1.

Independence and Unification

Sometimes, breaking a kingdom into multiple pieces or joining with another kingdom is the best option for long-term survival.

Declaring Independence

Though many kingdoms break apart due to military, racial, or religious conflicts, you can divide up your kingdom amiably if all leaders agree. During the Event phase, follow these steps.

Step 1—Decide how many kingdoms you'll make out of the old one.

Step 2—Split up the kingdom. Determine which hexes belong to each daughter kingdom. Divide the treasury in a fair manner (such as proportionate to population or Size) and divide any other mobile assets (such as armies).

Step 3—Determine how much Unrest in the parent kingdom does not result from leadership and building modifiers. Divide this by the number of daughter kingdoms being made from the parent kingdom (minimum 1 Unrest).

Step 4—Each daughter kingdom should follow the steps for founding a kingdom. Treat leaders moving from the parent kingdom to a daughter kingdom as abdicating their posts in the parent kingdom. Loyalty increases by 1 for each daughter kingdom for the next 6 months. Add the Unrest from Step 3 to the Unrest for the daughter kingdoms.

The GM may influence any of these steps as appropriate to the situation, such as by giving one kingdom an Economy penalty and a Loyalty bonus or dividing the Unrest in Step 4 unequally between the kingdoms.

If independence occurs as a result of creating a secondary territory by losing control of a connecting hex, the additional Unrest penalty from having a kingdom leader act as the Ruler ends.

Independence and Diplomatic Edicts: If you're using Diplomatic edicts, you may wish to use such an edict to declare independence. Treat this act as a Diplomatic edict to form an alliance, but the sponsor's initial attitude toward your kingdom is 2 steps worse. If successful, the negotiation emancipates your kingdom and ends any treaty or alliance with your former patron; you retain an embassy with that kingdom and can try to negotiate a new treaty or alliance. If the negotiation fails, it worsens the patron's attitude by 1 additional step. If this changes the patron's attitude to hostile, it leads to war against your rebellious kingdom.

The paragraph above describes an optimal, peaceful situation where part of the kingdom wants to split away from the rest or the rulers want to divide the kingdom into smaller kingdoms. Splitting a country because of invasion, revolution, or a similar conflict usually involves unique circumstances and is beyond the scope of these rules; the GM should use the above steps as guidelines for when the kingdom leaders reach an agreement with others about how to split the kingdom.

Forming a Union

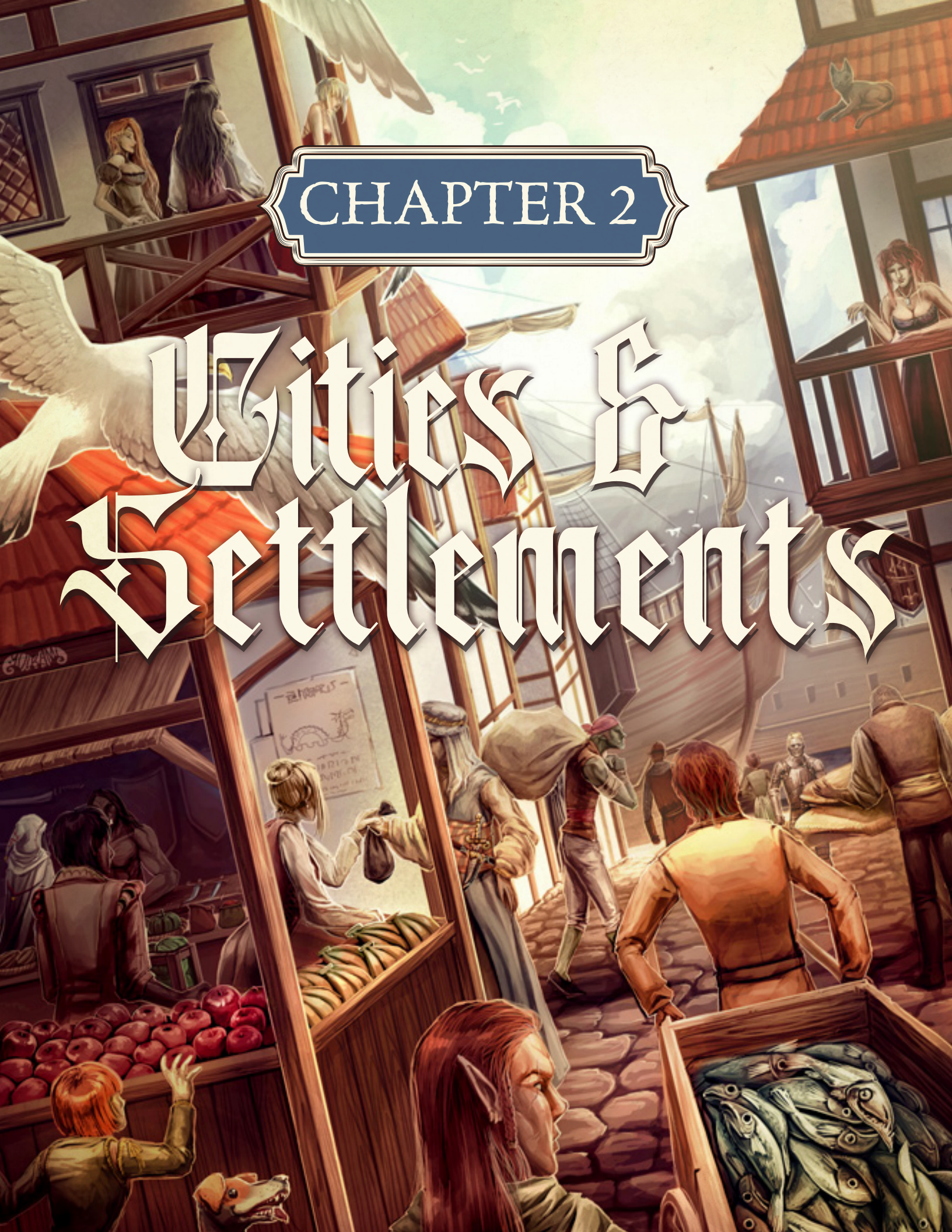
Just as a kingdom can divide into separate pieces, kingdoms may want to unite to become a more powerful political entity. If the leaders in each kingdom agree to the union, the process is relatively smooth. During the Event phase, follow these steps.

First, combine the Treasuries and any other mobile assets (such as armies) of the kingdoms. Next, determine how much Unrest in each kingdom is not from leadership and building modifiers. Average these numbers together (minimum 1 Unrest).

Then follow the steps for founding a kingdom. Treat leaders who change roles as changing roles within the same kingdom.

Once you've got your new, combined kingdom, add the Unrest from earlier to the Unrest for the new kingdom.

The GM may influence any of these steps as appropriate to the situation, such as giving hexes in the smaller kingdom a temporary Loyalty penalty for 1 year or giving the entire kingdom a 1d4–2 Stability modifier each turn for 6 months.



CHAPTER 2

Cities & Settlements



For a kingdom to grow, it must be able to cultivate great cities to serve as the linchpins of its trade, culture, and productivity. Even in the most rural of nations, a great many of its citizens congregate in its urban centers, and here also its armies muster and train, its culture blossoms, and its future is forged. Its population base is rooted in all hexes it claims, with its rural populations forming a foundation for the advancement of its cities. Your settlements are the greatest assets of your kingdom, and the key to its prosperity and power.

This chapter first discusses settlements you might encounter or create as part of the backdrop of the campaign world, including a core settlement stat block and characteristics that can be used during play in a typical campaign whether or not you are using the kingdom-building rules.

Thereafter, the bulk of the chapter is devoted to creating your own cities, towns, and villages in the context of the kingdom-building rules provided in Chapter 1.



Settlements in Play

A settlement your PCs encounter as they travel on their adventures can range from a simple crossroads hamlet to a vast metropolis. The exact population is left to the GM to assign, but you can use a settlement's type to help you determine just how many folks live in the city. Since the actual number of people who dwell in a settlement has no impact on game play, the number you choose is largely cosmetic—feel free to adjust the suggested values below to fit your campaign.

Table 2-1: Settlement Population Ranges

Settlement Type	Population Range
Thorp	Fewer than 20
Hamlet	21–60
Village	61–200
Small town	201–2,000
Large town	2,001–5,000
Small city	5,001–10,000
Large city	10,001–25,000
Metropolis	More than 25,000

The ideal way to handle a settlement in your game, of course, is to plan it out, placing every shop and every home, naming every NPC, and mapping every building. Yet settlements are the most complicated locations you're likely to ever feature in your game, and the prospect of fully detailing one is daunting, especially if your PCs are likely to visit multiple settlements.

Presented below are basic rules for a more streamlined method of handling settlements in your game. Essentially, these rules treat settlements almost as characters of their own, complete with stat blocks. Using these rules, you can generate the vital data for a settlement quickly and efficiently, and with this data you can handle the majority of your players' interactions with the settlement.

Note that for particularly large cities, you can use multiple settlement stat blocks to represent different districts within a city. This allows you to have neighborhoods with distinct characteristics inside one city's walls. GMs should feel free to add other new elements to create the cities they desire. A Settlement Sheet is included in the back of this book to record the details of your own settlements.

The Settlement Stat Block

A settlement stat block is organized as follows.

Name: The settlement's name is presented first.

Alignment and Type: A settlement's alignment is the general alignment of its citizens and government—individuals who dwell therein can still be of any alignment, but the majority of its citizens should be within one step of the settlement's overall alignment. Alignment influences a city's modifiers. The type is the size category the settlement falls into, be it thorp, hamlet, village, town (small or large), city (small or large), or metropolis. In most cases, rules play off of a settlement's type rather than its exact population total. A settlement's type determines many of its statistics (see *Table 2: Settlement Statistics*).

Modifiers: Settlements possess six modifiers that apply to specific skill checks made in the settlement. A settlement's starting modifier values are determined by its type. This value is further adjusted by the settlement's alignment, government, qualities, and disadvantages. Note that introducing settlement modifiers to your game will somewhat increase the complexity of ability checks by adding a variable modifier each time the PCs visit a new town or city—consider the use of these modifiers an optional rule.

Qualities: All settlements have a certain number of qualities that further adjust their statistics—think of qualities as feats for settlements. A settlement's type determines how many qualities it can have.

Danger: A settlement's danger value is a number that gives a general idea of how dangerous it is to live in the settlement. If you use a wandering monster chart that uses percentile dice and ranks its encounters from lowest Challenge to highest Challenge, use the modifier associated with the settlement's danger value to adjust rolls on the encounter chart. A settlement's base danger value depends on its type.

Disadvantages: Any disadvantages a settlement might be suffering from are listed on this line. A settlement can have any number of disadvantages you wish to inflict on it, although most settlements have no disadvantages.

Government: This entry lists how the settlement is governed and ruled. The type of government a settlement follows affects its statistics.

Population: This number represents the settlement's population. Note that the exact number is flexible; a settlement's actual population can swell on market days or dwindle during winter—this number lists the average population of the settlement. Note that this number is generally used for little more than flavor—since actual population totals fluctuate, it's pointless to tether rules to this number. After the settlement's total population, a breakdown of its racial mix is listed in parentheses.

Notable NPCs: This section lists any notable NPCs who live in the city, sorted by their role in the community, followed by their name and then their alignment, gender, race, class, and level in parentheses.

Spellcasting: Unlike magic items, spellcasting for hire is listed separately from the town's base value, since spellcasting is limited by the level of the available spellcasters in town. This line lists the highest-level spell available for purchase from spellcasters in town. A town's base spellcasting level depends on its type.

Magic Items: This line lists the number of magic items that are available for purchase. In some city stat blocks, the actual items are listed in parentheses after the die range of items available—in this case, you can use these pre-rolled resources when the PCs first visit the city as the magic items available for sale on that visit. If the PCs return to that city at a later date, you can roll up new items as you see fit.

Table 2-2: Settlement Statistics

Type	Modifiers	Qualities	Danger	Spellcasting
Thorp	–4	1	–10	1st
Hamlet	–2	1	–5	2nd
Village	–1	2	0	3rd
Small town	0	2	0	4th
Large town	0	3	5	5th
Small city	+1	4	5	6th
Large city	+2	5	10	7th
Metropolis	+4	6	10	8th

Table 2-3: Available Magic Items*

Community Size	Common	Uncommon	Rare
Thorp	*1d3-1*	–	–
Hamlet	*1d4-1*	–	–
Village	*1d6-1*	*1d3-1*	–
Small town	*1d8-1*	*1d4-1*	–
Large town	*2d4*	*1d6-1*	*1d3-1*
Small city	*3d4*	*1d8-1*	*1d4-1*
Large city	*4d4*	*2d4*	*1d6-1*
Metropolis	**	*3d4*	*1d8-1*

*The purchase of magic items is subject to GM discretion.
Often, items are available only after the PCs meet special conditions, such as completing quests.

**In a metropolis, nearly all common magic items are available.

Very rare and legendary items are available only at the GM's discretion.

Settlement Modifiers

Life in a settlement is represented by six modifiers, each of which adjusts the use of specific skills within the city.

Corruption: Corruption measures how open a settlement's officials are to bribes, how honest its citizens are, and how likely anyone in town is to report a crime. Low corruption indicates a high level of civic honesty. A settlement's corruption modifies all Charisma (Deception) checks made against city officials or guards and all Dexterity (Stealth) checks made outside (but not inside buildings or underground).

Crime: Crime is a measure of a settlement's lawlessness. A settlement with a low crime modifier is relatively safe, with violent crimes being rare or even unknown, while a settlement with a high crime modifier is likely to have a powerful thieves' guild and a significant problem with violence. The atmosphere generated by a settlement's crime level applies as a modifier on Wisdom (Insight) checks to avoid being bluffed and to Dexterity (Sleight of Hand) checks made to pick pockets.

Law: Law measures how strict a settlement's laws and edicts are. A settlement with a low law modifier isn't necessarily crime-ridden—in fact, a low law modifier usually indicates that the town simply has little need for protection since crime is so rare. A high law modifier means the settlement's guards are particularly alert, vigilant, and well-organized. The more lawful a town is, the more timidly its citizens tend to respond to shows of force. A settlement's law modifier applies on Charisma (Intimidation) checks made to force an opponent to act friendly, Charisma (Persuasion) checks against government officials, or Charisma (Persuasion) checks made to call on the city guard (see sidebar).

Lore: A settlement's lore modifier measures not only how willing the citizens are to chat and talk with visitors, but also how available and accessible its libraries and sages are. A low lore modifier doesn't mean the settlement's citizens are idiots, just that they're close-mouthed or simply lack knowledge resources. A settlement's lore modifier applies on Charisma checks made to gather information and Intelligence checks made using the city's resources to do research when using a library.

Productivity: A settlement's productivity modifier indicates the health of its trade and the wealth of its successful citizens. A low productivity modifier doesn't automatically mean the town is beset with poverty—it could merely indicate a town with little trade or one that is relatively self-sufficient. Towns with high productivity modifiers always have large markets and many shops. A settlement's productivity helps its citizens make money, and thus it applies as a modifier on all ability checks made to generate income or find goods or services to purchase.

Society: Society measures how open-minded and civilized a settlement's citizens are. A low society modifier might mean many of the citizens harbor prejudices or are overly suspicious of out-of-towners. A high society modifier means that citizens are used to diversity and unusual visitors and that they respond better to well-spoken attempts at conversation. A settlement's society modifier applies on all checks made to create a disguise, as well as on Charisma (Persuasion) checks made to influence any non-government official.

Settlement Alignment

A settlement's alignment not only describes the community's general personality and attitude, but also influences its modifiers. A lawful component to a settlement's alignment increases its law modifier by 1. A good component increases its society modifier by 1. A chaotic component increases its crime modifier by 1. An evil component increases its corruption modifier by 1. A neutral component increases its lore modifier by 1 (a truly neutral city gains an increase of 2 to its lore modifier). Alignment never modifies a settlement's productivity modifier. Settlements are never unaligned.

Guards! Guards!

It's inevitable—sooner or later, the PCs will want to call upon the town guard or cause a situation where citizens do so instead. Calling for the guard requires a Charisma (Persuasion) check modified by the settlement's law modifier. It's only a DC 5 check to call for the guard—with a success, the guards generally arrive on the scene in 1d6 minutes. Every 5 points by which the Charisma (Persuasion) check exceeds DC 5 (rounding down) reduces the arrival time by 1 minute—if this reduces their arrival time below 1 minute, the increments of reduction instead change to 1 round. For example, the party wizard is being mugged and calls for the guard. The result of his Charisma (Persuasion) check is a 23, and the GM rolls a 2 on 1d6 to determine how long it'll be before the guards arrive. Since the wizard rolled three times the amount he needed, the 2-minute wait time is reduced to 8 rounds.

Settlement Government

Just like nations, towns and cities are ruled by governments. A settlement's government not only helps to establish the flavor and feel of the community but also adjusts its modifiers. Choose one of the following as the settlement's government.

Autocracy: A single individual chosen by the people rules the community. This leader's actual title can vary—mayor, burgomaster, lord, or even royal titles like duke or prince are common. (*No modifiers*)

Council: A group of councilors, often composed of guild masters or members of the aristocracy, leads the settlement. (*Society +2; Law and Lore –1*)

Magical: An individual or group with potent magical power, such as a high priest, an archwizard, or even a magical monster, leads the community. (*Lore +1; Corruption and Society –1; increase spellcasting by 1 level*)

Overlord: The community's ruler is a single individual who either seized control or inherited command of the settlement. (*Corruption and Law +1; Crime and Society –1*)

Secret Syndicate: An unofficial or illegal group like a thieves' guild rules the settlement—they may use a puppet leader to maintain secrecy, but the group members pull the strings in town. (*Corruption, Productivity, and Crime +1; Law –3*)

Settlement Qualities

Settlements often have unusual qualities that make them unique. Listed below are several different qualities that can further modify a community's statistics. A settlement's type determines how many qualities it can have—once a quality is chosen, it cannot be changed.

Note that many of the following qualities adjust a town's base value or purchase limit by a percentage of the town's standard values. If a town has multiple qualities of this sort, add together the percentages from modifiers and then increase the base value by that aggregated total—do not apply the increases one at a time.

Academic: The settlement possesses a school, training facility, or university of great renown. (*Lore +1, increase spellcasting by 1 level*)

Holy Site: The settlement hosts a shrine, temple, or landmark with great significance to one or more religions. The settlement has a higher percentage of divine spellcasters in its population. (*Corruption –2; increase spellcasting by 2 levels*)

Insular: The settlement is isolated, perhaps physically or even spiritually. Its citizens are fiercely loyal to one another. (*Law +1; Crime –1*)

Magically Attuned: The settlement is a haven for spellcasters due to its location; for example, it may lie at the convergence of multiple ley lines or near a well-known magical site. (*increase spellcasting by 2 levels*)

Notorious: The settlement has a reputation (deserved or not) for being a den of iniquity. Thieves, rogues, and cutthroats are much more common here. (*Crime +1; Law –1; Danger +10*)

Pious: The settlement is known for its inhabitants' good manners, friendly spirit, and deep devotion to a deity (this deity must be of the same alignment as the community). (*Increase spellcasting by 1 level; any faith more than one alignment step different than the community's official religion is at best unwelcome and at worst outlawed—obvious worshipers of an outlawed deity must pay 150% of the normal price for goods and services and may face mockery, insult, or even violence*)

Prosperous: The settlement is a popular hub for trade. Merchants are wealthy and the citizens live well. (*Productivity +1*)

Racially Intolerant: The community is prejudiced against one or more races, which are listed in parentheses. (*Members of the unwelcome race or races must pay 150% of the normal price for goods and services and may face mockery, insult, or even violence*)

Rumormongering Citizens: The settlement's citizens are nosy and gossipy to a fault—very little happens in the settlement that no one knows about. (*Lore +1; Society –1*)



Strategic Location: The settlement sits at an important crossroads or alongside a deepwater port, or it serves as a barrier to a pass or bridge. (*Productivity +1)*

Superstitious: The community has a deep and abiding fear of magic and the unexplained, but this fear has caused its citizens to become more supportive and loyal to each other and their settlement. (*Crime –2; Law and Society +1; reduce spellcasting by 2 levels*)

Tourist Attraction: The settlement possesses some sort of landmark or event that draws visitors from far and wide. (*Productivity +1)*

Settlement Disadvantages

Just as a settlement can have unusual qualities to enhance its statistics, it can also suffer from disadvantages. There's no limit to the number of disadvantages a community can suffer, but most do not have disadvantages, since a settlement plagued by disadvantages for too long eventually collapses. A disadvantage can arise as the result of an event or action taken by a powerful or influential NPC or PC. Likewise, by going on a quest or accomplishing a noteworthy deed, a group of heroes can remove a settlement's disadvantage. Several disadvantages are listed below.

Anarchy: The settlement has no leaders—this type of community is often short-lived and dangerous. (Replaces settlement's Government and removes Government adjustments to modifiers; Corruption and Crime +2; Productivity and Society –2; Law –3; Danger +20)

Cursed: Some form of curse afflicts the city. Its citizens might be prone to violence or suffer ill luck, or they could be plagued by an infestation of pests. (Choose one modifier and reduce its value by 2)

Hunted: A powerful group or monster uses the city as its hunting ground. Citizens live in fear and avoid going out on the streets unless necessary. (Productivity, Law, and Society –2; Danger +20)

Impoverished: Because of any number of factors, the settlement is destitute. Poverty, famine, and disease run rampant. (Corruption and Crime +1; halve magic item availability)

Plagued: The community is suffering from a protracted contagion or malady. (–2 to all modifiers; select a communicable disease—there's a 5% chance each day that a PC is exposed to the disease and must make a Constitution save to avoid contracting the illness)



Sample Settlements

While it's nice to be prepared and planning out cities can be fun in and of itself, it's not always possible to generate specific settlement stat blocks for every town and city that the PCs might visit. Sometimes the PCs decide to venture off in search of supplies instead of heading straight for the next dungeon, other times they make selling their newly acquired loot their highest priority. The following sample settlements are designed for precisely such occasions. Rather than a specific name, each of these sample settlements bears a generic title that indicates what kind of settlement it is or where it might be located.

Capital City

N large city
Corruption +0; **Crime** +2; **Law** +2; **Lore** +5; **Productivity** +5; **Society** +2
Qualities academic, holy site, prosperous, strategic location, tourist attraction
Danger +10

Demographics

Government autocracy
Population 18,000 (14,000 humans; 1,000 dwarves; 1,000 halflings; 500 elves; 1,500 other)

Marketplace

Spellcasting 9th
Common Items 4d4; **Uncommon Items** 3d4; **Rare Items** 2d4

City of Thieves

CN small city
Corruption +2; **Crime** +4; **Law** –3; **Lore** +3; **Productivity** +3; **Society** +1
Qualities academic, notorious, racially intolerant (halflings), tourist attraction
Danger +15

Demographics

Government secret syndicate
Population 10,000 (6,000 humans; 1,500 halflings; 1,000 half-orcs; 750 dwarves; 750 other)

Marketplace

Spellcasting 7th
Common Items 4d4; **Uncommon Items** 3d4; **Rare Items** 1d6

City-State of Intrigue

LE metropolis
Corruption +7; **Crime** +5; **Law** +0; **Lore** +5; **Productivity** +2; **Society** +1
Qualities holy site, notorious, prosperous, rumormongering citizens, strategic location, superstitious
Danger +20; **Disadvantages** anarchy

Demographics

Government anarchy
Population 55,000 (31,000 humans; 10,000 halflings; 8,000 elves; 2,000 half-elves; 1,000 gnomes; 3,000 other)

Marketplace

Spellcasting 8th
Common Items all available; **Uncommon Items** 4d4; **Rare Items** 3d4

Creepy Backwoods Hamlet

NE hamlet
Corruption 0; **Crime** –4; **Law** 0; **Lore** –1; **Productivity** –2; **Society** –7
Qualities insular
Danger –5; **Disadvantages** cursed

Demographics

Government overlord
Population 23 (23 humans)

Marketplace

Spellcasting 2nd
Common Items 1d6; **Uncommon Items** —; **Rare Items**—

Dwarven Trade Town

LG large town
Corruption +0; **Crime** +0; **Law** 0; **Lore** –1; **Productivity** +2; **Society** +3
Qualities pious, prosperous, strategic location
Danger +5

Demographics

Government council
Population 2,500 (2,000 dwarves; 400 humans; 100 other)

Marketplace

Spellcasting 6th
Common Items 3d4; **Uncommon Items** 2d4; **Rare Items** 1d4

Elven Town

CG small town
Corruption –1; **Crime** +1; **Law** +0; **Lore** +1; **Productivity** 0; **Society** 0
Qualities magically attuned, racially intolerant (dwarves, half-orcs, humans)
Danger +0

Demographics

Government magical
Population 1,300 (1,000 elves; 100 gnomes; 100 half-elves; 100 other)

Marketplace

Spellcasting 7th
Common Items 3d4; **Uncommon Items** 1d6; **Rare Items** —

Failing Fishing Village

LN village
Corruption +0; **Crime** –4; **Law** +2; **Lore** +1; **Productivity** –1; **Society** +0
Qualities rumormongering citizens, superstitious
Danger +0; **Disadvantages** impoverished

Demographics

Government autocracy
Population 70 (63 humans, 6 halflings, 1 half-elf)

Marketplace

Spellcasting 1st
Common Items 1d4; **Uncommon Items** 1d2; **Rare Items** —

Sleepy Crossroads Thorp

NG thorp
Corruption –4; **Crime** –4; **Law** –5; **Lore** –4; **Productivity** –4; **Society** –1
Qualities strategic location
Danger –10

Demographics

Government council
Population 16 (13 humans, 2 halflings, 1 dwarf)

Marketplace

Spellcasting 1st
Common Items 1d4; **Uncommon Items** —; **Rare Items** —

Founding a Settlement

Before you can start your own kingdom, you first need a base of operations—a fort, village, or other settlement—where you can rest between adventures and where your citizens know they can find you if they need help or want to pay their taxes. Once you have a kingdom, you'll want to create more settlements in order for the kingdom to grow and prosper. To found a settlement, you must perform the following steps. (These steps assume you're building a new settlement from scratch; if you're attempting to incorporate an existing settlement into your kingdom, see Free City under *Special Terrain*.)

Step 1:Acquire funds. You'll need money and resources in the form of build points.

Step 2:Explore and clear a hex. You'll need to explore the hex where you want to put the settlement. See the Exploration Time column on the *Terrain and Terrain Improvements table* to see how long this takes. Once you have explored the hex, clear it of monsters and dangerous hazards. The time needed to clear it depends on the nature of the threats; this step is usually handled by you completing adventures there to kill or drive out monsters.

Step 3:Claim the hex as yours. Once you have BP and have explored and cleared the hex, you can claim it. Spend 1 BP to do so; this represents setting up very basic infrastructure such as clearing paths, hiring patrols, setting up a tent city, and so on. This establishes the hex as part of your kingdom (or the beginning of your kingdom).

Step 4:Prepare the site for construction. To put a settlement on a claimed hex, you'll need to prepare it. Depending on the site, this process may involve clearing trees, moving boulders, digging sanitation trenches, and so on. See the Preparation Cost column on the *Terrain and Terrain Improvements table* for the BP cost. If your settlement is in a hex containing a canal, lake, ocean, river, or similar large body of water, you must decide which of your settlement's borders are water (riverbanks, lakeshores, or seashores) or land. Some types of buildings, such as Mills, Piers, and Waterfronts, must be adjacent to water.

Step 5: Construct your first buildings. Construct 1 building in your settlement and pay its BP cost. If this is your kingdom's first settlement, you should start with an Inn, Shrine, Monastery, or Watchtower. In addition, you may also purchase and construct 1 House, Mansion, Noble Villa, or Tenement. If your first building is an Inn, you must construct a House or Tenement next to it, as building an Inn requires an adjacent House or Tenement.

When you complete these steps, you've founded your settlement! If this is your first settlement, it's considered your kingdom's capital city.



Claiming Water and Islands

When you claim a hex that contains part of an ocean or lake, your claim includes the water portion of that hex. In effect, your kingdom automatically controls a small portion of the waters adjacent to its coastline. Because any new hex you claim must be adjacent to an existing hex in your kingdom, if you want to claim land beyond that water (such as an island), you must first explore and claim the intervening deep-water hexes. Your exploration only applies to the water's surface—you are searching for uncharted islands, dangerous reefs, and so on. The GM may want to treat the underwater portion of a hex as a separate hex, much like a network of large caves under a hex may count as its own hex, allowing a village of merfolk or sahuagin to thrive in your kingdom without your knowledge.

Table 2-4: Terrain and Terrain Improvements

Terrain	Exploration Time[1]	Preparation Time[2]	Preparation Cost[3]	Farm[4]	Road[5,6]
Cavern[7]	3 days	3 months	8 BP	—	4 BP
Coastline[8]	Special	Special	Special	Special	Special
Desert	2 days	1 month	4 BP	8 BP	4 BP
Forest	2 days	2 months	4 BP	—	2 BP
Hills	1 day	1 month	2 BP	4 BP	3 BP
Jungle	2 days	4 months	12 BP	—	4 BP
Marsh	3 days	3 months	8 BP	—	4 BP
Mountains	3 days	4 months	12 BP	—	4 BP
Plains	1 day	Immediate	1 BP	2 BP	1 BP
Water	2 days	—	—	—	—

[1] *Exploration time represents how many days a typical scouting party requires to explore a hex of this type. Treat Cavern as Mountain and Jungle as Marsh for exploration time. Do not adjust the speed for Water hexes; it's assumed that the party is already using a boat or other watercraft to explore.*

[2] *Preparation time represents the months of labor (beginning with the current turn) required to prepare the hex for settlement. Construction of buildings can begin in the current month for settlements built on plains.*

[3] *Preparation cost represents the BP cost to clear a hex of this type in preparation for founding a settlement.*

[4] *Farm cost represents the BP cost to cultivate a hex for farming. A Farm must be within or adjacent to a hex containing a river, lake, swamp, or Canal, or adjacent to at least 2 hexes that already contain Farms.*

[5] *Road cost represents the BP cost to establish a Road that crosses a hex and connects to all adjacent hexes. The cost to build a Road doubles if the hex contains rivers. A kingdom with a Size of 26 or greater can build a Highway (or upgrade a Road to a Highway).*

[6] *If the hex contains any rivers, double the listed cost to reflect the need to build bridges.*

[7] *This is a large system of caves and underground passages and can be found in any terrain type except Marsh. It functions as an additional hex that exists underground, below the surface hex.*

[8] *Treat this as the adjacent land terrain type for all purposes.*

Laying Out a Settlement

To organize your settlements, you can use the mechanic of a District Grid is divided into 9 large blocks, and each block into four smaller lots; however, this does not mean that every city district is literally a square grid. Real world cities of the Middle Ages and Renaissance come in all shapes and sizes, and so too do fantasy cities; the grid is merely an abstraction to help organize information about how the city is organized and what parts of it are near one another. You *can* use the grid to represent an actual map of the settlement, or you could split the lots apart and rearrange them on either side of a river or across several islands or atop and alongside a hill or cliff. The visual representation of a city is limited only by your imagination, while the grid serves as a tool to build out the city in a logical way. As a rule of thumb, each building lot is assumed to be 200 feet on a side, though if you prefer a larger, more spread-out city you could have lots up to 750 feet on a side, which if placed in a square arrangement would give you a district about 1 mile square. Whatever their size, on each lot you may construct a building, and each building affects your kingdom's Economy, Loyalty, and so on.

Much like the blocks and lots themselves, when you construct a "building" in your settlement, this also is a convenient abstraction to describe the *kind* of buildings you are creating on that lot. While some of the larger buildings might in fact be standalone buildings, like an Arena, Castle, or Cathedral, for the most part a "lot" of buildings is assumed to contain numerous buildings of a similar kind clustered together, along with living quarters for many of their patrons and proprietors. An "Inn" filling a lot is not a single sprawling structure covering 40,000 square feet (for a 200-foot-square lot) or over half a million square feet - the size of a large urban convention center in the modern world - if using 750-foot-square lots. Instead, that "Inn" may represent a dozen or more similar businesses all devoted to a similar trade, or a smaller number of establishments plus a variety of homes, apartments, and support businesses clustered around them, with streets and alleys winding amongst the buildings in each block.

If you decide to name your buildings, be they Inns, Arenas, Cathedrals, or any other building, that name might refer to the largest and most prosperous business of its kind on the block rather than a massive business that owns the entire space. Alternatively, you could simply treat any proper name you give it as the name of the district or neighborhood as a whole. In many real-world cities, a particular street or park may lend its name to the entire neighborhood of which it is a part. This works just as well when creating a fantasy city, especially if you develop squares of similar lots together to form cohesive, natural parts of your city.

Most settlements only have 1 district. If your District Grid is full and you want to add another district (for example, if you run out of available lots in that settlement and want to construct additional buildings), you can create an additional district for that settlement by paying the preparation cost for the settlement's terrain as listed on *Table 2-4: Terrain and Terrain Improvements*. Remember that your kingdom's Control DC is based on the number of districts in your settlement.

The placement of buildings in your district is up to you—you can start in the center of the district and build outward or start at the edge and build toward the center. Some buildings (such as the Guildhall) take up more than 1 lot on the grid, and you may build them so that they occupy a single block or in such a way as to straddle two adjoining blocks.

Construction: Construction is completed in the same turn you spend BP for the building, no matter what its size is. A building's benefits apply to your kingdom immediately. At the GM's discretion, construction magic (such as *fabricate* or *wall of stone*) can reduce a single building's BP cost by 2 (minimum 0). This is a one-time reduction per turn, regardless of the amount of magic used.

Population: As a simple rule of thumb, a settlement's population is approximately equal to the number of completed lots within its districts × 250. A grid that has all 36 lots filled with buildings has a population of approximately 9,000.

Defense: A settlement's Defense is used with the mass combat rules. It otherwise has no effect unless the settlement is attacked. You can increase a settlement's Defense by building certain structures (such as City Walls).

Cities, Towns, and Villages

Building settlements can be done with a simple and direct system, where you pay BP each month to construct new buildings and they are constructed immediately. This can stretch suspension of disbelief, creating a feeling that settlements do not spring up organically but rather are constructed by selective cherry-picking of a few key building types. The kingdom rules do allow for upgrading existing buildings, so that a Shrine can grow into a Temple, for example, and eventually into a grand Cathedral, rewarding players who want to build their kingdom from the ground up rather than building backwards with large buildings first in order to reap discounts on smaller buildings that logically should have preceded them. The rules presented here extend

that principle beyond the individual building level and into how players can begin laying out their settlement on the abstracted district grid.

Alternatively, you can use a more organic method for growing the cities in your kingdom, which is founded on the simple proposition that every city starts as a village, and that growth of that village proceeds naturalistically into a town, and thence to a city and a great multi-district metropolis. In a village, it is simply not possible to muster the local logistical support and the willing cooperation of the first settlers to create strange and unbalanced settlements built of nothing but Caster's Towers, Dumps, and Graveyards, or whatever the most optimal mechanical combination of buildings might seem to be. Instead, these rules help provide a naturalistic evolution of your settlements and the buildings therein.



Villages: When a settlement is founded, it begins its existence as a village, a small group of buildings situated around some appealing natural feature or existing trade-way. Villages may grow slowly, serving as the focus of social and commercial life in rural areas, though they can grow rapidly if your rulers wish.

Villages occupy **one city square (4 lots)** and typically have a population of 200 or less.

Towns: Villages growing beyond their initial square evolve into towns as business increases and more settlers move to avail themselves of greater opportunities for work, trade, and access to services. Single-family dwellings may soon be outnumbered by crowded apartments built over the top of inns, workshops, or other businesses.

Small towns have a population of 2,000 or less, while the largest towns can reach 5,000. Towns can occupy up to **four city squares (16 lots).**

Cities: Towns whose prosperity allows them to continue expanding grow into true cities, sprawling tangles of streets and buildings where lavish culture walks hand in hand with crime and corruption, balancing industry with education and trade with the lingering vestiges of provincial traditions.

Cities occupy a full district grid of **nine city squares (36 lots)**, and a city with multiple districts becomes a metropolis, with population reaching into the tens of thousands and beyond.

Preparing the Site: Once you have chosen your city's new location, after exploring a hex, clearing it of dangers, and claiming it as part of your kingdom, you need to expend Building Points and spend the time required for the terrain type to prepare the city site. Once you have cleared the site for a village, you need not clear it again as your city grows and expands. If the hex contains a river or coastline, one or more borders of the district grid can be designated as water borders; record these choices on each border of your district grid. In addition, at the GM's discretion you may designate any number of lots within your city to contain natural waterways, whether still water ponds or lakes or flowing rivers or canals running through the city. Any waterways that are not designated at the time of the district's creation must be constructed later on as though they were buildings. If a waterway is adjacent to a border of the district map, you must build Watergates whenever you construct City Walls.

Sharing the Site: A standard hex in the kingdom-building rules is 12 miles across, giving an approximate area of close to 150 square miles. As such, there is plenty of room for a city to coexist with another improvement in the same hex, including farms, mines, roads, canals, sawmills, and quarries.

Base Settlement Statistics: The basic characteristics of each type of settlement are listed below. These are the default statistics for a settlement of the given size, before any buildings are built. Villages tend to be sparsely populated, but population growth accelerates swiftly as cities accrete.

Village

Size: 1 square (1-4 lots)

Population: Buildings in a village contain half the listed population.

Consumption: 1 BP per 2 villages (rounded down)

City Attributes: -2 (-10 Danger)

Magic Items: 1d3-1 common

Town

Size: 2-4 squares (5-16 lots)

Population: Buildings in a town contain the listed population.

Consumption: 1 BP per town

City Attributes: +0

Magic Items: 1d4-1 common, 1d3-1 uncommon

City

Size: 5+ squares (17-36 lots)

Population: Buildings in a city contain double the listed population.

Consumption: 2 BP per city

City Attributes: +1 (+5 Danger)

Magic Items: 1d6-1 common, 1d4-1 uncommon, 1d3-1 rare

Metropolis

Size: 10+ squares (21+ lots). Any city with multiple districts is a metropolis. A city can add an additional district whenever it has filled at least half of its existing lots with buildings, with at least one building in each city square. However, to fulfill the water and sanitation needs of a large city, it must have a river, coastline, canal, or completed aqueduct in the city's hex in order to grow beyond one district and become a metropolis. Adding a city district to an existing city costs 1 BP.

Population: Buildings in a metropolis contain double the listed population.

Consumption: 2 BP per city district

City Attributes: +1 (+5 Danger) per city district

Magic Items: +1 of each type per city district after the first.

City Attributes: The settlement characteristics of Corruption, Crime, Law, Lore, Productivity, and Society are modified as listed depending on the size of the settlement; all settlement characteristics are lower in a small village but intensified the larger a city grows. Danger modifies any die rolls made to determine random encounters or random kingdom events that would occur in the city, assuming that higher numbers represent greater danger in those events or encounters.

Magic Items: The number and general strength of magical items that can be found for sale in a settlement of this size in a given month. Certain buildings can add to these totals. At the GM's discretion, items unsold each month may disappear (sold to or stolen by unknown parties), remain available, or be replaced by new items.

Optional Rule: *Exotic Items*: Mundane items of exotic construction may be limited in their availability as though they were magic items, whether made from special materials like mithral or simply exotic and rare items like Asian-themed weapons in a European-styled milieu, poisons, alchemical items, firearms, and exotic weapons of all kinds may be treated similarly to magical items in order to reflect their rarity. In this case, such items would replace magical items of similar cost; hence, they would usually fill the slots of common or uncommon items.

Optional Rule: *Secret Sales*: Magic items may be difficult to locate, as trade in them might be conducted more often through brokers and consignments than through direct purchase; after all, magic item crafters have ample reason to fear theft or violence and would tend to be reasonably paranoid about conducting their business in person. In any case, trying to find particular items for purchase could require a Charisma (Persuasion) check to gather information (DC 15 for common items, +5 for uncommom items, +10 for rare or very rare items, +15 for legendary items; -5 for potions and scrolls), with each attempt to find an item taking 1d4 hours.

Optional Rule: *Spellcasting Services:* The level of available spellcasting by NPCs is not restricted in the published rules. The **5E SRD** contains simple guidelines for purchasing spellcasting services from NPCs, whether in the form of magical scrolls or simply payment for casting, but there is nothing officially restricting the level of caster available other than GM fiat. The base settlement rules contain guidelines for available spellcasting in a given settlement based on its size, from tiny thorp to a bustling metropolis, and you can certainly use those rules to determine the level of spells available for casting, determining the population of your settlement and using the tables provided.

The kingdom-building rules, however, provide a malleable system for building cities that are more or less magically inclined, and so cities built using these rules will not necessarily produce the typical or average results when it comes to caster availability, just as they follow the kingdom rulership system's rules for producing magical items rather than the arbitrary figures for settlement size described in the Settlement Rules.

To have spellcasting services depend on the buildings constructed in a settlement, you can instead use the following rule. At baseline, no NPC spellcasting is available. However, constructing certain buildings can increase the caster level in the settlement where they are built. Constructing an **Alchemist, Bardic College,**



Sacred Grove, Shrine, or **Temple** increases the level of spells by 1, while building a **Caster's Tower, Cathedral,** or **Magical Academy** increases the available level of spells by 2. Each building of a given type can only increase caster level in its settlement once, regardless of how many are built. However, if a **Library** or **Observatory** is constructed adjacent to one of the above buildings, it increases that building's spell level increase by one. If it is adjacent to two buildings that increase spellcasting, its benefit applies to only one of the buildings. Regardless of how many buildings are constructed, villages cannot provide NPC spellcasting services greater than 3rd level spells, towns no greater than 5th level, and cities no greater than 8th.

Using a District Grid to Make Your City

You can use the model of a District Grid to help organize how you build your city. A District Grid is arranged into nine squares, each containing 4 lots, for a total of 36 lots, though this grid does not mean that every city is designed as a literal square. The grid is a tool for organization, not really a map or visual snapshot of your city. It allows you to quickly reference the important buildings and neighborhoods in your city. Even if you use cut-out counters or images to represent each building, those are intended more to represent the relative importance of the various buildings they construct, which may be much larger than their physical size. Look no further than the Black Market; would a secret hidden market for fencing and smuggling stolen goods really be a massive building a quarter of a mile long? Again, the Build Points you spend to create such buildings and the "space" they take up on your city map represent the total investment in material and human(oid) resources that go into setting up and maintaining the ongoing business of that square, including dwellings for people that work there, goods to buy and sell, bribes and taxes to pay, and all the necessities of everyday life.

That said, you of course can use the city grid as a map if you wish. If you would like a city that is very sparsely laid out and sprawling, your lots could be as large as 750 feet on a side, making each District Grid cover about one square mile. If you would like your city lots to represent actual lots and the streets and alleyways actual thoroughfares, a size estimate for each lot of around 200 feet on a side is much closer to the historical realities of medieval Europe, with each lot covering about an acre of land. Even so, bear in mind that although the cut-out images might show a single building to indicate what kind of "building" you have constructed, each lot that you create typically reflects far more than a single edifice. A great cathedral like *Notre Dame de Paris* really would cover a two-acre span of two lots, but most lots with a House would include a dozen petty merchants and shopkeepers hawking their wares. The edge of the district grid could represent a river, city wall, or even a natural cliff, but it could also represent the edge where the city ends its construction or continues uninterrupted into another district.

When using the district grid as a map, it may be more visually interesting to cut each four-lot square apart, rearranging those squares into whatever orientation or shape that matches the geography you and your players envision for the city. It may be laid out around a crescent-shaped harbor, stretched out along a great causeway or a rugged peninsula, or even split in two by a waterway down the middle. However you arrange the city's squares, remember that it is a tool for organization, not a straitjacket on your creativity.

Buildings

You improve settlements by constructing buildings, which provide bonuses to the kingdom in general and the settlement in particular. Some buildings also intersect with the Mass Combat rules in Chapter 3, notably with fortifications and reserve armies.

Demolition: If a lot has a building, you can clear it for new construction. Doing so costs 1 BP. You may construct a building on a lot the same turn you demolish the old building there. You do not regain BP for a demolished building (but see Rebuilding, below).

Destroyed Lots: If an event or a pillaging army destroys 1 or more lots, the devastation causes Unrest to increase by 1 per lot destroyed.



Rebuilding: If you rebuild the same type of building on a destroyed lot, the cost is halved, as you can reuse some of the materials for the same purpose. If you rebuild a different type of building on that lot, reduce the cost of the new building by 1/4 the cost of the old building (minimum 1 BP). If you build smaller buildings on top of a site that held a multi-lot building, split the discount evenly over the new buildings. For example, if you demolish an Academy and construct a Mansion and a Luxury Store on top of those lots, each building gets a 6 BP discount (1/4 of 52 BP is 13, divided evenly between the two).

Magic Items in Settlements

Some buildings increase the likelihood of having specific magic items available for purchase.

Gaining Item Slots: When you construct one of these buildings, mark the appropriate boxes in the Magic Items section of the settlement's District Grid; this indicates that the settlement has gained a slot for an item of that type.

Filling Item Slots: In Step 3 of the Upkeep phase, you roll to fill vacant magic item slots in each district. Roll d% once for each district that has an open magic item slot (if the district has more than one, select one randomly). There is a 50% chance (51–100) that an appropriate magic item becomes available in that slot. The GM selects or randomly determines the item or items available.

Emptying Item Slots: If you are unsatisfied with a magic item generated by a settlement, there are three ways to purge an undesirable item and make its slot vacant. The first is to purchase it with your own gp, or otherwise acquire it, which makes it your personal property and means you may do with it what you please (use it, sell it for gold, deposit it in the kingdom's Treasury during the next Income phase, use it as a reward for a local general, and so on).

The second method is to manipulate your kingdom's economy to encourage an NPC to purchase the item (such as a random adventurer passing through the settlement). During Step 3 of the Income phase, you may attempt one Economy check for each filled slot you want to empty. For every such check after the first one in a turn, your Economy decreases by 1, since these manipulations are harmful to your kingdom's economy and typically only serve to get rid of an item you consider undesirable. If the check fails, nothing happens. If the check succeeds, erase the item from that slot; you may attempt to fill the empty slot as normal in the next Upkeep phase. You do not gain any gp or BP from this sale; the money goes to the building's owner, who uses it to acquire or craft the next item.

The third way is to spend BP (1 BP = 2,000 gp) to purchase the item. If you take the item for your own use, this counts as withdrawing BP from the Treasury for your personal use (see *Make Withdrawals from the Treasury*). If you use the item in a way that doesn't directly benefit you or the other PCs (such as giving it to a hero of your army or donating it to a settlement as a religious or historical artifact), then purchasing it is essentially like other kingdom expenditures and does not increase Unrest or decrease Loyalty.



Constructing Buildings

Once you've prepared your city district, you can start to build. The placement of buildings in your district is left to you, but two-lot and four-lot structures cannot be split up (although they can span streets). When you decide to place a building, you can use the cut-out icon for the appropriate type of structure and affix the building where you wish in your city grid. If you decide

you'd rather go with a more gradual building process rather than instantaneous construction, you can use the table below to guide a more organic evolution of humble villages growing into bustling towns and sprawling cities.

Table 2-5: Building Characteristics

BUILDING NAME	CONSTRUCTION	POP.	FAME	TYPE	DISCOUNT
Academy	6 BP/4 months	100	yes	town	
Aerie	6 BP/3 months	10	-	town	
Alchemist	6 BP/3 months	10	-	town	
Arena	4 BP/10 months	100	yes	city	Dance Hall, Inn, Stables, Theater
Assembly	5 BP/6 months	50	yes	city	Bureau
Bank	4 BP/7 months	10	-	city	
Bardic College	5 BP/8 months	50	yes	city	Library, Museum, Theater
Barracks	6 BP/1 month	20	-	village	
Baths	4 BP/1 month	20	-	town	
Black Market	10 BP/5 months	20	-	city	
Brewery	6 BP/1 month	20	-	village	
Brickyard	4 BP/4 months	50	-	village	
Bordello	4 BP/1 month	20	-	town	
Bridge	6 BP/1 month	-	-	town	
Bureau	5 BP/2 months	20	-	city	
Caster's Tower	6 BP/6 months	10	-	town	
Castle	5 BP/12 months	200	yes	town	
Cathedral	5 BP/12 months	100	yes	city	Academy, Graveyard, Temple
Cistern	6 BP/1 month	-	-	town	
City Walls	2 BP/1 month	-	-	village	
Colossus	5 BP/12 months	-	yes	city	Lighthouse, Monument, Observatory, Park
Courthouse	4 BP/4 months	20	-	town	Jail
Crematorium	4 BP/1 month	10	-	town	
Dance Hall	4 BP/1 month	30	-	villlage	
Dump	4 BP/1 month	10	-	town	
Exotic Artisan	5 BP/2 months	10	-	town	
Foreign Quarter	5 BP/6 months	100	-	city	
Foundry	4 BP/4 months	50	-	town	Smithy
Gambling Den	5 BP/2 months	20	-	town	
Garrison	5 BP/6 months	200	-	town	Barracks, City Wall, Watchtower
Guildhall	6 BP/6 months	100	-	town	Trade Shop, Warehouse
Granary	5 BP/2 months	-	-	village	
Graveyard	4 BP/1 month	-	-	village	
Hanging Gardens	4 BP/12 months	20	yes	city	Menagerie, Monument, Park, Sacred Grove
Herbalist	6 BP/2 months	10	-	village	
Hospital	5 BP/6 months	100	-	city	
House	4 BP/1 month	50	-	village	
Inn	5 BP/2 months	30	-	village	
Jail	7 BP/2 months	50	-	village	
Library	4 BP/2 months	10	-	village	
Lighthouse	6 BP/4 months	10	-	town	Pier
Lumberyard	6 BP/2 months	50	-	village	
Luxury Store	7 BP/4 months	10	-	town	
Magic Shop	6 BP/11 months	10	-	city	

Magical Academy	6 BP/10 months	50	yes	city	Caster's Tower, Library, Magic Shop
Mansion	5 BP/2 months	30	-	village	
Market	6 BP/8 months	100	-	town	Inn, Shop, Tavern
Menagerie	4 BP/4 months	100	yes	city	
Military Academy	6 BP/6 months	100	yes	town	Barracks
Mill	4 BP/2 months	20	-	village	
Mint	6 BP/5 months	10	yes	city	
Moat	2 BP/1 month	-	-	village	
Monastery	4 BP/4 months	50	-	village	
Monument	6 BP/1 month	-	-	village	
Museum	6 BP/5 months	20	yes	town	
Noble Villa	6 BP/4 months	50	yes	town	Exotic Artisan, Luxury Store
Observatory	3 BP/4 months	10	-	city	
Orphanage	4 BP/2 months	50	-	city	
Palace	6 BP/18 months	200	yes	city	Mansion, Mint, Noble Villa
Park	4 BP/1 month	-	-	town	
Paved Streets	4 BP/6 months	-	-	city	
Piers	4 BP/4 months	20	-	village	
Sacred Grove	4 BP/3 months	10	-	village	
Sewer System	4 BP/6 months	-	-	city	Cistern, Dump
Shop	4 BP/2 months	20	-	village	
Shrine	4 BP/2 months	10	-	village	
Smithy	6 BP/1 month	10	-	village	
Stable	5 BP/2 months	10	-	village	
Stockyard	5 BP/4 months	100	-	village	Stable, Tannery
Tannery	6 BP/1 month	20	-	village	
Tavern	6 BP/2 months	20	-	village	
Temple	4 BP/8 months	50	-	town	Graveyard, Shrine
Tenement	1 BP/0 months	100	-	town	
Theater	4 BP/6 months	50	-	town	Exotic Artisan, Inn
Town Hall	6 BP/4 months	50	-	town	Cistern, Courthouse, Dump, Jail, Monument
Trade Shop	5 BP/2 months	10	-	village	
Tunnels	8 BP/2 months	-	-	town	
University	6 BP/8 months	200	yes	city	Academy, Bardic College, Library, Magical Academy, Military Academy, Museum, Observatory
Warehouse	8 BP/2 months	20	-	town	
Watchtower	6 BP/2 months	20	-	village	
Waterfront	6 BP/12 months	200	-	city	Black Market, Guildhall, Market, Piers,
Watergate	2 BP/1 month	-	-	town	
Waterway	3 BP/1 month	-	-	town	
Windmill	8 BP/2 months	10	-	village	

Construction: The rules in ***Kingdoms*** assume that all buildings are constructed more or less instantaneously, in the same month that they are paid for with Building Points as part of an Improvement Edict. In you wish to increase verisimilitude, however, these rules assume that buildings take a certain amount of time to construct, staff, and put into operation. The numbers listed above give a construction time for each building, counting from the month that an Improvement Edict is issued to construct it. The building's bonuses and modifiers go into effect immediately in the month in which construction is completed. Hence, if the Improvement Edict is issued in March and the building takes 1 month to complete, it is finished in April and its modifiers apply to kingdom turn activities and any other game effects starting in April. A building taking 4 months to complete would be finished in July and its modifiers would apply then.

Population: Each time you construct a building of this type, add the listed population to the city's population. As described above, note that this number is halved for buildings in a village and doubled for buildings in a city or metropolis. These population figures include workers who live in and around a building.

Fame: Construction of a building of this type brings notoriety and acclaim to the kingdom, but these buildings are also expensive to maintain. For each building of this type, the kingdom gains 1 point of Fame, but the kingdom's Consumption also increases by 1. If the building's Consumption is not paid, the Fame bonus is lost. If you are not using the optional Fame and Infamy rules, ignore this column.

Type: Not every kind of building can be constructed in a tiny village. Sometimes the infrastructure and manpower needed to establish and maintain such a building simply does not exist. Only buildings marked *village* can be constructed in a village. When the village expands into a town, it can still construct *village* buildings as well as having new options to construct *town* buildings. A city, of course, can construct buildings of any type. For ease of reference, a compilation of buildings suitable for each settlement type is listed here:

Village: Barracks, Brewery, Brickyard*, City Walls, Dance Hall, Granary, Graveyard, Herbalist, House, Inn, Jail, Library, Lumberyard*, Mansion, Mill, Moat, Monastery, Monument, Pond*, Shop, Shrine, Smithy, Stable, Stockyard, Tannery, Tavern, Trade Shop, Watchtower

Town: Academy, Alchemist, Bridge, Caster's Tower, Castle, Cistern, Courthouse, Dump, Exotic Artisan, Foundry, Garrison, Guildhall, Lake*, Luxury Store, Military Academy, Museum, Noble Villa, Park, Temple, Tenement, Theater, Town Hall, Watergate, Waterway

City: Arena, Bank, Bardic College, Black Market, Bureau, Cathedral, Foreign Quarter, Hospital, Magic Shop, Magical Academy, Menagerie, Mint, Observatory, Orphanage, Palace, Paved Streets, Sewer System, University, Waterfront

Discount: Presented here for easy visual reference is a listing of buildings for which a discount applies after having constructed a building of the appropriate type. As described in the published rules, each discount reduces the cost in Building Points of the companion building by half, but this discount applies only once. If two buildings provide a discount on the same type of building, those discounts apply separately; they cannot be combined.

City Walls and Moats

City Walls and Moats do not occupy any space on a district map; instead, they exist along one or more sides of a city district. As described above, of course,



this is an abstraction. Building just one City Wall does not mean that you actually have a square city with a wall on one side of it and no defenses on the others. Instead, each City Wall is an abstracted measure of its perimeter fortifications. A single City Wall might be a rampart and palisade, a second a stout curtain wall, a third buttresses and plinths to reinforce the wall, and a fourth covered battlements, embrasures, arrow slits, and machicolations. Building City Walls and Moats reflects the total investment in the outer defenses of a settlement, and larger settlements require a larger expenditure to protect and patrol a larger perimeter.

If you are using the optional **Cities, Towns, and Villages** rules, a single City Wall or Moat is sufficient to surround an entire village, and further such defenses cannot be built. A town can support two City Walls or Moats, and a full-sized city can of course incorporate four City Walls or Moats, one for each border of the district map. A metropolis can support four City Walls or Moats on each district map, although internal borders where one city district abuts another share any City Wall and Moat along that border; the bonuses for any mutual wall apply only once to the city's Defense modifier, not once for each city district. Such internal fortifications partition a city into sections and provide greater security should one part of the city be breached.

Optional Rule: While internal City Walls and Moats do provide greater security, it's also reasonable to assert that they constrain the free flow of people and goods through a city as they must pass through bottlenecks at gates, drawbridges, and checkpoints, restrictions that do not exist in an open city. As a result, a kingdom takes a -1 penalty to Economy for every four City Walls and/or Moats in the kingdom. By the same token, the greater safety provided by such fortifications grants a +1 bonus to Stability for every four City Walls and/or Moats in the kingdom. You could apply this bonus generally to all Stability checks, or you could restrict it solely to Stability checks made to quell or resist dangerous kingdom events.

Neighborhoods

While the idea that a "building" in the kingdom-building sense is an abstraction that includes homes, businesses, and all manner of supportive activity makes sense, it still feels a bit awkward when your mind may conceive of mixed-use development of houses and businesses growing up side by side. If so, you can construct your city squares in the form of *neighborhoods*. A neighborhood must contain at least one lot with Houses or Tenements and cannot contain any buildings that take up more than one lot. If these conditions are met, any of the following buildings can be constructed on the same lot that contains a lot of Houses or Tenements: **Alchemist, Baths, Black Market, Bordello, Exotic Artisan, Dance Hall, Herbalist, Inn, Luxury Store, Magic Shop, Shop, Stable, Tavern, Trade Shop**.

The following buildings cannot be constructed in a neighborhood with Houses but can be constructed in a neighborhood with Tenements: **Barracks, Crematorium, Dump, Graveyard, Jail, Tannery**.

Customizing Buildings

The kingdom-building rules generally do not support creating custom buildings, as the potential for min-maxing is high with such rules. However, Endowment Edicts can be used to create more splendid and glorious versions of standard buildings (if they are suitable for endowment). It is certainly possible to attach your own flavor text to buildings you create, like "The Basilica of St. Stephen" instead of "Cathedral" or "The Golden Crocodile Tavern" instead of Tavern or the "Tomb of the Unknown Paladin" instead of Monument. This does blur the line a bit between lone buildings and city-building "lots," however. While some of the larger buildings might in fact be standalone buildings, like an Arena, Castle, or Cathedral, for the most part a lot of buildings is assumed to contain numerous buildings of a similar kind clustered together, along with living quarters for many of their patrons and proprietors. An "Inn" filling a lot is not a single sprawling structure covering 40,000 square feet (assuming you use the suggested 200-foot squares in this product; the officially published lot size of 750 feet produces an area for each lot of over half a million square feet), but perhaps a dozen or more similar businesses all devoted to a similar trade. While this would seem to militate against using one business' name for the whole business district, the level of abstraction in the kingdom-building rules cuts both ways. The district could simply be named after the largest and most prosperous business of its kind, or you could simply treat any proper name you give it as the name of the district or neighborhood as a whole. In many real-world cities, a particular street or park may lend its name to the entire neighborhood of which it is a part. This works just as well when creating a fantasy city, especially if you develop squares of similar lots together to form cohesive, natural parts of your city.

Duplicate Buildings

Nothing strains credulity like repeatedly constructing the same maximally efficient building over and over again. As a simple countermeasure to represent the diminishing returns on such a strategy, once a building of a given type has been constructed in a city district, any additional buildings of the same type cost 50% more to build in that district. This increase does not apply to **Bridges, City Walls, Houses, Moats, Parks, Tenements,** and **Waterways**.

Impassable Buildings

Given the generally abstract nature of the district grid, it is safe to assume that people traveling through a city can pass through lots containing most kinds of buildings. Small alleyways and avenues are implicitly present in most lots, but this is not true of all buildings. Some, either because of their massive and monolithic scale, or because they are by their nature secured buildings, compounds, or otherwise restricted areas that do not allow trespassers to simply wander through. If using a city grid as a navigational aid or a map-like representation of your city, the following building types should be considered impassable: **Arena, Bank, Barracks, Castle, Garrison, Jail, Mansion, Military Academy, Mint, Noble Villa, Palace, Waterway**. Creatures moving through a city must move around the perimeter of these lots and cannot move through them.

Wooden Buildings

Stone is assumed to be the default building material in the published rules (including brick and similar materials), but it is certainly possible to construct most buildings out of wood. The BP cost of a wooden building is half normal if using the standard published rules. If using the **Construction** rules in this product, this is best represented by reducing the number of months required to construct a building in half (rounding down). If the

building can normally be built in just one month, this results in a construction time of zero months; this allows the building to be completed immediately (i.e., in the same month the Improvement Edict is issued to build it) and the cost is halved (rounding down). The following buildings cannot be made of wood: **Brickyard, Castle, Cistern, Colossus, Crematorium, Dump, Foundry, Graveyard, Moat, Park, Sacred Grove, Waterway**. Tenements are always considered wooden buildings, but their construction time is unaffected.

Wooden buildings are considerably more fragile than stone buildings. Their Defense value is halved (rounding down), and wooden buildings impose a -10 penalty on Stability checks or other kingdom rolls to prevent damage or destruction. Buildings made of wood cannot provide Fame and cannot be the subject of an Endowment Edict.

Building Descriptions

Buildings are described in the following format.

Building Name: The type of buildings contained in this lot. In most cases, each lot represents numerous buildings of that type, rather than a single edifice.

Cost: The cost in BP to construct the building.

Lots: How many lots the building fills.

Kingdom: Building modifiers to Economy, Loyalty, and Stability stack, affect your entire kingdom, and are ongoing from turn to turn. Modifiers to Unrest occur once when the building is completed. This category also lists any bonuses to Fame (see *Fame and Infamy*) from having the building.

Discount: Some buildings halve the cost of constructing a related type of building in the same settlement. This cost reduction applies only to the first constructed building of the types listed in this line. For example, an Academy halves the cost of your next Library in that settlement; if you build a second Library in that settlement, you pay the normal cost for it. If 2 buildings give the same discount, only one discount applies per new building, but you may construct 2 buildings at the discounted cost. For example, Market and Theater both halve the cost of an Inn; if your settlement has a Market and a Theater, you may construct 2 Inns at half cost (the Market discounts one, and the Theater discounts the other).

Limit: This lists limitations on the number of buildings of this type, special requirements for adjacent buildings, or prohibitions against certain buildings being adjacent.

For most buildings, you can construct as many of them as you want in a settlement, but some are limited in the number that can be built per settlement or district. For example, you can only construct 1 Arena per settlement. In addition, building repeated iterations of buildings of the same type brings diminishing returns to the prosperity of a city, as once a building of a given type has been constructed in a city district, any additional buildings of the same type cost 50% more to build in that district. This increase does not apply to **Bridges, City Walls, Houses, Moats, Parks, Tenements,** and **Waterways**.

Some buildings require that you construct them adjacent to at least 1 or 2 of a specific kind of building or feature of the settlement. For example, a Shop or Tavern must be adjacent to a House or Mansion. The required adjacent building can only count toward 1 building that requires it. For example, if you have a House and a Shop, that House can't be used to meet the requirement for another Shop or a Tavern; you have to construct a new House and use it to meet the requirement of the new Shop or Tavern.

Some buildings cannot be adjacent to certain buildings. For example, you can't construct a Tannery next to a House, Mansion, Noble Villa, or Tenement. If you want to use a lot for this type of building, you must demolish all prohibited adjacent structures first.

If you get overzealous in constructing a particular type of building in a settlement, the GM should feel free to add events to discourage this practice. For example, a settlement with too many Dumps is prone to otyugh and wererat attacks, and a settlement with too many Graveyards tends to have frequent undead attacks. This should not occur, however, if you build too many Houses, Parks, Tenements, or Waterways.

Upgrade To/From: Some buildings can be converted into a more advanced form of the existing building, such as converting a Shrine into a Temple. To upgrade a building, pay the BP cost difference between the current building and the new building. Remove the modifiers from the old building and apply the modifiers from the new building. Upgrading counts as constructing a building for the purpose of the maximum number of buildings you can construct on your turn. You can't upgrade a building to a larger one if there isn't space in the District Grid for the building's new size.

Special: This lists any other effect the building has, such as increasing Defense, the settlement's base value, or the output of a nearby Mine.

Magic Items: This lists any magic item slot the building creates, which may be filled in the Upkeep phase (see *Magic Items in Settlements*). If a building lists multiple options within a category (such as "1 common potion or scroll"), it has an equal chance for each option.

Settlement: This entry lists settlement modifiers that affect specific skills within the settlement. These modifiers are ongoing from turn to turn but apply only to skill checks within that settlement (not other settlements in the hex or anywhere else in your kingdom). Buildings that increase or decrease Unrest apply that modifier only once, on the turn they are built; they have no effect on unrest in subsequent turns.

Academy — 52 BP, 2 Lots

Kingdom Economy +2, Loyalty +2
Discount Caster's Tower, Library, Magic Shop
Upgrade From Library; **Upgrade To** University
Magic Items 3 common scrolls, 2 uncommon scrolls or wondrous items
Settlement Lore +2, Productivity +1, Society +2; increase Lore bonus by 2 for questions relating to one specific topic, such as history or religion

An institution of higher learning.

Aerie — 18 BP, 1 Lot

Kingdom Stability +2, Unrest -1
Special Defense +1
Special +2 bonus to Stability checks against Monster Attacks involving flying creatures

A specialized tower suitable for raising and training hunting and message birds as well as stabling flying mounts.



Alchemist — 18 BP, 1 Lot

Kingdom Economy +1
Limit Adjacent to 1 House
Magic Items 1 common potion or scroll
The laboratory and home of a crafter of poisons, potions, or alchemical items.

Arena — 40 BP, 4 Lots

Kingdom Stability +4; Fame +1
Discount Brothel, Garrison, Inn, Stable, Theater
Limit 1 per settlement
Upgrade From Theater
Settlement Crime +1

A large public structure for competitions and team sports.

Assembly — 30 BP, 2 Lots

Kingdom Economy +2, Stability +1, Fame +1
Limit 1 per city
Settlement Corruption +1, Law +1, Society +2
Special When you issue an Improvement Edict, you can build one additional building in a city with an Assembly or one additional terrain improvement in a hex containing that city or adjacent to it.

A conclave of representatives from all sectors of society, including representatives from guilds, religious orders, civil authorities, allowing all factions a voice in governance.

Bank — 28 BP, 1 Lot

Kingdom Economy +4

A secure building for storing valuables and granting loans.

Bardic College — 40 BP, 2 Lots

Kingdom Economy +1, Loyalty +3, Stability +1; Fame +1
Discount Library, Museum, Theater
Magic Items 2 uncommon scrolls or wondrous items

A center for artistic learning. Education in a Bardic College also includes research into a wide range of historical topics.

Barracks — 6 BP, 1 Lot

Kingdom Unrest –1
Upgrade To Garrison
Special Defense +2
Settlement Law +1

A building to house conscripts, guards, militia, soldiers, or similar military forces.

Bathhouse — 4 BP, 1 Lot

Kingdom Economy +1, Stability +1
Limit Adjacent to a Waterway or water border. This requirement can be ignored by doubling the construction cost of the Baths.

A public building for bathing, often with hot running water and mineral soaks, sometimes heated by furnaces and other times by natural hot springs.

Black Market — 50 BP, 1 Lot

Kingdom Economy +2, Stability +1, Unrest +1
Discount Brothel
Limit Adjacent to 2 Houses
Special Illegal items for sale, often at a steep price
Magic Items 2 common items, 1 uncommon item, 1 rare item
Settlement Corruption +2, Crime +2

A number of shops with secret and usually illegal wares.

Bordello — 4 BP, 1 Lot

Kingdom Economy +1, Loyalty +1
Settlement Corruption +1, Crime +1, Society +1; Infamy +1 per 3 Bordellos or Gambling Dens
Special Each Bordello causes a -1 penalty to Stability checks to resist Drug Den and Plague events.

A place where carnal entertainments can be had, including lurid performances as well as personal services.

Brewery — 6 BP, 1 Lot

Kingdom Loyalty +1, Stability +1

A building for beer brewing, winemaking, or some similar use.

Brickyard — 16 BP, 2 Lots

Kingdom Economy +1, Stability +1
Settlement Productivity +1
Special The cost to construct Quarries in the settlement's hex or adjacent hexes is reduced to 6 BP. In addition, Quarries in those hexes generate 1 additional BP for every 2 Quarries. If a Quarry is

adjacent to two settlements with Brickyards, only one Brickyard may benefit from that Quarry each kingdom turn.

An industrial center for cutting and shaping stone, grinding gravel, and firing bricks for construction.

Bridge — 6 BP, 1 Lot

Kingdom Economy +1
Special Shares the space with a river or Waterway lot

Allows travel across a river or Waterway, easing transportation.

Bureau — 10 BP, 2 Lots

Kingdom Economy +1, Loyalty –1, Stability +1
Settlement Corruption +1, Law +1

A large warren of offices for clerks and record-keepers working for a guild or government.

Caster's Tower — 30 BP, 1 Lot

Kingdom Economy +1, Loyalty +1
Magic Items 3 common items, 2 uncommon items

The home and laboratory for a spellcaster.

Castle — 54 BP, 4 Lots

Kingdom Economy +2, Loyalty +2, Stability +2, Unrest –4; Fame +1
Discount Noble Villa, Town Hall
Limit 1 per settlement
Special Defense +8

The home of the settlement's leader or the heart of its defenses.

Cathedral — 58 BP, 4 Lots

Kingdom Loyalty +4, Stability +4, Unrest –4; Fame +1
Discount Academy, Temple
Limit 1 per settlement
Special Halves Consumption increase for Expansion edicts
Magic Items 3 common items, 2 uncommon items
Settlement Law +2

The focal point of the settlement's spiritual leadership.

Cistern — 6 BP, 1 Lot

Kingdom Stability +1
Limit Cannot be adjacent to a Dump, Graveyard, Stable, Stockyard, or Tannery
Special Can share lot with another building

Contains a safe supply of fresh water for the settlement.

City Wall — 2 BP

Kingdom Unrest –2 (once per settlement)
Limit Land district border
Special Defense +1

A fortification of a district with a sturdy wall. The GM may allow for cliffs and other natural features to function as a City Wall for one or more sides of a district. You may construct gates through your own city wall at no cost. City Walls (and Moats) do not occupy any space on a district map; instead, they exist along one or more sides of a city district. While for the sake of the abstract district grid you may build a number of city walls equal to your number of land borders, building just one City Wall does not mean that you literally have a square city with a wall on one side of it and no defenses on the others. Instead, each City Wall is an abstracted measure of its perimeter fortifications. A single City Wall might be a rampart and palisade, a second a stout curtain wall, a third buttresses and plinths to reinforce the wall, and a fourth covered battlements, embrasures, arrow slits, and machicolations. Building City Walls (and Moats) reflects the total investment in the outer defenses of a settlement, and larger settlements require a larger expenditure to protect and patrol a larger perimeter.

Colossus — 60 BP, 4 Lots

Kingdom Economy +2, Loyalty +4, Stability +2, Fame +1, Unrest -2
Discount Lighthouse, Monument, Observatory, Park
Limit 1 per settlement
Settlement Law +2
Special When your armies in the same hex as a settlement with a Colossus, they gain a +1 bonus to Morale; if they are inside the city, they gain a +2 bonus. A Colossus can share the same space as a Lighthouse or Observatory (but not both).

A towering edifice of stone and burnished metal displays your power to the world. A Colossus may be a great statue,



obelisk, tower, pyramid, mausoleum, triumphal arch, or nearly anything else; all that is required is superior craftsmanship, titanic proportions, and grandiose civic pride.

Courthouse — 16 BP, 1 lot

Kingdom Loyalty +2
Discount Jail
Settlement Corruption -1, Crime -1, Law +2

A hall of justice, for hearing cases and resolving disputes by the rule of law.

Crematorium — 4 BP, 1 lot

Kingdom Stability +1
Limit Adjacent to Dump or Graveyard
Special +2 bonus to Stability checks against Plague events or Monster Attacks involving undead

A specialized furnace building primarily used for burning the dead into ash, though also used for incineration of refuse.

Dance Hall — 4 BP, 1 lot

Kingdom Economy +1, Loyalty +2, Unrest +1
Limit Adjacent to 1 House
Settlement Corruption +1, Crime +1

An establishment for dancing, drinking, carousing, and holding celebrations.

Dump — 4 BP, 1 lot

Kingdom Stability +1
Limit Cannot be adjacent to House, Mansion, or Noble Villa

A centralized place to dispose of refuse.

Everflowing Spring — 5 BP

Limit Settlement must have a building that can create medium magic items
Special Can share lot with Castle, Cathedral, Market, Monument, Park, or Town Hall

A fountain built around several *decanters of endless water* that provides an inexhaustible supply of fresh water.



Exotic Artisan — 10 BP, 1 lot

Kingdom Economy +1, Stability +1
Limit Adjacent to 1 House
Magic Items 1 uncommon item

The shop and home of a jeweler, tinker, glassblower, or the like.

Foreign Quarter — 30 BP, 4 lots

Kingdom Economy +3, Stability –1
Special Increase the value of trade routes (see *Trade Edicts*) by 5% (maximum 100%)
Settlement Crime +1, Lore +1, Society +2

An area with many foreigners, as well as shops and services catering to them.



Foundry — 16 BP, 2 lots

Kingdom Economy +1, Stability +1, Unrest +1
Discount Smithy
Limit Adjacent to water district border
Special Increase the Economy and BP earned per turn by 1 for 1 Mine connected to this settlement by a river or Road
Settlement Productivity +1

Processes ore and refines it into finished metal.

Gambling Den — 10 BP, 1 lot

Kingdom Economy +2, Unrest +1
Limit Adjacent to 1 House
Settlement Corruption +1, Crime +1
Special Infamy +1 per 3 Bordellos or Gambling Dens
Special Each Gambling Den causes a -1 penalty to Stability checks to resist Drug Den events.
Magic Items 1 magic item (roll d% to determine type: 01-80, common item; 81-98, uncommon item; 99-100, rare item)

An illicit place for games of skill and chance, wagering all manner of stakes.

Garrison — 28 BP, 2 lots

Kingdom Loyalty +2, Stability +2, Unrest –2
Discount City Wall, Granary, Jail
Upgrade From Barracks

A large building to house armies, train guards, and recruit militia.

Granary — 12 BP, 1 lot
Kingdom Loyalty +1, Stability +1
Special If Farms reduce Consumption below 0, store up to 5 BP of excess production for use on a later turn when Consumption exceeds the Treasury

A place to store grain and food.

Graveyard — 4 BP, 1 lot
Kingdom Loyalty +1

A plot of land to honor and bury the dead.

Guildhall — 34 BP, 2 lots
Kingdom Economy +2, Loyalty +2
Discount Pier, Stable, Trade Shop
Upgrade From Trade Shop
Settlement Law +1, Productivity +2

The headquarters for a guild or similar organization.

Hanging Gardens — 48 BP, 4 lots
Kingdom Economy +2, Loyalty +2, Fame +1, Unrest -2
Discount Menagerie, Monument, Park, Sacred Grove
Limit 1 per settlement
Settlement Lore +1, Society +2
Special Reduces Consumption in the city by 1

A magnificent set of urban gardens, arboretums, and conservatories for the enjoyment of the nobility and common folk alike, containing both decorative and edible plants as well as elaborate public artworks, statuary, and water features.

Herbalist — 10 BP, 1 lot
Kingdom Loyalty +1, Stability +1
Limit Adjacent to 1 House
Magic Items 1 common potion

The workshop and home of a gardener, healer, or poisoner.

Hospital — 30 BP, 2 lots
Kingdom Loyalty +1, Stability +2
Special Increase Stability by 2 during plague events
Settlement Lore +1, Productivity +2

A building devoted to healing the sick.

Houses — 3 BP, 1 lot
Kingdom Unrest –1
Upgrade From Tenement
Special The first Houses you build during the Improvement phase does not count against the total number of buildings you can build during the phase

A number of mid-sized houses for citizens.

Inn — 10 BP, 1 lot
Kingdom Economy +1, Loyalty +1
Limit Adjacent to 1 House
Settlement Society +1

A place for visitors to rest.

Jail — 14 BP, 1 lot
Kingdom Loyalty +2, Stability +2, Unrest –2
Settlement Crime –1, Law +1

A fortified structure for confining criminals or dangerous monsters.

Library — 6 BP, 1 lot
Kingdom Economy +1, Loyalty +1
Upgrade To Academy
Settlement Lore +1

A large building containing an archive of books.

Lighthouse — 24 BP, 1 lot
Kingdom Economy +2, Stability +2
Discount Pier
Limit 1 per settlement; must be on a water border at the edge of a district grid
Special The cost to create Fisheries in hexes adjacent to the settlement is reduced to 3 BP
Special If you establish a trade route from a city with a Lighthouse, water hexes count as one-fourth (rather than one-half) when calculating Trade Route Length.

A high tower with a signal light to guide ships at sea and keep watch on waves and weather.

Lumberyard — 12 BP, 2 lots
Kingdom Economy +1, Stability +1
Settlement Productivity +1
Special The cost to construct Sawmills in the settlement's hex or adjacent hexes is reduced to 3 BP. In addition, Sawmills in those hexes generate 1 additional BP for every 2 Sawmills. If a Sawmill is adjacent to two settlements with Lumberyards, only one Lumberyard may benefit from that Sawmill each kingdom turn.

A mill and carpentry works for producing precut logs, boards, and wood products for construction.

Luxury Store — 28 BP, 1 lot
Kingdom Economy +1
Limit Adjacent to 1 House
Upgrade To Magic Shop; **Upgrade From** Shop
Magic Items 2 uncommon rings or wondrous items

A shop that specializes in expensive comforts for the wealthy.

Magic Shop — 68 BP, 1 lot
Kingdom Economy +1
Limit Adjacent to 2 Houses
Upgrade From Luxury Store
Magic Items 4 common items, 2 uncommon items, 1 rare item

A shop that specializes in magic items and spells.

Magical Academy — 58 BP, 2 lots
Kingdom Economy +2; Fame +1
Discount Caster's Tower, Library, Magic Shop
Magic Items 3 common items; 1 uncommon potion, scroll, or wondrous item
Settlement Lore +2, Society +1; increase Lore bonus by 2 for questions relating to Intelligence (arcana)

An institution for training students in spellcasting, magic item crafting, and various arcane arts.

Magical Streetlamps — 5 BP

Limit Settlement must have a Cathedral, Magic Shop, Magical Academy, or Temple
Special Can share a lot with any building or improvement
Settlement Crime –1

Continual flame lamps that illuminate the lot.

Mansion — 10 BP, 1 LOT

Kingdom Stability +1
Upgrade To Noble Villa
Settlement Law +1, Society +1

A single huge manor housing a rich family and its servants.

Market — 48 BP, 2 LOTS

Kingdom Economy +2, Stability +2
Discount Black Market, Inn, Shop
Limit Adjacent to 2 Houses
Upgrade From Shop
Magic Items 2 uncommon items

An open area for traveling merchants and bargain hunters.

Menagerie — 16 BP, 4 LOTS

Kingdom Economy +1, Loyalty (special); Fame +1
Special Increase Loyalty by 1/4 the Challenge of the highest-CR creature in the Menagerie

A large park stocked with exotic creatures for public viewing.

Military Academy — 36 BP, 2 LOTS

Kingdom Loyalty +2, Stability +1; Fame +1
Discount Barracks
Limit 1 per settlement
Special Armies and commanders recruited at the settlement gain one bonus tactic (see *Army Tactics* in Chapter 3)
Magic Items 1 uncommon armor, shield, or weapon; 1 rare armor, shield, or weapon
Settlement Law +1, Lore +1

An institution dedicated to the study of war and the training of elite soldiers and officers.

Mill — 6 BP, 1 LOT

Kingdom Economy +1, Stability +1
Limit Adjacent to water district border
Special With GM approval, you can construct a windmill at the same cost without the water district border requirement
Settlement Productivity +1

A building used to cut lumber or grind grain.

Mint — 30 BP, 1 LOT

Kingdom Economy +3, Loyalty +3, Stability +1; Fame +1

A secure building where the kingdom's coinage is minted and standard weights and measures are kept.

Moat — 2 BP

Kingdom Unrest –1 (once per settlement)
Limit Land district border
Special Defense +1; cannot be damaged by siege engines

A fortification of one side of a district with an open or water-filled ditch, often backed by a low dike or embankment. The GM may allow a river or similar natural feature to function as a moat for one or more sides of a district. See City Walls building description for further information.

Monastery — 16 BP, 2 LOTS

Kingdom Stability +1
Settlement Law +1, Lore +1

A cloister for meditation, study, and the pursuit of various other scholarly paths.

Monument — 6 BP, 1 LOT

Kingdom Loyalty +1, Unrest –1

A local memorial such as a bell tower, a statue of a settlement founder, a large tomb, or a public display of art.



Museum — 30 BP, 2 LOTS

Kingdom Economy +1, Loyalty +1; Fame +1
Settlement Lore +2, Society +1; increase Lore bonus by 2 for questions relating to history and art objects

A place to display art and artifacts both modern and historical. The GM may allow the kingdom leaders to display a valuable item (such as a magic item or bejeweled statue) in the museum, increasing Fame during this display by 1 for every 5,000 gp of the item's price (maximum +5 Fame), and by an additional 1 if the item is significant to the kingdom's history.

Noble Villa — 24 BP, 2 Lots

Kingdom Economy +1, Loyalty +1, Stability +1; Fame +1
Discount Exotic Artisan, Luxury Store, Mansion
Upgrade From Mansion
Settlement Society +1

A sprawling manor with luxurious grounds that houses a noble's family and staff.

Observatory — 12 BP, 1 Lot

Kingdom Stability +1
Magic Items 1 uncommon scroll or wondrous item
Settlement Lore +2

A dome or tower with optical devices for viewing the heavens.

Orphanage — 6 BP, 1 Lot

Kingdom Stability +1, Unrest –1

A place for housing and taking care of large numbers of orphans.

Palace — 108 BP, 4 Lots

Kingdom Economy +2, Loyalty +6, Stability +2; Fame +1
Discount Mansion, Mint, Noble Villa
Special You may make two special edicts per turn, but take a –2 penalty on kingdom checks associated with each special edict
Settlement Law +2

A grand edifice and walled grounds demonstrating one's wealth, power, and authority to the world.

Park — 4 BP, 1 Lot

Kingdom Loyalty +1, Unrest –1

A plot of land set aside for its serene beauty.

Paved Streets — 24 BP

Kingdom Economy +2, Stability +1
Limit 1 per district
Settlement Productivity +2

Brick or stone pavement that speeds transportation.

Pier — 16 BP, 1 Lot

Kingdom Economy +1, Stability +1
Limit Adjacent to water district border
Upgrade To Waterfront
Settlement Crime +1

Warehouses and workshops for docking ships and handling cargo and passengers.

Sacred Grove — 12 BP, 1 Lot

Kingdom Loyalty +1, Stability +1, Unrest -1
Limit Adjacent to Park or to city district border with no City Wall or Moat
Magic Items 1 common item
Settlement Society -1
Special +2 bonus to Stability checks against Crop Failure events or Monster Attacks involving animals, plants, or fey
Special Each Sacred Grove provides a +1 bonus to Stability checks to resist Plague events.

A bastion of the old druidic nature religions, often centered on runic megaliths and stone circles.



Sewer System — 24 BP

Kingdom Loyalty +1, Stability +2
Discount Cistern, Dump
Limit 1 per district
Settlement Crime +1, Productivity +1

An underground sanitation system that keeps the settlement clean, though it may become home to criminals and monsters.

Shop — 8 BP, 1 Lot

Kingdom Economy +1
Limit Adjacent to 1 House or Mansion
Upgrade To Luxury Store, Market
Settlement Productivity +1

A general store.

Shrine — 8 BP, 1 Lot

Kingdom Loyalty +1, Unrest –1
Upgrade To Temple
Magic Items 1 common or uncommon item

A shrine, idol, sacred grove, or similar holy site designed for worship by pious individuals.

Smithy — 6 BP, 1 Lot

Kingdom Economy +1, Stability +1

The workshop of an armorsmith, blacksmith, weaponsmith, or other craftsman who works with metal.

Stable — 10 BP, 1 lot

Kingdom Economy +1, Loyalty +1
Limit Adjacent to 1 House, Mansion, or Noble Villa

A structure for housing or selling horses and other mounts.

Stockyard — 20 BP, 4 lots

Kingdom Economy +1, Stability –1
Discount Stable, Tannery
Special Farms in this hex or adjacent hexes reduce Consumption by 3 instead of 2
Settlement Productivity +1

Barns and pens that store herd animals and prepare them for nearby slaughterhouses.

Tannery — 6 BP, 1 lot

Kingdom Economy +1, Stability +1
Limit Cannot be adjacent to House, Mansion, Noble Villa, or Tenement
Settlement Society –1

A structure that prepares hides and leather.

Tavern — 12 BP, 1 lot

Kingdom Economy +1, Loyalty +1
Limit Adjacent to 1 House or Mansion
Settlement Corruption +1

An eating or drinking establishment.

Temple — 32 BP, 2 lots

Kingdom Loyalty +2, Stability +2, Unrest –2
Discount Graveyard, Monument, Shrine
Upgrade From Shrine
Magic Items 2 common or uncommon items

A large place of worship dedicated to a deity.

Tenements — 1 BP, 1 lot

Kingdom Unrest +2
Upgrade To Houses
Special Counts as Houses for buildings that must be adjacent to Houses

A staggering number of low-rent housing units.

Theater — 24 BP, 2 lots

Kingdom Economy +2, Stability +2
Discount Brothel, Exotic Artisan, Inn, Park, Tavern
Upgrade To Arena

A venue for entertainments such as plays, operas, and concerts.

Town Hall — 22 BP, 2 lots

Kingdom Economy +1, Loyalty +1, Stability +1
Discount Barracks, Cistern, Dump, Jail, Watchtower
Settlement Law +1

A public venue for town meetings, repository for town records, and offices for minor bureaucrats.

Trade Shop — 10 BP, 1 lot

Kingdom Economy +1, Stability +1
Limit Adjacent to 1 House
Upgrade To Guildhall
Settlement Productivity +1

A shop front for a tradesperson, such as a baker, butcher, candle maker, cobbler, rope maker, or wainwright.

Tunnels — 8 BP

Kingdom Economy +1, Stability +1
Settlement Crime +1, Danger +1
Special Tunnels are underground and do not occupy a lot on the surface, but each runs underneath one city square of 4 lots. You can pass through the square of an impassable building by moving through the Tunnels underneath it.

An extensive set of subterranean chambers, vaults, and tunnels, usually used for storage or burial, and sometimes for illicit activities. When used for burials, Tunnels are also called **Catacombs**.

University — 78 BP, 4 lots

Kingdom Economy +3, Loyalty +3; Fame +1
Discount Academy, Bardic College, Library, Magical Academy, Military Academy, Museum
Upgrade From Academy
Magic Items 4 common scrolls, 2 uncommon scrolls or wondrous items
Settlement Lore +4, Society +3; increase Lore bonus by 4 for questions relating to one topic, such as arcana or nature

An institution of higher learning, focusing mainly on mundane subjects but dabbling in magical theory.

Warehouse — 8 BP, 2 Lots

Kingdom Economy +1
Limit Adjacent to a water border or a Guildhall, Market, Pier, Trade Shop, or Waterfront
Settlement Productivity +1
Special A Guildhall or Waterfront provides a discount on constructing a Warehouse.

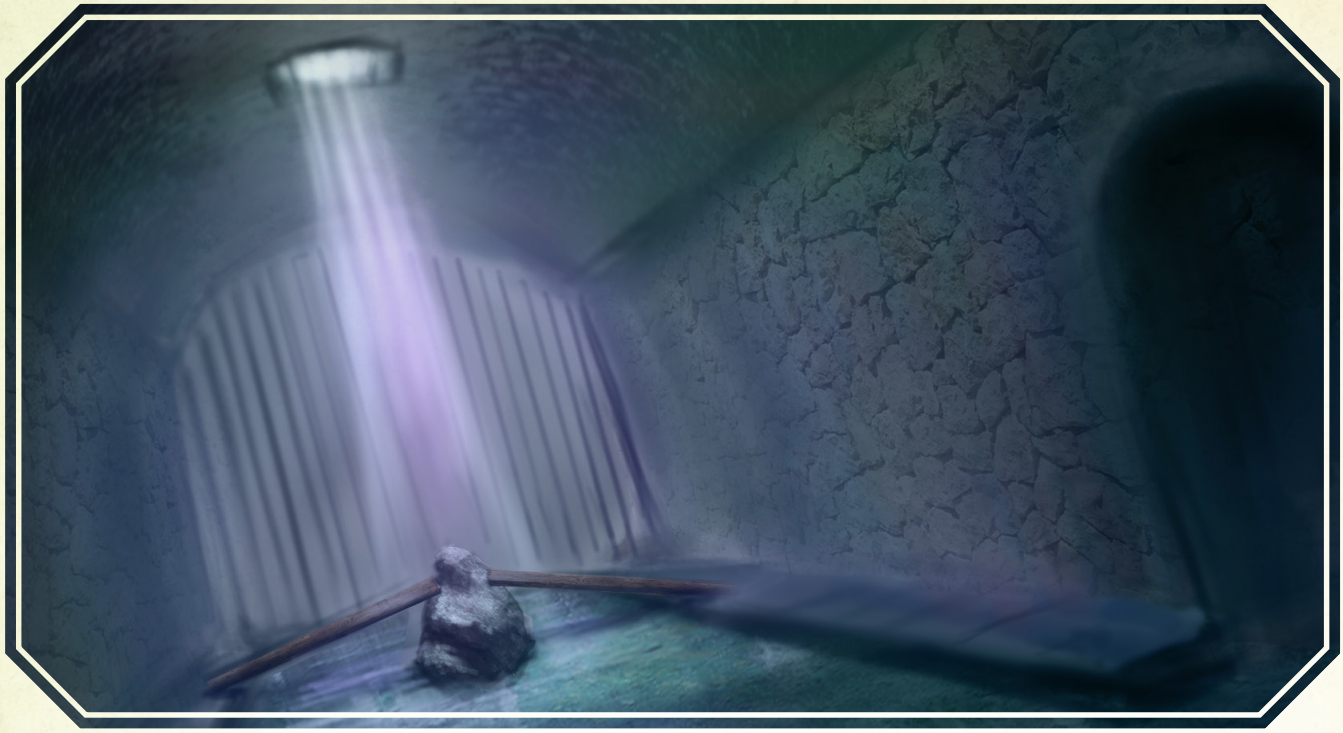
A cavernous structure or cluster of buildings for storage and transfer of trade goods.

Watchtower — 12 BP, 1 lot

Kingdom Stability +1, Unrest –1
Special Defense +2

A tall structure that serves as a guard post.





Watergate — 2 BP

Special Shares City Wall

A gate in a City Wall that allows water (such as a river, Aqueduct, or Waterway) to enter the settlement. A Watergate has underwater defenses to block unwanted access. If you construct a Watergate when you construct a City Wall, the Watergate does not count toward the limit of the number of buildings you can construct per turn.

Waterfront — 90 BP, 4 lots

Kingdom Economy +4
Discount Black Market, Guildhall, Market, Pier
Limit Adjacent to water district border, 1 per settlement
Upgrade From Pier
Special Halves Loyalty penalty for Taxation edicts
Magic Items 3 common items, 2 uncommon items, 1 rare item
Settlement Productivity +2

A port for waterborne arrival and departure, with facilities for shipping and shipbuilding.

Waterway — 3 BP, 1–2 lots

Special Counts as water district border for adjacent buildings

A river or canal occuping part of the District Grid. At the GM's option, a natural Waterway may already exist on the grid, requiring no action or BP to build. If you construct a City Wall that touches or crosses the Waterway, you must also build Watergates on the same turn.

Windmill — 6 BP, 1 lot

Kingdom Economy +1
Settlement Productivity +1
Special A Windmill adjacent to a Cistern or Granary increases the Stability bonus provided by that building by +1.

A wind-driven mill for grinding grain or pumping water.

Magical Improvements

While fantastically expensive, in a fantasy world it is only to be expected that certain wealthy and powerful cities might create permanent enchantments to enhance their city. The published rules incorporate magical fountains and streetlamps as two examples of this, but certain magical spells can also be made permanent.

Animated Automation (5 BP per building or 25 BP per hex): Permanent *animated objects* or other loyal constructs can be used to replace living laborers. While they cannot perform complex tasks, they have great strength and endless stamina. Local citizens may resent the automation of labor cutting into their job opportunities. **Effect** +1 Fame. Animated objects in a city must be assigned to a specific building that provides a bonus to Productivity. They provide the following additional settlement modifiers: +1 Economy, +1 Productivity, -1 Loyalty. Alternatively, animated objects can be assigned to a hex with a Farm, Mine, Quarry, or Sawmill. In such hexes, animated objects usually work alongside human(oid) laborers, replacing or supplementing pack animals or operating heavy machinery. Constructs in these hexes provide +1 additional BP of revenue (or increase Consumption reduction of a Farm by 1). **Prerequisite** Cathedral or Magical Academy.

Deathless Laborers (2 BP per building or 10 BP per hex): While incapable of skilled labor, mindless undead created with *animate dead* are utterly tireless in performing simple, repetitive tasks. Animated skeletons and zombies can be created and tasked to perform such simple labor, increasing economic productivity

but making the general populace nervous about the possibility of the undead breaking loose and going on a rampage against the living. **Effect** Infamy +1. Deathless laborers in a city must be assigned to a specific building that provides a bonus to Productivity. They provide the following additional settlement modifiers: Economy +1, Productivity +1, Danger +1. Alternatively, deathless laborers can be assigned to a hex with a Farm, Mine, Quarry, or Sawmill; undead in these hexes provide +1 additional BP of revenue (or increase Consumption reduction of a Farm by 1), while creating +1 Unrest and increasing Danger in that hex by 5. **Prerequisite** Caster's Tower or Temple; Tunnels or Graveyard.

Forbiddance (20 BP per lot, 35 BP per lot with password): You cover one lot with *forbiddance* spells, blocking teleportation or planar travel through that lot as well as blocking physical entry. Any building in that lot is treated as an impassable building for creatures specified by the *forbiddance* spell. By paying a higher BP cost, the *forbiddance* effect can include a password allowing the specified creatures to enter the area without harm. This halves the Loyalty and Unrest modifiers. **Effect** Defense +2 (+4 vs. the specified creatures), Stability +2, Loyalty -2, Unrest +1d4. **Prerequisite** Cathedral.

Hallow (20 BP per lot): You can lay a series of *hallow* spells to cover a lot and the building it contains. **Effect** Fame +1, Defense +4 vs. celestials, elementals, fey, fiends, and undead, Stability +1. **Prerequisite** Cathedral, Sacred Grove, or Temple.

Magical Alarm (5 BP per lot): You can place multiple permanent *alarm* and/or *magic mouth* spells on a single building, helping to guard it against unauthorized entry without proper passwords or other tokens. Buildings occupying more than one lot must have magical alarms placed in all lots. **Effect** Crime -1, Stability +1. **Prerequisite** Caster's Tower.

Permanent Teleportation Circle (30 BP): You can create a permanent *teleportation circle* within any one of your buildings. It allows one-way travel to a specified destination that cannot be changed, though a second *teleportation circle* can be created at that destination point, which can be created leading back to the point of origin of the first *teleportation circle*. A *teleportation circle* is able to transport one Large or four Medium or smaller creatures per round but cannot transport carts, wagons, or other vehicles larger than Medium size, nor any type of unattended objects. Only objects carried by the creature(s) triggering the *teleportation circle* can be brought through it. **Effect** Economy +2, Productivity +1, Society +1. **Prerequisite** Caster's Tower, Magic Shop, and Magical Academy.

Private Sanctum (50 BP per lot): You can shroud a city lot with a permanent magical barrier that blocks divinations as well as defeating ordinary spying, observation, and eavesdropping into or within the target lot. While this keeps secrets secret, it also facilitates backroom dealings within your own government. **Effect** Corruption +1, Law +1, and increase the DC of Espionage edicts against your kingdom by +2 per block. **Prerequisite** Caster's Tower and Magical Academy.

Natural Advantages

Not every city is built on flat, level ground. Historically speaking, most city sites were chosen because of some form of advantageous terrain which made the area especially fertile or defensible. When exploring a hex, either personally or as part of an Exploration Edict, if your surveyors spend double the normal amount of exploration time required on the Terrain and Terrain Improvements table in the published rules, they can seek out an ideal city site for defense, trade, or simply abundant production. After this extended exploration, the explorers must make a Wisdom (Survival) check, dividing the result by 15 (rounding down). The result is the number of natural advantages they discover at the optimal settlement site in the hex. If the check result is sufficiently high to provide more than one natural advantage, you may select the same advantage more than once; the effects stack. If no settlement is established in the hex, these natural advantages confer no benefit.

Fertile Land and Abundant Water: Situated over clear natural springs, aquifers, oases, with unusually rich soil, your settlement has an easy time making the land bloom and grow. *Benefit: Stability +1.*

Natural Crossroads: Situated at the foot of a pass, alongside a navigable river or deep-water harbor, or sited along a long-standing trade route, your settlement has a leg up on the competition in matters of trade. *Benefit: Economy +1.*

Natural Fortifications: Situated on a natural rise, or the foot of a cliff, or a confluence or bend in a river system, your settlement is easier to defend from attackers. *Benefit: Defense +1.*

Exotic Settlements

In a fantasy world, part of the fun is having cities that don't conform to real-world necessities, or that can take inspiration from real-world types of cities but elaborate and enhance them in amazing ways. Fantasy fiction, films, and literature are filled with exotic cities of earth, sky, and sea, as are decades of fantasy RPG world-building, and the city templates described in this section serve to open up the standard kingdom-building and city-building rules to allow for a variety of unusual settlements.

Barge City

A barge city is made of floats, ships, and barges lashed together. Barge cities may be transient, drifting through vast marshes or shallow seas, with buildings coming and going constantly causing the city to grow and shrink with seasonal migrations of seafaring folk. The sampan cities of old Hong Kong, Macao, and Shanghai are good examples, as are the villages and towns of migratory bargefolk that appear in some fantasy worlds.

Terrain Coastline, Marsh, Water

Borders All water borders.

Limit First building must be Pier.

Settlement Corruption +1, Crime +1, Law -1, Productivity -1, Society +2

Banned Buildings Brickyard, Tunnels, City Walls, Dump, Foundry, Graveyard, Lumberyard, Mill, Moat, Park, Paved Streets, Sacred Grove, Sewer System, Stable, Stockyard, Tannery

Free Buildings Bridges and Waterways cost nothing to construct.

Special All buildings in a barge city must be wooden buildings.

Causeway City

A causeway city is built up on pilings, piers, long bridges, and small islets, either natural or artificial, and is typically crisscrossed with canals. The city is linked to the mainland by a long causeway that crosses a marsh or open water. The city of Venice or the ancient city of Tyre are good examples of causeway cities.

Terrain Coastline, Marsh

Borders All water borders.

Limit First building must be a Bridge placed in a lot adjacent to one of the city's borders (this space automatically contains a Waterway).

Settlement Law +1, Society +1

Banned Buildings Dump, Lumberyard, Moat, Park, Sacred Grove, Sewer System, Stockyard

Free Buildings A causeway city gains one free Moat as a village, gaining one additional free Moat once it becomes a town, another on becoming a city, and another for each city district it adds. No additional Moats can be built. Waterways cost nothing to construct.

Cavern City

A cavern city is one built underground. Common among dwarves, drow, and similar deep dwellers, surface kingdoms can establish cavern cites as well. In some cases, they resemble cities on the surface, constructed within massive vaulted caverns, often surrounded by fungus farms or smaller satellite quarries or mines. Other cavern cities, however, are simply interconnected



cave complexes, wherein each city lot comprises its own warren of caves and chambers, linked by tunnels and passages to adjacent parts of the city. Some cavern cities are lit by veins of crystal or luminescent fungi, others by magical lamps, and some by simple torches and lamps, while those inhabited entirely by dark-dwelling races may have little use for lights at all.

Terrain Cavern, (at the GM's option, any terrain type that has the Lair special terrain may connect to a cavern suitable to build a cavern city)

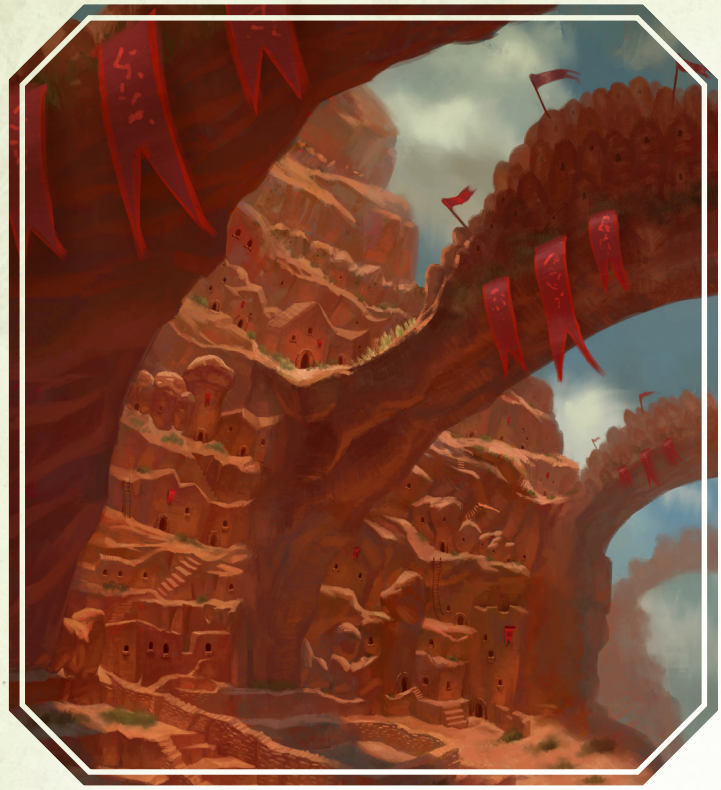
Borders No water borders.

Limit Cavern cities have no streets or alleys and all buildings are considered impassable buildings. They can be entered from adjacent buildings but can only be exited back into the building lot from which a creature came. One set of Tunnels must be built for each square of 4 lots to build the tunnels that allow passage through and around those lots. Wooden buildings may not be constructed in a cavern city.

Settlement Corruption +1, Society +1, Danger +5

Banned Buildings Aerie, Castle, City Walls, Lighthouse, Lumberyard, Observatory, Park, Piers, Sacred Grove, Stable, Stockyard, Tannery, Waterfront, Watergate, Waterway (allowed in city, but not village or town), Windmill

Free Buildings A cavern city gains one free City Wall as a village, gaining one additional free City Wall once it becomes a town, and another on becoming a city, and another for each city district it adds. No additional City Walls can be built.



Cliff Dwelling

A cliff dwelling is built onto and within a cliff, sometimes either an open cliff face, rift valley, or canyon wall, or beneath a natural undercut. Anasazi cliff dwellings like those at Mesa Verde are excellent examples, as are the ruins of Petra in Jordan, or any number of fantasy canyon cities.

Terrain Desert, Hill, Mountain

Borders No water borders.

Limit Wooden buildings may not be constructed in a cavern city.

Settlement Law +1, Society -1, Defense +2 (attackers with a burrow, climb, or fly speed ignore this bonus; ranged attacks halve it to +1)

Banned Buildings Lumberyard, Park, Piers, Stable, Stockyard, Tannery, Waterfront, Watergate, Waterway (allowed in city, but not village or town)

Free Buildings A cliff dwelling city gains one free City Wall as a village, gaining one additional free City Wall once it becomes a town, and another on becoming a city, and another for each city district it adds. No additional City Walls can be built.

Treetop City

A treetop city is built on wooden platforms and frames built into and spanning between massive forest giants. A handful of buildings may cluster around the foot of the trees, but most of the city is raised far off the ground. Treetop cities are popular among elves, but they also offer solace to other humanoid races seeking shelter and peace.

Terrain Forest, Jungle

Borders No water borders.

Limit Stone buildings may not be constructed in a treetop city.

Settlement Law +1, Lore +1, Society -1, Fame +1, Defense +4 (creatures with a climb or fly speed ignore this bonus; ranged attacks halve this bonus to +2)

Banned Buildings Brickyard, Castle, Tunnels, Cistern, City Walls, Crematorium, Dump, Foundry, Graveyard, Lighthouse, Mill, Moat, Paved Streets, Sewer System, Stable, Stockyard, Tannery, Tenement, Waterfront, Watergate, Waterway

Free Buildings A treetop city gains one free City Wall as a village, gaining one additional free City Wall once it becomes a town, and another on becoming a city, and another for each city district it adds. No additional City Walls can be built.

Underwater City

An underwater city is built beneath the waves, usually as a home to aquatic races, though surface kingdoms can build underwater cities if they wish. Underwater cities may be carved into natural underwater caves and clefts or may be built up into and upon reefs and rocks in elaborate spires and nacreous domes.

Terrain Coastline, Marsh, Water

Borders All water borders.

Limit The BP cost to construct any building in an underwater city is doubled unless the kingdom hires or makes alliance with aquatic creatures to perform the building for them (this requires a friendly or helpful attitude, and usually a Treaty obtained with a Diplomatic edict). In addition, an underwater city does not normally contain air-filled buildings. Transit between buildings is by swimming, and creatures lacking a swim speed consider all buildings in an underwater city impassable. They can enter buildings in adjacent lots but can only exit back into the same building from which they entered. However, access tunnels can be constructed as if they were Tunnels. Each set of Tunnels allows free movement into and through a square of 4 lots, as well as any adjacent square that also has Tunnels. Any buildings constructed in an underwater city are likewise filled with water unless they are made airtight, with magically or naturally refreshing air sources. This increases the cost to build any such structure by 50%.

Wooden buildings normally cannot be constructed in an underwater city, though at the GM's option an underwater city woven into a massive kelp bed or sargasso could be constructed of matted fibers and fronds functionally equivalent to wood for building purposes.

Settlement Corruption +1, Crime +1, Law -1, Productivity -1, Society +2



Banned Buildings Brickyard, Bridge, City Walls, Dump, Foundry, Lumberyard, Mill, Moat, Park, Paved Streets, Sacred Grove, Sewer System, Stable, Stockyard, Tannery, Waterfront, Watergate, Waterway, Windmill

Free Buildings Waterways cost nothing to construct.

Special A hex containing an underwater city can also contain a second settlement of a different type, most often a barge city (especially in marsh terrain) or causeway city (more commonly in coastal terrain).

Settlement Attributes

The settlement rules under **Settlements in Play** earlier this chapter describe a wide variety of settlement attributes that can be used to bring individual character and unique flavor to any given settlement that PCs encounter. Some of these attributes are quirks of circumstance, a particular natural feature or tendency of a certain kinds of folk to gather within a city, or a strange magical phenomenon in the area. Others are rooted more in the attitudes and activities of the people within a city. While these attributes were originally intended to bring flavor to existing cities, including ones you might randomly place or generate in the course of creating or running an adventure, they also offer some interesting possibilities for use with the kingdom-building rules. Allowing PCs to pick and choose settlement attributes is not the best option, as that route is fraught with potential for gaming the system and choosing only the most advantageous attributes for the city in question. Even if that were not the case, having settlement attributes develop independently also introduces another element of uncertainty into the kingdom-building rules, much like kingdom events, which makes the process less predictable and more fun.

Many of these attributes have kingdom and settlement-wide effects as described below. If not detailed otherwise, rules associated with these attributes function as described in **Settlements in Play.**

Natural Attributes

Natural attributes are not necessarily purely natural features, although they may be. In some cases, they represent pre-existing landmarks or ruins or favorable opportunities for certain kinds of development or habitation. When exploring a hex and clearing it to prepare it for founding a settlement, have one of the kingdom's leaders (or the leader of a party of explorers sent out with an Exploration Edict) make a Wisdom (Survival) check. The result of this skill check is the percentage chance that the proposed city site contains one of the following Natural Attributes. If that percentage or less is rolled, roll again on the following table to determine which Natural Attribute is present at that city site. The kingdom leader or explorer making this percentile roll can adjust the roll up or down by 1 for every 5 points of their original Wisdom (Survival) check.

Table 2-6: Natural Attributes

D%	Attribute
01-10	Abundant
11-15	City of the Dead
16-26	Defensible
27-34	Famed Breeders
35-44	Majestic
45-54	Racial Enclave
55-62	Resettled Ruins
63-70	Slumbering Monster
71-76	Small-Folk Settlement
77-84	Strategic Location
85-92	Under-City
93-00	Untamed

Abundant: The settlement has access to extraordinary natural resources: rich farmland, a deep lake, excellent hunting grounds nearby or even a convenient source of magical sustenance. The local food surplus makes the settlement a major exporting hub and increases the standard of living for its inhabitants. *Productivity +1. Reduce the purchase price of most forms of locally grown food and livestock by 25% or more.*

City of the Dead: The settlement abuts a massive, historically significant graveyard, massive tomb or mausoleum complex. Its monuments are well

maintained, and a powerful ancestor cult exists within the city, either in replacement or addition to traditional religions. *Productivity -2, Lore +2, Law +1. Add the settlement's Lore modifier to Intelligence checks related to history and nobility.*

Defensible: The settlement is strategically situated to make it easier to defend, giving its inhabitants confidence and making the settlement a major local trade hub. *Corruption +1, Crime +1, Productivity +2. Society -1.*

Famed Breeders: The settlement is known for the excellent quality of the animals bred there, from the mundane (horses, mules, cattle, pigs) to the exotic (talking tigers, Pegasai, griffons). People come from far and wide to purchase livestock, draft animals, mounts, and animal companions. *Increase Productivity +1. Characters can purchase mounts or livestock in the settlement at a 10% discount.*

Majestic: The settlement is known for its dramatic, sweeping architecture, monumental statuary and is built to a scale alien to most Medium-sized humanoids. Perhaps the settlement was once a domain of giants, or simply a human metropolis hewn to an epic scale for the sake of grandeur. *Increase spellcasting by +1 level. Add +1 to the number of the most expensive category of magic items the settlement offers for sale, as determined by its size.*

Racial Enclave: The settlement is dominated by a single race: a pleasant halfling farming community, an elven capital, a collection of half-orc yurts on the open plains, etc. *Society -1. Members of one or more races, chosen when the settlement is founded, is especially welcome in the tight-knit and homogeneous settlement. Members of this race can purchase goods and services in the settlement at a 25% discount.*

Resettled Ruins: The settlement is built amid the ruins of a more ancient structure. The settlement might be little more than a collection of tents and yurts erected in ruined plazas, or a thriving metropolis whose stones were recycled from long-forgotten temples and fortresses. While ruins provide a ready source of building materials, near-by dungeons to plunder and ancient artifacts to explore, they might also provide a hiding place for modern dangers or old curses. *Productivity +1, Lore +1. Add +1d3 to the number of magic items in any category the settlement's size would allow it to normally offer. If the settlement's size would not normally allow it to have magic items of a particular category, it always has at least one randomly chosen item of that category for sale. However, if a buyer rolls a natural 1 on any check made to examine or purchase a locally bought magic item, that item is always cursed or has one or more quirks.*

Slumbering Monster: The settlement is home to some form of powerful and ancient monster- a slumbering behemoth, a dark god imprisoned by magical means, an ancient war-robot kept in stasis, or some other, currently inert threat. The inhabitants of the settlement expend vast effort keeping their monstrous prisoner contained, and by doing so, they have developed an impressive mastery of arcana. *Lore +2, Society +1, Increase Spellcasting by 2 levels.*

At the GM's discretion, the slumbering monster might be awakened. Doing so removes this quality and afflicts the settlement with the **Hunted** disadvantage instead. The slumbering monster must either be destroyed or re-imprisoned by PC actions to restore this quality to the settlement.

Small-Folk Settlement: This settlement is designed for the comfort of a mostly gnome or halfling population. Its doors and ceilings are built for the comfort of the smaller



races and can be absolute murder on the foreheads of taller humanoids. Everything in the settlement, from furniture to forks, is sized for small creatures. *Law +1, Lore +1. Medium-sized and larger creatures treat the Settlement's Crime and Society statistics as a penalty due to their difficulty in maneuvering or sneaking around in the miniature Settlement. Small or smaller creatures treat the Settlement's Crime and Society statistics normally.*

Strategic Location: The settlement sits at an important crossroads or alongside a deep-water port, or it serves as a barrier to a pass or bridge. *Productivity +1.*

Under-City: The settlement is built atop a dangerous subterranean structure, filled with monsters and a haven for criminals and outcasts. This under-city might be a massive sewer system, disused railway or subway tunnels, ruined and forgotten basements or dungeons, or a nearby mine or natural cavern system, perhaps even one that descends miles beneath the earth. *Lore +1, Danger +20.*

Untamed: The area around the settlement is still mostly untainted, unclaimed wilderness. This settlement may be a remote logging village, a trading post sprung up around a desert oasis or a small mountain keep, for instance. *When rolling for random encounters within the settlement, instead of using an urban random encounter chart solely, alternate between the urban encounter chart and the wilderness encounter chart (or chart) most appropriate to the surrounding terrain. The settlement's Danger rating applies to both encounter charts.*

Acquired Attributes

While **Natural Attributes** are specific to the site where the city is created, other Attributes have much more to do with the growth and development of the city after its foundation. To incorporate these kinds of attributes into the settlements in your PCs' kingdom, you can use one of the following methods.

Replace standard kingdom events: Whenever a standard kingdom event would normally occur, use the following table to replace Table 1-9 with Table 2-7 below to determine whether the event is a standard event or whether one of your settlements (chosen randomly) gains an attribute.

Table 2-7: Events, Danger, and Acquired Attributes

D%	EVENT
Less than 1	Reroll* plus bonus event (50% chance of either): Good weather or Natural blessing (kingdom events); or, Boomtown or Unexpected find (city)
01-50	Beneficial Event
46-48	Civic Attribute
49-51	Attitude
52	Magical Attribute
53-54	Disadvantage
55	Magical Disadvantage
51-00	Dangerous Event
Over 100	Reroll* plus bonus event (50% chance of either): Monster attack or Bandit activity (kingdom); or, Squatters or Vandals (city)

* Do not apply Danger modifier to rerolls. In addition, if the reroll duplicates the bonus event, roll again.

Supplement standard kingdom events: Whenever a standard kingdom event occurs, there is a 5% chance that once the event ends the settlement gains an Attribute. You could select an attribute appropriate to the event (such as a Boomtown event leading to a settlement becoming a Financial Center or Trading Post, or Cultic Activity leading to a settlement becoming Superstitious or an Unholy Site), or you could roll randomly on the following tables to determine what kind of attribute the settlement gains.

Total Number of Attributes: While the base settlement rules in **Settlements in Play** indicate that even very small settlements can have settlement attributes, and a metropolis might have up to six, those standardized rules do not take into account the variation in how settlements are built and function based on the kingdom-building rules. Hence, it is suggested that a village should have no more than one attribute, a town two, and a city three.

Duration of Attributes: The settlement rules assume that a settlement's qualities or attributes are more or less permanent, or that they last for as long as would ever be relevant to the PCs. Given the substantial impact that many of these attributes can have on a settlement, however, it is suggested that any attribute a city acquires should last for one year at maximum, and a random duration of 2d6 months is recommended.

If the GM wishes to allow PCs to neutralize an unfavorable Attitude or Civic Attribute, they should make a Loyalty check at the end of the Event Phase each month with a -10 penalty. If they succeed in this special Loyalty check in three consecutive months, the adverse Attitude or Civic Attribute is eradicated in that settlement. A less lenient GM might rule that no amelioration of such Attitudes or Civic Attributes is possible, or could allow such checks with the caveat that each failed check increases the duration of the adverse Attitude or Civic Attribute, and/or that three consecutive failures causes it to become permanent. The ability to mitigate adverse attributes is left to the judgment of the GM.



Attitudes

Attitudes are those attributes that are based on conscious or willful choices by the majority of citizens in a settlement, becoming ingrained in the policies and politics of the place and creating deeply held beliefs and values. Some attitudes may be beneficial to a community, but frequently they make the city an unpleasant or inhospitable place for those who do not share in the attitudes of the general populace.

Table 2-8: Attitudes

D%	Attribute
01-10	Abstinent
11-20	Decadent
21-30	Insular
31-40	Morally Permissive
41-50	Pious
51-60	Racially Intolerant
61-70	Religious Tolerance
71-80	Romantic
81-90	Sexist
91-00	Superstitious

Abstinent: The settlement's religious or moral convictions force it to deny some of the world's more common vices. The settlement prohibits a common vice: usually alcohol is prohibited, but other abstinent settlements might ban stronger drugs, tobacco, prostitution, or even 'indulgent' foods like fine pastries, meat, or similar. *Corruption +2, Law +1, Society -2. Special Restriction: Lawful communities only.*

Decadent: The settlement's vast wealth and proud, ancient heritage has made it a haven for corruption and sin. *Corruption +1, Crime +1, Productivity +1, Society +1, Danger +10. Special Restriction Evil communities only.*

Insular: The settlement is isolated, perhaps physically or even spiritually. Its citizens are fiercely loyal to one another. *Law +1; Crime –1.*

Morally Permissive: Divine indulgence or perhaps just a corrupt church selling indulgences has made this settlement famous (or infamous) for its lax morals. Select 1d4+1 acts that would normally be considered sinful or immoral; these acts are not crimes or sins within the settlement, and committing these acts does not violate a paladin or cleric's moral code, so long as the offense is limited to within the settlement's borders. *Corruption +1, Productivity +1. Decrease divine spellcasting by -1 level.*

Pious: The settlement is known for its inhabitants' good manners, friendly spirit, and deep devotion to a deity (this deity must be of the same alignment as the community). *Increase spellcasting by 1 level; any faith more than one alignment step different than the community's official religion is at best unwelcome and at worst outlawed—obvious worshipers of an outlawed deity must pay 150% of the normal price for goods and services and may face mockery, insult, or even violence.*

Racially Intolerant: The community is prejudiced against one or more races, which are listed in parentheses. *Members of the unwelcome race or races must pay 150% of the normal price for goods and services and may face mockery, insult, or even violence.*

Religious Tolerance: The settlement is known for its widespread religious tolerance, and many faiths

have temples, cathedrals or monasteries here. Religious debates in the public square are common. *Lore +1, Society +1. Increase divine spellcasting by +2 levels.*

Romantic: The settlement's inhabitants are renowned for their stunning beauty and charm, and the location has been made famous in dozens of romantic songs, poems and bawdy limericks. Affairs of the heart are common here, among the town's hot-blooded, lusty inhabitants. *Society +1. Increase the amount of common magic items available for sale by 50%, as such trinkets are a popular, if expensive, token of affection here.*

Sexist: The settlement's laws have completely disenfranchised one gender or the other: the oppressed sex has no more legal rights than a pet or a slave and cannot buy property. While within the settlement, members of the oppressed gender cannot legally make purchases of items worth more than 5 gp, and are usually ignored by the settlement's inhabitants, and may suffer mockery, violence or legal persecution. *Society -2.*

Superstitious: The community has a deep and abiding fear of magic and the unexplained, but this fear has caused its citizens to become more supportive and loyal to each other and their settlement. *Law +2, Society +2, Crime –4; reduce spellcasting by 2 levels.*

Civic Attributes

Civic Attributes are those that reflect the general actions and activity of the people of a city in terms of how they go about their daily business. Civic attributes do not necessarily reflect the majority of common citizens, but they represent characteristics that have become strongly identified with that community and something for which it is well known.

Table 2-9: Civic Attributes

D%	Attribute
01-04	Academic
05-08	Artist's Colony
09-10	Asylum
11-14	Cruel Watch
15-18	Financial Center
19-25	Free City
26-29	Gambling
30-33	Good Roads
34-40	Guilds
41-44	Legendary Marketplace
45-48	Notorious
49-52	Peacebonding
53-56	Planned Community
57-60	Population Surge
61-65	Prosperous
66-68	Royal Accommodations
69-75	Rumormongering Citizens
76-00	Rural
81-83	Sacred Animals
84-86	Therapeutic
87-91	Tourist Attraction
92-95	Trading Post
96-00	Well Educated

Academic: The settlement possesses a school, training facility, or university of great renown. *Lore +1, increase spellcasting by 1 level.*

Artist's Colony: The settlement is renowned for the excellence of its local artists, performers and craftsfolk. *Productivity +1, Society +1. Add the settlement's Productivity modifier on Charisma checks to make money through art or performance, and all checks to produce artwork, not just those made to earn a living.*

Asylum: The settlement is host to an infamous madhouse or asylum (or perhaps a prison, gaol or notorious workhouse). The presence of these dangerous, mad souls has hardened the townsfolk, making them suspicious of strangers and paranoid about the possibility of an escape or other tragedy. *Lore +1, Society -2.*

Cruel Watch: The settlement's civic watch or police force is infamous for its brutality, effectiveness, cruelty and corruption. *Special: lawful communities only. Corruption +1, Law +2, Crime -3, Society -2.*

Financial Center: This settlement is home to powerful banks, mints, trading houses, currency exchanges and other powerful financial and mercantile organizations. *Productivity +2, Law +1. Special Restriction: non-chaotic communities only.*

Free City: The city's libertarian laws make it a haven for fugitives and outcasts of all kinds, from runaway children, serfs who escaped their lord's lands, criminals and escaped slaves alike. Foreign adventurers and bounty hunters cannot arrest or capture fugitives within the settlement's borders. *Crime +2, Danger +5, Law -2. Special Restriction: Chaotic communities only.*

Gambling: The settlement caters to vice and greed. Casinos, gaming houses, opium dens and bordellos are all common here, and serve as the town's major industry. *Crime +2, Corruption +2, Productivity +2, Law -1.*

Good Roads: The settlement has an extensive road network. These roads are well-maintained and allow for quick movement of troops and merchandise. *Productivity +2.*

Guilds: A variety of trade and mercantile guilds control the town's industry and trade. These guilds are highly specialized (a printer's guild, an eggler's guild, a swordsmith's guild, a diamond cutter's guild,ect), and usually semi-hereditary, with children following their parents into the guild. *Corruption +1, Productivity +1, Lore -1.*

Legendary Marketplace: The settlement is justly famed for its markets: almost anything may be for sale here! *Increase the number of magic items available in each category by 50% (minimum 1 item per category). Productivity +2, Crime +2.*

Notorious: The settlement has a reputation (deserved or not) for being a den of iniquity. Thieves, rogues, and cutthroats are much more common here. *Crime +1, Danger +10, Law –1.*

Peacebonding: By local law, any weapon larger than a dagger and all wands and rods must either be peacebound or stored at the local sherrif's office or jail (at the settlement's option) for the duration of the visit. Peacebonding a weapon involves winding a colored cord tightly around the weapon and its scabbard, and then impressing the local seal in wax. Removing the peacebond requires an action before the item can be drawn. (Dexterity (Sleight of Hand) DC 12 to untangle the bond as a move instead). *Law +1, Crime -1.*

Planned Community: The community's design was determined in advance, every detail planned out before the first keystone was laid. Streets are wide, straight and laid out on an orderly grid, neighborhoods and districts are segregated by purpose, as are the living quarters of the city's inhabitants. *Crime -1, Society -1, Productivity +1. Special Restriction: Lawful communities only.*

Population Surge: This settlement is home to a greater than usual percentage of children, making it energetic and lively. *Crime +1, Society +2.*

Prosperous: The settlement is a popular hub for trade. Merchants are wealthy and the citizens live well. *Productivity +1; Increase the number of magic items available in each category by 50% (minimum 1 item per category).*

Royal Accommodations: One or more members of a royal dynasty call the settlement home. As such, security is extremely tight, and the local Productivity has taken flight, as merchants catering to the nobility have sprung up. *Productivity +1, Law +2. Decrease Society -1. Increase the Purchase Price of high quality or luxury items, such as jewelry, fine clothes or food, entertainment, weapons and all magical items purchased in the settlement by +10% due to widespread inflation.*

Rumormongering Citizens: The settlement's citizens are nosy and gossipy to a fault—very little happens in the settlement that no one knows about. *Lore +1, Society –1.*

Rural: The settlement, no matter its size, has never lost its sleepy, small-town atmosphere. The settlement sprawls across a wide, mostly open area, and despite the distances between homes and buildings, neighbors look out for one another. *Productivity -1, Crime -1, Danger -5.*

Sacred Animals: In this settlement there is a great taboo (punishable by death, exile or other severe penance) about killing a particular breed of beast. Depending on the settlement, the sacred animal might be innocuous (house cats, ravens), irritating and



mischievous (monkeys) or a stubborn hazard on the roads (horses, cattle). The animals have free run of the settlement. *Lore +1, Corruption -1, Productivity -1.*

Therapeutic: The settlement is known for its minor healing properties- medicinal hot springs, clean, invigorating mountain air, a plethora of locally grown healing herbs and fruits, or perhaps some divine blessing. Whatever the reason, hospitals, nurseries, retreats and sanitariums are common within the settlement. *Productivity +1 and Lore +1. Wisdom (Medicine) checks made within the settlement's borders also receive the settlement's Lore modifier if positive.*

Tourist Attraction: The settlement possesses some sort of landmark or event that draws visitors from far and wide. *Productivity +1.*

Trading Post: The settlement's primary purpose is trade. Merchants and buyers from all over the world can be found within the settlement. *Increase the number of magic items available in each category by 50% (minimum 1 item per category).*

Well Educated: The settlement's inhabitants are incredibly well educated and known for their sharp wits. *Lore +1, Society +1.*

Magical Attributes

Magical Attributes are truly amazing and mysterious happenings, events, or phenomena that surround and infuse a community, sometimes temporarily, sometimes permanently, and may be a blessing, a curse, or both.

In any case, Magical Attributes involve powers from beyond this world, or mighty and ancient magics the likes of which are seldom seen in this age.

Table 2-10: Magical Attributes

D%	Attribute
01-08	Animal Polyglot
09-12	Anthropomorphizing
13-19	Eldritch
20-24	God-Ruled
25-31	Hallow/Unhallow
32-41	Holy Site
42-50	Living Forest
51-60	Magically Attuned
61-67	Magical Polyglot
68-74	Phantasmal
75-80	Planar Crossroads
81-85	Pocket Universe
86-90	Unaging
91-00	Unholy Site

Animal Polyglot: A magical aura hangs over the settlement. All creatures of the Animal type gain the ability to speak and think while within the settlement's borders. Animals act as if their INT scores were 6, and gain ability to speak Common; they lose these benefits as soon as they pass the settlement's borders. *Productivity -1, Increase Lore +1. Increase spellcasting by +1 level (druid spells only). Add the settlement's Lore modifier to Wisdom (Animal Handling) checks made within the settlement.*

Anthropomorphizing: This settlement is a haven for beast-men and hybrids, from monstrous humanoids to sapient magical beasts, giants and awakened animals, and mutates, mutants, and exotic races of every description. Outcasts from "normal" society, they cluster in a place of mutual acceptance. *Society -1, Lore +1. Increase spellcasting by +1 (polymorph spells only).*

Eldritch: The town has a strange and unnatural air, and is a popular place for sorcerers and warlocks. *Lore +2, Danger +13. Increase spellcasting by +2 levels (divination and compulsion spells only).*

God-Ruled: The settlement has no real government; instead it is ruled by religious codes and omens. Gods or other powerful spiritual beings or outsiders intervene directly in the settlement's politics and daily life. Ordinary citizens are possessed by spirits to speak decrees, unmistakable oracles appear as flaming messages written on walls or in the sky, or perhaps each and every citizen has prophetic dreams that tell them what they must do in the coming day for the settlement to thrive. *Decrease Corruption -2, Society -2. Add one extra common and uncommon magic item for sale in the settlement. Reduce BP cost for Cathedral, Shrine, or Temple by 25%. Special Requirement: Theocracy or Utopian Experiment governments only*

Hallow: The entire settlement is under the effects of a permanent *hallow* effect of incredible power. This effect can be suppressed in small areas within the settlement. *Special Restriction: Good or Evil communities only.*

Holy Site: The settlement hosts a shrine, temple, or landmark with great significance to one or more religions. The settlement has a higher percentage of divine spellcasters in its population. *Corruption –2; increase spellcasting by +1 level (+2 for cleric spells, -4 for spells cast by evil creatures).*

Living Forest: This settlement is a magical place, carved from the living heart of an ancient forest. The trees form themselves into homes, and branches bend to provide the settlement's inhabitants with food, in the form of magical, druid-tended fruits and berries. *Lore +1, Society +2, Crime -2, Productivity -4. Increase Spellcasting by +2 levels (druidic spells only).*



Magically Attuned: The settlement is a haven for spellcasters due to its location; for example, it may lie at the convergence of multiple ley lines or near a well-known magical site. *Increase all spellcasting by +2 levels. Reduce BP cost for Alchemist, Caster's Tower, or Magic Shop by 25%.*

Magical Polyglot: The settlement is blessed with a magical aura that allows all sentient creatures within its borders to understand one another as if they shared a common language. This permanent magical effect is similar to the *tongues* spell, and has no effect on written language, only the words spoken by the settlement's inhabitants. *Productivity +1, Lore +1, Society +1.*

Phantasmal: The settlement simply isn't always there! This magical settlement might only appear in the moonlight, appear out of the mist on particularly holy

or infamous dates, or only appear in this plane during thunderstorms or on particularly hot days. At other times, the settlement simply doesn't exist on this plane; powerful, plane-crossing magic is required to access the settlement outside of the 'proper' time. The highly magical settlement is insular and clannish as a result of its isolation from the outside world. *Productivity -2, Society -2. Increase spellcasting by +2 levels (conjuration only).*

Planar Crossroads: Natural or artificial planar gates near the settlement make it a crossroads for planar travel. Creatures from across the multiverse, both malevolent and benign, can be found here, as can their artifacts. Planetouched races are common as are monstrous races as both PCs and NPCs. *Crime +3, Productivity +2, Danger +20. Increase spellcasting by two levels.*

Pocket Universe: Thanks to a magical fold in space and time, the settlement exists in a place far too small to sustain it. A sleepy hamlet might be found in an old mansion's disused pantry, a huge fortress might hide the space between two old oaks, or a planar metropolis might be contained within a single cramped alley of a much less important city-state. *Productivity -2. Increase spellcasting by +2 levels. Depending on the nature of the settlement and its relationship with the outside world, the settlement might be impossible to find. It may skill checks to even find the entrance to the settlement: usually a DC 20 Intelligence (Arcana) check. The settlement's size modifier is applied to this check, albeit inverted. After all, it's easier to find a metropolis (DC 16) than a thorp (DC 24).*

Unaging: The settlement's magical aura prevents those within its borders from aging. They do not suffer the ravages of time, and do not physically age. Usually, several kibbutz or schools near the settlement, but not within its borders are established, to allow the community's children to age to adulthood before they take their unchanging place in the settlement's immortal society. Lore +4, Society -3. *Increase spellcasting by +1 level, when casting spells of the Necromancy school only.*

Unholy Site: The settlement serves as an unholy site for an evil god or philosophy. Worshipers of the evil deity flock to this settlement. *Corruption +2. Increase spellcasting by +1 level (+2 for cleric spells, -4 for spells cast by good creatures).*

Disadvantages

Disadvantages are a special category of Attributes that describe when things have gone horribly wrong in a settlement, and the people struggling to maintain control have failed utterly to keep a handle on events. The effects of a Disadvantage are mostly localized to the citizens in that settlement, but each month that a Disadvantage persists in any community, your kingdom gains 1 point of Unrest.

Table 2-11: Disadvantages

D%	Attribute
01-10	Anarchy
11-25	Bureaucratic Nightmare
26-35	Fascistic
36-50	Hunted
51-60	Ignorant
61-75	Impoverished
76-85	Plagued
86-00	Rampant Inflation

Anarchy: The settlement has no leaders—this type of community is often short-lived and dangerous. *Replaces settlement's Government and removes Government adjustments to modifiers; Corruption and Crime +4; Productivity and Society –4; Law –6; Danger +20.*

Bureaucratic Nightmare: The settlement is a nightmarish, confusing and frustrating maze of red tape, official paperwork and petty tyrants in positions of minor power, who relish enforcing all the useless little rules. All financial transactions in the settlement require a successful DC 10 Charisma (Persuasion) check, with the DC increasing by 1 for every 1,000 gp of the purchase price. If the check is unsuccessful, the character has broken some settlement law, and must pay a fine of 5 gp times his character level. If the check result is a natural 1, the check automatically fails (even if it would normally succeed) and the offense is deemed particularly egregious and the fine is increased to 100 gp times the character's level. *Productivity -2, Crime +2, Corruption +2. Special Restriction: Lawful communities only.*



Fascistic: The settlement is governed by a totalitarian regime. Sadistic and legally all-powerful soldiers walk the streets, enforcing the settlement's brutal laws. Outsiders are mistrusted and undesirables often simply

disappear. *Increase Law +4, Decrease Society -4. If the settlement has either the Pious or Racially Intolerant qualities, the town's military or police forces will usually kill, imprison, or enslave undesirables. Special Restriction: Lawful communities only.*

Hunted: A powerful group or monster uses the city as its hunting ground. Citizens live in fear and avoid going out on the streets unless necessary. *Productivity, Law, and Society –4; Danger +20.*

Ignorant: The people of this town are uneducated, dull-witted and worse, they consider their ignorance to be an admirable quality. *Economy -3, Lore -6, Society -3.*

Impoverished: Because of any number of factors, the settlement is destitute. Poverty, famine, and disease run rampant. *Corruption and Crime +1; halve magic item availability; many basic goods and services are unavailable or cost 50% more than usual.*

Plagued: The community is suffering from a protracted contagion or malady. *Apply –2 to all modifiers; select a communicable disease—there's a 5% chance each day that a PC is exposed to the disease and must make a Constitution save to avoid contracting the illness.*

Rampant Inflation: Common to boom towns sprung up around a rich mining camp or profitable dungeon, and settlements undergoing a revolution or military junta alike, this settlement's economy is out of control. *Productivity -4, Corruption +2, Crime +4.*

Magical Disadvantages

Magical Disadvantages are like standard Disadvantages, but rather than representing a breakdown in social and political order they represent a localized breakdown in the functioning of magic itself. Magical Disadvantages are likely to occur only in cities with a large number of buildings that produce magical items or that increase a city's available caster level, such as the **Alchemist, Caster's Tower, Magical Academy,** and **Temple** buildings.

Table 2-12: Magical Disadvantages

D%	Attribute
01-15	Atheistic
16-30	Cursed
31-45	Magically Deadened
46-55	Magical Dead Zone
56-70	Polluted
71-85	Soul Crushing
86-00	Wild Magic Zone

Atheistic: The gods have abandoned the settlement. This effect is identical a Magical Dead Zone (see below), but only affects divine magic. Outsiders cannot be summoned anywhere within the borders of the settlement.

Cursed: Some form of curse afflicts the city. Its citizens might be prone to violence or suffer ill luck, or they could be plagued by an infestation of pests. *Choose one modifier and reduce its value by 4.*

Magically Deadened: For some reason, the magic in this region is weak. Local ley lines are warped and the magical ecosystem is fragile. *Lore -1, Productivity -1. Decrease spellcasting by 4 levels. Reduce the amount of all magical items sold in the marketplace by -2 per category. If this reduces the number of magical items of that category to 0, items of that category cannot be found in the settlement.*

Magical Dead Zone: There is no magic here. Spells do not function within the settlement, and magic items become mundane items of the same type while within its borders.

Polluted: The settlement's magical or high-tech industry has stained the sky with sickly grey smog, poisoned the waters with dark slime and made the ground less fertile. Sickness and misery abound. Anyone who spends at least 24 hours within the settlement takes a -4 penalty on Constitution saves made to resist disease and poison for as long as they remain within 5 miles of the settlement and for 1d4+1 days after leaving the area. *Lesser restoration* or other magic that protects against poison or disease can remove this affliction. *Corruption +2, Productivity +4.*

Soul Crushing: The settlement has an oppressive, frightening atmosphere. Its architecture is eerie and seems somehow wrong or corrupt. The people are strange and furtive. Anyone who spends at least 24 hours within the settlement suffers a -2 penalty on Intelligence, Wisdom, and Charisma saves for as long as they remain in the area and for 24 hours after leaving the area.

Wild Magic Zone: The settlement is built over an area of wild and unpredictable magic. Each time a spell is cast, the caster must roll on the following table or using the tables of random magical effects, planar effects, or surges of wild magic in the official 5E rules. *Decrease spellcasting by -2 levels.*

Table E8: Wild Magic

D6	Result
1	The spell fails.
2	The spell targets a random creature, object, or location (as appropriate) within 100 feet.
3	The caster targets herself with a *magic missile* spell using her highest-level spell available spell slot.
4	The caster targets herself with a *bestow curse* spell and automatically fails the save. It lasts 1 hour.
5	The caster targets every creature within 30 feet with a *bestow curse* spell. (They can save normally). It lasts 1 hour.
6	The spell is cast twice on the same target.

Optional Settlement Rules

Abandoned Buildings

If a building requires another to be adjacent (such as how a Tavern must be adjacent to a House or Mansion), and that required building is demolished or destroyed, the GM may decide that the associated building goes out of business or otherwise shuts down 1d3 turns later because of lack of customers or support. If this occurs, you lose the building's benefit and Unrest increases by 1.

If you build a replacement for the abandoned building, on the next Upkeep phase you may attempt an Economy check to activate the abandoned building; success means the abandoned building is occupied and provides its bonuses. If you fail, you may keep trying on the next turn.



Deities and Holy Sites

Instead of Cathedrals, Shrines, and Temples providing the same bonuses to Economy, Loyalty, and Stability regardless of that building's religious affiliation, they can instead provide a bonus to an attribute related to the alignment of the god worshiped.

A Temple increases attributes as follows: *Chaotic*: Loyalty +2; *Evil*: Economy +2; *Good*: Loyalty +2; *Lawful*: Economy +2; *Neutral*: Stability +2 (apply this twice if the god's alignment is simply Neutral, not Chaotic Neutral or Lawful Neutral). A Cathedral increases these attributes by 4 instead of 2. A Shrine increases one attribute, and only by 1; for example, a lawful good Shrine increases Economy by 1 or Loyalty by 1).

Instead of granting alignment-based bonuses, a religious building may grant bonuses based on the portfolio of its chosen god. For example, a Temple of the goddess of wine may increase Economy and Loyalty (the same attributes as a Tavern) each by 2, and a Temple of the god of greed may increase Economy and Stability (the same attributes as a Black Market) each by 2. These values replace the building's normal modifiers to Economy, Loyalty, and Stability, and should never provide bonuses greater than the building's normal bonuses (+1 for a Shrine, +4 for a Temple, +8 for a Cathedral).

Settlement Sizes

The GM may want to adjust settlement modifiers based on the kingdom's Size and how that corresponds to the standard settlement size categories in the settlement rules.

Table 17: Settlement Sizes and Modifiers

Lots	Category	Modifiers	Dangers
1	Village	–2	–10
2–8	Small Town	–1	–5
9–20	Large Town	0	0
21–40	Small City	+1	+5
41–100	Large City	+1*	+5*
101+	Metropolis	+1*	+5*

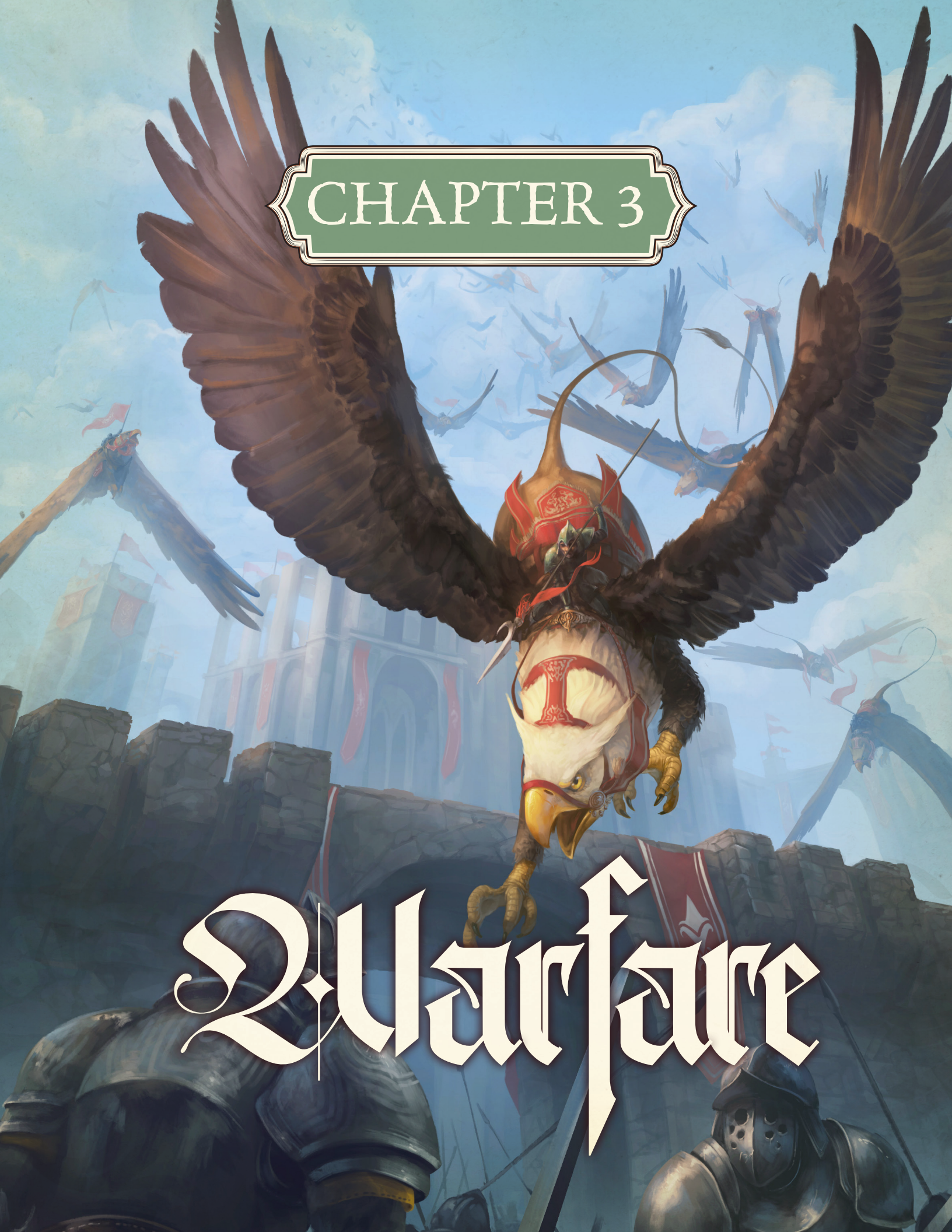
*Per district

Modifiers: Add the listed number to the settlement's Corruption, Crime, Law, Lore, Productivity, and Society.

Danger: Add the listed number to the settlement's Danger value.

Expanding Settlement Modifiers

As explained in the Buildings section, the Settlement entry for a building lists modifiers that affect skill checks in the settlement. If the GM wants these modifiers to influence the kingdom as a whole, add up the Settlement modifiers for all settlements in your kingdom, divide them by 10, and apply the following adjustments according to your kingdom's alignment: *Chaotic*: +1 Crime; *Evil*: +1 Corruption; *Good*: +1 Society; *Lawful* +1 Law; *Neutral*: +1 Lore (apply this twice if the kingdom's alignment is simply Neutral, not Chaotic Neutral or Lawful Neutral). Use these total modifiers everywhere in your kingdom. If a settlement has its own settlement modifier, use the higher of the two modifiers for rolls relating to that settlement.


CHAPTER 3
Warfare



Sooner or later, even the most peaceable kingdom will find itself faced with the prospect of war. While some kingdoms at odds with your own might be willing to compromise, others are not amenable to negotiation, or respond to overtures of appeasement with ever-increasing aggression. When diplomacy fails, the clash of steel is close behind.

This section contains rules for you as a kingdom leader to create armies, assign their commanders, and prepare them for battle on land, at sea, or in the skies. This includes rules for equipping and maintaining conventional armies, utilizing PCs as part of mass combat, converting groups of monsters into military forces, and going beyond the battlefield to deal with the aftermath of combat.

These rules provide an abstract, narrative mass combat system that will let you rapidly play out a complex battle scenario without getting bogged down in excessive detail, while still retaining fidelity to strategy, tactics, and the realities of the battlefield. These rules are not intended to accurately represent complex wars, provide a highly tactical simulation, or accurately model a tactical warfare miniatures game. Instead, they are intended to incorporate warfare into a campaign while still staying primarily focused on traditional, small-scale adventuring and roleplaying.

Mass Combat Overview

The key parts of the mass combat rules that you'll reference often are:

- Explanations of the army stat block and terminology used throughout this section.
- Step-by-step instructions on how to run the battle phases of a combat between armies.
- Battlefield modifiers for terrain and similar factors.
- Different tactics that armies can learn.
- What happens at the end of a battle, once an army wins, loses, or flees.
- How to use special commanders or kingdom leaders to modify army statistics.
- Resources to upgrade and improve armies.
- Special abilities for unusual armies, such as spellcasting or poison.
- A list of sample armies.

Beyond the Kingdom

The mass combat presented here are designed to work in conjunction with the kingdom building rules presented in Chapters 1 and 2, such as Loyalty checks and a kingdom's Control DC. If you aren't running a kingdom but would still like to use these mass combat rules as part of your regular 5th Edition game, substitute a Wisdom save for a Loyalty check when one is required. Instead of a kingdom's Control DC, use a DC equal to 8 + 1/3 the party's average level (rounded up) + the proficiency bonus that applies at the party's level. For example, if the party's average level is 12, the Wisdom save DC is 8 + 4 + 4 = 16; if the party's average level is 5, the Wisdom save DC is 8 + 2 + 3 = 13. Instead of a kingdom turn or kingdom phase, use 1 month. Instead of using build points (BP) to represent the cost of equipping and maintaining an army, multiply the BP cost by 500 gp.

Army Statistics

The description of each army is presented in a standard format.

Name: This is the name of the army. This could be a mercenary company's name, such as "Thedric's Berserkers," a formal regiment number such as "His Majesty's Ninth Royal Cavalry," or an informal name such as "militia from Blackwall County."

XP: This is the XP awarded to the PCs if their army defeats this army and is the same as an XP award for an encounter with a Challenge equal to the army's ACR (see below).

Alignment: An army's alignment has no effect on its statistics and is just a convenient way to summarize its attitude with two letters. It is usually the same alignment as a typical unit in that army.

Size: The army's size determines not only how many individual units exist in the army, but also the army's ACR.

Table 3-1: Army Sizes

Army Type	Soldiers	Army Challenge Rating (ACR)
Hero	1	Challenge of individual creature -4
Patrol	5	Challenge of individual creature -2
Squad	10	Challenge of individual creature
Platoon	20	Challenge of individual creature +2
Company	50	Challenge of individual creature +4
Battalion	100	Challenge of individual creature +6
Regiment	200	Challenge of individual creature +8
Brigade	500	Challenge of individual creature +10
Legion	1000	Challenge of individual creature +12

Type: This lists the nature of the army's individual units, such as "humans (fighter 1)" or "trolls." These rules assume all units in an army are essentially the same; if an army of 100 orcs actually has a few half-orc fighters or some orc barbarians, their presence has no effect on the army's statistics. If an army has a large number of units that are different than the typical unit in that army, and these differences are enough to change the army's stat block, it is generally best to treat the group as two separate armies with different stat blocks.

hp: An army's hit points equal its ACR × the average hp value of 1 HD of the army's units (3.5 for d6 HD, 4.5 for d8 HD, 5.5 for d10 HD, 6.5 for d12 HD, and 10.5 for d20 HD). For example, fighters have d10 HD, so an ACR 1 army of fighters has 5.5 × 1 = 5.5 hp, rounded down to 5 hp. Note that only damage from other armies can reduce an army's hp; a non-army attacking an army is mostly ineffective, though you can treat the attacker as a Fine army if you want to determine the outcome of the attack. Abilities that reduce hp damage or healing by half (or any other fraction) have a minimum of 1 rather than 0.

Army Challenge Rating (ACR): This is based on the Challenge of an individual unit from the army and the army's size, and scales like Challenge levels. for monsters. To determine ACR, see **Table: Army Sizes** and apply the modifier for the army's size to the Challenge of an individual unit in the army. If an army is cavalry, use the mount's Challenge or the rider's Challenge, whichever is higher. For example, an individual orc is Challenge 1/2, so an army of 100 orcs is ACR 1/2; an army of 500 orcs is ACR 4 (4 steps greater than the standard 100-unit army). If a group's ACR would be lower than 1/8, it doesn't count as an army—add more troops until you reach an ACR of 1/8 or higher. For purposes of calculating ACR, individual creatures whose Challenge is represented solely by class levels have a Challenge of 1 less than their level. For example, when calculating the ACR of an army of level 2 fighters, consider them to have a Challenge of 1 (and thus an ACR of 1 for a Medium army of those fighters).

Defense Value (DV): This is a static number the army uses to resist attacks, much like an individual creature's AC. The army's DV is equal to ACR + 10 + any bonuses from fortifications or a settlement's Defense score.

Offense Modifier (OM): This is a modifier added to a d20 roll to determine the army's chance of success, much like an individual creature's attack bonus. The army's OM is equal to its ACR. If the army has the ability to make ranged attacks, that's mentioned here. Melee attacks and ranged attacks use the same OM unless an ability says otherwise.

Tactics: These are any army tactics the army has at its disposal.

Resources: These are any army resources the army has at its disposal.

Special: This section lists any special abilities the army has.

Speed: This number indicates how many 12-mile hexes the army traverses in a day's march. Marching through difficult terrain halves the army's speed. An army's speed is based on the speed of its individual units.

Morale: This number represents how confident the army is. Morale is used to determine changing battle tactics, whether or not an army routs as a result of a devastating attack, and similar effects. Morale is a modifier from –4 (worst) to +4 (best). A new army's starting morale is +0. Morale can be further modified by the army's commander and other factors. If an army's Morale is ever reduced to –5 or lower, the army disbands or deserts and you no longer control it.

Consumption: This is how many Build Points (BP) an army consumes each week (unlike most kingdom expenses, this cost is per week, not per month), representing the cost to feed, hydrate, arm, train, care for, and pay the units. An army's base Consumption is equal to its ACR divided by 2 (minimum 1). If you fall behind on paying the army's Consumption, reduce its Morale by 2; this penalty ends when you catch up on the army's pay.

Commander: This entry lists the army's commander and the commander's Charisma modifier, Hit Dice, and Leadership score. The commander must be able to communicate with the army (possibly using *message* spells and similar magical forms of communication) in order to give orders or provide a bonus on the army's rolls.

Simple Mass Combat

Since an army's strength is represented by an ACR score, the GM can balance armies against each other using their XP values. For example, two ACR 9 armies should make for a relatively even battle, but so would an ACR 9 army against two ACR 6 armies or three ACR 5 armies. This applies mostly to typical humanoid armies, as monsters with powerful abilities might be significantly more formidable.

Battle Phases

Mass combat takes place over the course of three battle phases: the Tactics Phase, the Ranged Phase, and the Melee Phase. A phase doesn't denote a specific passage of time, leaving the GM latitude to determine how long a mass combat takes to resolve. For example, a battle in a muddy field after a rain could take place over hours and involve several short breaks to remove the dead from the battlefield, but still counts as one battle for the purposes of these rules. If there is an extended break (such as stopping at nightfall to resume combat in the morning) or the battle conditions change significantly (such as the assassination of a commander, the arrival of another army, and so on), the GM should treat each period of combat between armies as one battle. The battle phases are as follows.

1. Tactics Phase: The GM decides what battlefield modifiers apply to the battle. The commanders each select a tactic their respective armies will use during the battle.

2. Ranged Phase: Any army with the ability to make ranged attacks may make one attack against an enemy army. This phase typically lasts for 1 round (one attack) as the two armies use ranged attacks while they advance to melee range, and then use melee attacks thereafter. The battlefield's shape and other conditions can extend this duration. If both armies have ranged attacks, they may choose to stay at range and never approach each other for melee (at least until they run out of ammunition, though the Consumption cost of maintaining an army generally means the army is capable of many shots before this happens). Armies without ranged capability can't attack during this phase but may still rush forward.

3. Melee Phase: The armies finally clash with melee attacks. Each commander selects a strategy using the Strategy Track, then each army makes an attack against another army. Repeat the Melee phase until one army is defeated or routs, or some other event ends the battle.

Attacking and Taking Damage

In mass combat, the hundreds of individual attacks that take place in one battle phase overlap each other enough that who actually attacks first is irrelevant.

When armies attack, each army attempts an Offense check (1d20 + the attacking army's OM) and compares the result to the target army's DV.

If the Offense check is equal to or less than the target army's DV, the army deals no damage that phase.

If the Offense check is greater than defender's DV, the defending army takes damage equal to the result of the attacker's Offense check minus the defender's DV. For example, if the attacker's Offense check is 11 and the defender's DV is 7, the defending army takes 4 points of damage. Because these attacks are resolved simultaneously, it is possible that both armies may damage or even destroy each other in the same phase.

If the Offense check is a natural 20, but that check is lower than the enemy army's DV, the attacking army still deals 1 point of damage. If the Offense check is a natural 1, that army can't attempt an Offense Check in the next phase, due to some setback: a misheard order, getting stuck in mud, and so on.

More Than Two Armies

These rules can also serve in battles where more than two armies clash. In such battles, when your army attempts an Offense check, you choose which enemy army (or armies, if you have multiple armies in the field) it is attacking and apply damage appropriately. On each phase, you may change which army you are targeting. If your kingdom fields multiple armies in a battle, you may want to divide responsibility for these armies among the other players to speed up play.

Battlefield Conditions

In some mass combats, the specifics of a battlefield won't impact either army, but sometimes the battlefield will itself decide the outcome. The modifiers listed below apply only for the duration of the battle. Naturally, the GM should exercise judgment regarding any conditions that don't seem to apply to one of the armies (such as darkness and an army with darkvision, or fog and an army of worgs with keen hearing and smell).

At the GM's discretion, large-area spells such as *move earth* might allow armies or commanders to manipulate the battlefield conditions before a conflict. For these spells to have any effect, they must last at least 1 hour and affect a significant area of the battlefield, at the GM's discretion. Likewise, magic items such as an *instant fortress* (+2 Defense) and spells such as *wall of stone* (+1 Defense) can create simple fortifications for an army to use in a battle. If there is an advantageous area to control on the battlefield, such as a hilltop or easily defended river crossing, you can apply a simple +1 or +2 bonus to the OM or DV of the army that wins initiative each round to reflect their greater ability to take advantage of what the battlefield offers. More severe conditions might cause one side or the other to have advantage on their attack, such as attacking from ambush or against a foe they can encircle because of favorable position, or disadvantage if they must attack into cover from trees, or concealment from thick fog. In some cases, conditions themselves may benefit one side and harm the other, such as giving advantage to creatures with darkvision during night battles and disadvantage to creatures without it trying to make ranged attacks (though torches or bonfires may negate this different in melee combat).

For more detailed rules on battlefield conditions such as weather, visibility, and terrain, see **Marching to Battle**.



Strategy Track

On the first Melee phase, the commander selects a strategy from one of five options on the strategy track. Strategies adjust the army's DV, OM, and damage modifier. The damage modifier applies even when the army in question makes a successful attack but cannot reduce the damage dealt by a successful attack below 1.

Once each Melee phase after the first, the commander can alter the army's strategy. Adjusting the strategy 1 step up or down is automatically successful and doesn't require a check. If the commander wants to adjust strategy more than 1 step, the army attempts a DC 20 Morale check. Success means the strategy changes to the desired level. Otherwise, the army's current strategy doesn't change.

Table 3-2: Strategy

Strategy	DC	OM	Damage Dealt
Defensive	+4	–4	–2
Cautious	+2	–2	–1
Standard	+0	+0	+0
Aggressive	–2	+2	+1
Reckless	–4	+4	+2

Rout

A rout is a chaotic and disorderly retreat of a defeated army from a battlefield, usually from fear or when overwhelmed by a superior opponent. If an army's hit points are reduced to equal or less than its ACR, its commander must attempt a DC 15 Morale check. If the check fails, the army scatters and retreats from battle. If it cannot retreat, it surrenders and is captured. When an army routs, all armies in the battle can attempt one final Offense check at the fleeing army as a parting shot before it escapes. (Normally, only enemy armies do so, but an aggressive or evil army might strike at a fleeing allied army out of anger or frustration.)

Victory, Rout, or Defeat

An army is victorious if all of its enemy armies flee the battlefield or are defeated. The aftermath of the battle can be different for each army, and depends on whether it was defeated, routed, or victorious.

Defeated: If an army's hit points are reduced to 0, it is defeated. A defeated army may have a few survivors, but they are so demoralized and wounded (and probably captured by the enemy) that the army no longer exists as a cohesive unit and can't be used again in mass combat. If your army is defeated, reduce your kingdom's Economy, Loyalty, and Stability according to the size of the army.

Table 3-3: Kingdom Modifiers for Defeated Armies

Army Size	Economy	Loyalty	Stability
Solo	0	0	0
Patrol	0	–1	0
Squad	–1	–1	0
Platoon	–1	–1	–1
Company	–2	–2	–2
Battalion	–3	–2	–2
Regiment	–4	–2	–2
Brigade	–4	–2	–3
Legion	–4	–3	–3

Routed: If the army routs, reduce its Morale by 1. If the army's current hp are lower than the army's ACR, increase its hit points to its ACR. A routed army refuses to fight until you succeed at a Loyalty check during your kingdom's Upkeep phase (you may attempt this check once per turn). Note that a routed army can still be attacked by enemy armies and can attempt Offense checks in battles—it just can't initiate a battle.

Victorious: If your army is the last one left on the battlefield (not counting other friendly armies), it is victorious. Each time an army wins a battle, you can attempt a Loyalty check against your kingdom's Control DC. If you succeed at this check, your army learns a new tactic and its Morale increases by 1 (maximum of Morale +4). If the army's current hit points are lower than the army's ACR, increase its hit points to its ACR. You may attempt a second Loyalty check; if you succeed, the army's commander learns a new boon.

Recovery

Each day that an army spends at rest (no movement and no battle), it heals a number of hit points equal to its ACR. Once per day, you may attempt a Loyalty Check against your kingdom's Control DC. If you succeed, your army heals a number of additional hit points equal to its ACR. An inactive army heals back to its full hit points after a single month, no matter how many hit points it lost. The mass combat rules assume that this healing is a combination of actual wound healing and gaining new units to replace those who were killed (meaning you don't have to track individual losses and resize armies). These units can be recruited from sympathetic locals, replacements from your own settlements, or forced conscripts from conquered lands. If circumstances make these replacement options unavailable or unlikely, the GM is free to limit how much an army can heal, generally to half the army's normal hit points. For other possibilities when dealing with wounded armies, see the optional Reforming an Army rule.

Advanced Warfare

Simply placing every army on the field in a mass melee accomplishes the basic goal of simulating a battle but does not necessarily offer you a very dynamic play experience. Those who want more options and a more immersive simulation can use the following rules, which while more detailed than those presented previously, are nonetheless still an abstraction, not a highly detailed miniatures wargame. They are intended as a supplement to the ordinary careers of adventuring leaders, not a replacement for it, providing a mass combat system that can be easily played out during the course of a single game session (or even just part of a session), even with complex battle scenarios, without having to derail the entire campaign.

Battle Zones

A battlefield has three primary zones. These zones are abstract rather than geographic and represent where armies are in relation to one another. An army may begin a Battle phase in the Ranged zone, but if an enemy army advances and engages them, they are now considered to be in the Melee zone even if they have not actually moved. If the army attacking them is destroyed and no other army engages them, they return to the Ranged zone.

It is perhaps easiest to think of these zones as concentric circles, with the Melee zone at the center, surrounded by the Ranged zone, with the Camp zone beyond it. A line down the center of the circle divides it in half, with one army's forces in its Melee, Ranged, and Camp zones and its enemy's forces in theirs.

Camp Zone: This represents an army's base of operations, which may be a temporary bivouac or a permanent fortification. Armies in the Camp zone cannot participate in a battle unless enemy armies move into the Camp zone. Generally speaking, armies cannot enter their enemy's Camp zone as long as the enemy has active armies in the Melee or Ranged zone.



Command Zone: This is the area where the army's commanders direct the flow of battle. This area is generally considered part of the Camp zone and cannot be directly attacked as long as the active armies are present in the Melee and/or Ranged zones.

Ranged Zone: This represents the back lines of an army on the field, with forces either arrayed to engage in ranged combat or simply to hold in place in reserve.

Melee Zone: This represents the front lines of any battle, where forces meet in close and brutal combat. Armies in the Melee zone can be attacked with melee or ranged attacks.

Strategy

At the beginning of a battle, each side must decide upon its overall strategy for the battle, not in terms of the precise maneuvers that will be used but more in terms of her philosophy about how the battle is to be conducted. Selecting a strategy applies to all armies and armies under the general's command; while individual armies may have their own specialized tactics that define how they carry out the overall strategy, that one strategy guides all of their actions on the battlefield.

During each Tactical Initiative phase, the commanding general for each side can try to alter the strategy her forces pursue, adjusting it by one step in either direction without needing to make a Morale check. A general can attempt to shift strategy to a greater degree, but this is difficult for all but the most highly trained armies, requiring a Morale check with a penalty equal to the number of steps by which strategy is being shifted. If the check fails, the army's strategy changes one step in the desired direction, but the army is thrown into disarray for the remainder of that Battle phase, resulting in a penalty to OM and DV equal to the number of steps the general attempted to shift their strategy.

This strategy rule replaces the standard Strategy track and rule in the original mass combat rules.

Table 1: Strategy

TYPE OF STRATEGY	OM	DV	CASUALTIES
Hold Firm	-4	+4	-2
Cautious Advance	-2	+2	-1
Standard	-	-	-
Aggressive Attack	+2	-2	+1
All-Out Assault	+4	-4	+2

The Casualties modifier applies to damage dealt by you and damage dealt by your enemies, including damage from failed attacks and *friendly fire* (internal links). This number was reduced to eliminate the doubling effect in the published rules caused by adding an additional modifier to damage when the existing modifiers to OM and DV already directly adjust damage (since damage equals 1d20 + OM - DV, plus other modifiers that apply).



Battle Phases

Each round of a battle is split into several phases, with a typical Battle phase taking a total of 1d6 hours.

Tactical Phase: Each round of combat, the overall army commander can shift the overall **strategy** that all forces under her command will follow. In addition, each unit commander can decide what special **tactics** their unit will use to implement that strategy. These choices must be made before tactical initiative is determined.

Ranged Phase: During this phase, any army or unit that is not engaged with an enemy force can make a ranged attack (assuming it has ranged weapons or other capabilities enabling ranged attacks to be made).

Melee Phase: During this phase, armies move together and engage in melee combat, using a variety of special tactics to outmaneuver and destroy their opponents.

Rout Phase: After resolving ranged and melee combat for the round, each surviving unit must succeed at a Morale check to sustain its will to fight.

Tactical Phase

The secret of success for many battlefield commanders lies in their ability to read a battlefield and gauge the intentions of their opponent, which may be by intercepting signals, gauging the importance of troop positioning and favorable or unfavorable ground, and being able to disguise their own intentions until their enemy has revealed their own. One way to reflect this in conducting a mass battle is through the use of **Tactical Initiative**. Each commander makes an Intelligence check (representing tactical knowledge), and whichever commander rolls lowest on their check must reveal their strategy first. A commander with a higher check can change his strategy in response to his opponent's, though moving strategy more than one step on Table 1 requires a Morale check to perform smoothly.

In addition, to forcing his enemy to reveal his strategy first, if one commander's check exceeds his opponent's by 5 or more, he can either force his enemy to reveal one **tactic** or he can change one of his own army's tactics for every 5 points by which his check exceeds his opponent's. The commander can choose which army he wishes to learn about; if that army has more than one tactic available, it must reveal the tactic it is using during this Battle phase. Regardless of the result of your check, you can reveal only one tactic per enemy army or change one tactic for each of your armies; any excess is lost. Command boons and creature special abilities are not revealed by winning tactical initiative.

Actual combat is effectively simultaneous, so going first is irrelevant and enemy armies can destroy each other in the course of a combat round. Even so, an army gains a +1 OM bonus whenever it attacks an enemy army with a lower tactical initiative check.

Ranged Phase

During the ranged phase, two armies are arrayed near one another but have not yet advanced to commence the battle in earnest. During this phase, armies cannot attack in melee but can attack with ranged weapons or other abilities that allow them to attack at a distance. During the ranged phase, each army can **attack** (provided it has the ability to attack at range), **advance** (move up to engage the enemy in close combat), or **hold** (remain in place, neither attacking nor advancing). An army that advances can then attack in the Melee phase. Armies that do not advance cannot attack in the Melee phase unless they themselves are attacked by an enemy unit that advances.

Some battlefields contains impassable barriers between armies, such as a river, cliff, or even a city wall or similar fortification. In this situation, armies may be unable to **advance** during the Ranged phase unless they have some means of circumventing the barrier. If you are using the simplified published rules, an army inside a Fort, Watchtower, or fortified settlement with City Walls and/or a Moat does not count as having an impassable barrier between itself and enemy armies; instead, the Defense value of the fortification is considered to represent the difficulty of approaching to attack. Armies may remain at range and attack with ranged weapons, but armies using the advance action are considered to be attempting to scale the walls or otherwise assault the fortifications in such a way as to threaten the safety of the defending army.

Resolving a ranged attack is described under Attacking and Taking Damage in the Simple Mass Combat rules above.

Friendly Fire: When an army makes a ranged attack against an enemy army that is engaged with one of your armies, it has a 25% chance of dealing 1d6-3 points of damage to the allied army regardless of whether its attack is successful. If your ranged attack roll is a natural 1, your allied army automatically takes 1d6-3 points of damage, while on a natural 20 your allied army never takes damage from friendly fire. An army taking damage from friendly fire loses 1 point of Morale.

Melee Phase

Once an army has advanced upon the enemy, the Melee phase begins. Each army resolves its attack as described in the Simple Mass Combat rules above, but after each army has attacked once the Melee phase does not repeat. Instead, after resolving all attacks each army proceeds to the Rout phase described below, and as long as at least one army on each side survives without being routed, the battle enters a new round, with a new check to determine Tactical Initiative, as described in the Tactics phase above.

Rout Phase

Once an army has advanced upon the enemy, the Melee phase begins. Each army resolves its attack as described in the mass combat rules, but unlike in the published rules after each army has attacked once the Melee phase does not repeat. Instead, after resolving all attacks each army proceeds to the Rout phase, with each surviving army making a Morale check with a DC of 10 plus 1 for each allied army that has been destroyed or routed from the field. If this check succeeds, the army may continue the fight undaunted. If the check fails, the army's Morale score is reduced by 1d4. If this reduces the army's Morale to zero, you must make a Loyalty check. If successful, the army remains intact with its Morale reset to 1 and the army routs, fleeing from the battlefield. If the Loyalty check fails, the army disbands. A cumulative -5 penalty applies to each Loyalty check for this purpose after the first that each side makes during a battle.

Routed Armies: A routed army is forced to flee the battlefield and cannot attack. Any one army engaged with it can make a free Standard or Volley attack against the routing army. After this attack is resolved, the army's commander must make an opposed Intelligence check with a -4 penalty against the commander of the engaged army that made the attack, with each commander adding the forced march speed of each of his armies to this roll (making it advantageous to use cavalry or other fast armies to attack routing armies). If the fleeing army wins the check, it is able to disengage and escape from the battlefield to its Camp zone. If the enemy army's check is higher, the routing army disengages but is forced to remain on the battlefield in the Ranged zone.

General Retreat: At the end of any Rout phase, a commander can sound a general retreat, ordering all of his armies to fall back and leave the battlefield. This functions like the Retreat tactic but can be performed even by armies that have already attacked in the Battle phase; however, retreating armies take an additional -2 penalty to their Morale check to disengage from enemy armies. In addition, when a General Retreat is ordered, any enemy army that is not engaged with one of your retreating armies can make one Volley ranged attack against any retreating army of its choice.

Mercenaries: When a mercenary army's Morale drops to 1, or when they have lost more than half of their hit points, they must make a Morale check to avoid routing. A kingdom takes no penalties when a mercenary army disbands or is destroyed.



Bloodied, Defeated, Destroyed, and Disbanded Armies

In battle, armies almost never fight until the last soldier is killed. While iconic, this is simply not a normal reality of warfare. When one army is clearly beaten and its cause is lost, it loses the will and the ability to fight long before the point of annihilation.

Bloodied Armies: An army that is reduced below half its hit points during any battle, whether its side is ultimately victorious or not, becomes bloodied. A bloodied army has lost a substantial number of its

soldiers to death or permanent injury, and no amount of rest, recovery, or even magical healing can bring the unit up to its full fighting strength. A bloodied army is treated as though its ACR is 1 less than normal for all purposes. This reduction applies each time it has been bloodied, and the effects stack for the purpose of determining the unit's OM, DV, maximum hit points, and all other game effects except the army's Consumption. The bloodied condition can be removed only by reforming the army (as described in **Optional Mass Combat Rules** below) or by replenishing the army with new recruits (see *Recruiting an Army*).

Defeated Armies: An army reduced to 0 hit points is defeated and can take no further actions in the battle, but it can be taken prisoner or massacred by its enemies following the battle, attacked in spite of their surrender in the midst of battle, or recovered, reformed, and restored to fighting strength by its allies after the battle ends (see *Victory and Aftermath*). A defeated unit typically has 10% of its number dead, and 1d4 x 10% of its number wounded and unable to fight, the rest simply too physically exhausted or emotionally shaken to continue fighting.

Destroyed Armies: If a defeated army is attacked before the battle ends, it takes a -2 penalty to its DV. If successfully attacked by an enemy army of at least half its size, the defeated army is instead destroyed and ceases to exist as a fighting force. In a destroyed unit, the dead number 1d6 x 10% of the army's soldiers, with 1d4 x 10% wounded, and the remainder simply surrendered or deserted.

When an army is destroyed, the country for which it fought loses 1 point of Fame. In addition, there is a 25% chance that the city where the army was recruited (with an Improvement or Recruitment Edict) has a Building Demand event during the next kingdom turn, demanding a Monument to be erected as a memorial to the fallen. This is in addition to any other kingdom events that may occur.

Disbanded Armies: When an army is reduced to 0 Morale and fails a Loyalty check, it not only routs from the battlefield but actually ceases to exist as a fighting force, disintegrating in a combination of flight and surrender. When an army disbands, 50% of its number is permanently deducted from the kingdom's population, as those soldiers desert their country and flee for safer lands where their shame will not follow them. The other 50% of the soldiers filter back into the population of their kingdom.

When an army disbands, all allied armies take a -1 penalty to Morale checks for the remainder of the battle; this penalty is cumulative if more than one army disbands. When an army disbands, the kingdom for which it fights takes a permanent -1 penalty to Fame, Loyalty, and Stability and the city where the army was recruited (with an Improvement or Recruitment Edict) takes a permanent -2 penalty to Law.

If a unit disbands while you are at war (rather than, for example, disbanding because of lack of pay or training during peacetime), your enemy gains a one-time reduction in its consumption for any one unit within one hex of the disbanded unit equal to 1/2 the disbanded unit's ACR; if this amount exceeds your unit's Consumption, any excess is lost. However, if you use an Improvement Edict or Recruitment Edict to create a new army in a Fort or settlement within 3 hexes of the site of the enemy army's desertion, you gain a one-time bonus to your next Loyalty check to recruit that army as you take advantage of disaffected deserters from your enemy who have turned to your side.

Engagement

When an army attacks another in melee, the armies become engaged even if the attack fails. Engaged armies are caught up in the thick of the fighting, seething together in a mass of bodies, blades, and blood. Once armies become engaged, neither can leave the battlefield until one or both armies are defeated, destroyed, or routed from the field, or until one side performs a successful Retreat, Withdrawal, or similar tactic that allows it to disengage from its enemies and those enemies either cannot or choose not to pursue them.

Fatigue

An army that becomes fatigued takes a -1 penalty to OM and DV and cannot use the Furious Charge or Overwhelming Onslaught tactics. If an army engages in an activity that causes it to become fatigued when it is already fatigued, it becomes exhausted instead. Its penalties to OM and DV increase to -3 and its movement is halved, and it cannot use the Cavalry Sweep, False Retreat, Pincer Maneuver, Pursuit, Skirmishers, or Strafing Skirmishers maneuvers. If an army performs an action that would cause it to become fatigued when it is already exhausted, the army takes 1d4 damage.

To remove fatigue, an army must retreat or withdraw from the battlefield and remain away from the battle for at least 2 Battle phases; each Battle phase after the first that it spends resting, it may attempt a Morale check to recover from its fatigue. If a battle ceases for at least 8 consecutive hours, armies on both sides can attempt a Morale check to recover from fatigue. If a unit is exhausted, making one Morale check to recover improves its condition to fatigued. The army can attempt an additional Morale check for each Battle phase it continues to rest away from the battlefield (or each 8 hours when no battle occurs) to remove the fatigued condition.



Healing After Battle

An army that remains on the field or is able to retreat from it without being defeated (i.e., reduced to 0 hit points) can rest for 1 hour in order to regain hit points equal to 1/2 its ACR and automatically reduces the exhausted condition to fatigued. If the army can rest for 8 additional hours without interruption, it regains hit points equal to its ACR and automatically removes the fatigued condition. Thereafter, an army heals hit points equal to its ACR for every 24 hours of complete rest. Armies that are marching, guarding prisoners, or performing other light-duty tasks heal half the normal amount of hit points (rounding down). Armies that engage in a battle or that take damage from a forced march do not heal at all.

An army that has been defeated but is able to exit the battlefield regains 1 hit point after 1 hour of rest. After this time, it can again function as an army, including using the healing rules described above. An army that has been destroyed or disbanded cannot heal. The Magical Healing command boon or Healing Potions resource doubles the number of hit points regained by one army during the first hour of its rest (or allows a defeated army to regain hit points equal to half its ACR after 1 hour of rest).

Disease: One of the great killers in war throughout history has been disease. Germs have often killed far more than blades, bullets, and bombs combined. A combination of injury, exhaustion, poor sanitation and diet on the campaign trail, frequently inadequate medical supplies, abundant carrion and garbage and vermin feasting upon both with equal relish, and the simple proximity of so many people in confined spaces make battlefields an ideal medium for the growth and spread of contagion.

Whenever your armies finish a battle, whether victorious or not, make a Stability check for the kingdom with a penalty equal to the number of your armies that was bloodied plus the number of enemy units taken prisoner. You gain a +2 bonus to this check for each commander with your army that can provide Magical Healing and for each Healing Potion you expend after the battle (those consumed during the battle do not affect this check). If your armies are within 2 hexes of any of your settlements, you gain an additional +1 bonus for each Alchemist, Herbalist, and Temple, +2 for each Cathedral, and +4 for each Hospital in that settlement (or those settlements, if more than one).

If this check fails, one of your armies becomes infected. This army should be chosen at random from those who took any damage during the battle, even if that damage was later healed. Infected armies are treated as fatigued (or exhausted, if already fatigued) and become *bloodied* by this infection. You must repeat the Stability check with the modifiers noted above once per week. If the check succeeds, you army recovers and is no longer infected, though it is still bloodied and must be reinforced. If the check fails, another army chosen at random from those damaged in the battle becomes infected. If multiple armies are infected, each successful check cures only one army. If all infected armies do nothing but rest and recuperate in a settlement or Fort, you gain a +2 bonus to the Stability check. If infected armies are forced to fight, you take a -2 penalty to that week's Stability check for each army that fights.

If you roll a natural 1 on any Stability check to avoid or alleviate infection, the contagion is carried back to the nearest of your settlements to the battlefield (or to where the infected armies are being kept during their recovery), and during your next Kingdom turn that city experiences a Plague kingdom event, as described in Chapter 1 under **Events**).

Parley

Once per battle, at the beginning of any Battle phase, the commander of either army may ask for parley, a meeting under a flag of truce with a spokesperson for the opposing side. You must use this maneuver before any army has attacked in the Battle phase. The commander asking for Parley must make a Charisma (Intimidation or Persuasion) check opposed by the Charisma (Intimidation or Persuasion) check of the opposing general. When using Persuasion, the commander adds his nation's Fame score to this check. When using Intimidation, the commander adds his nation's Infamy

score instead. Each commander chooses which skill to use and need not choose the same skill. A commander takes a -1 penalty for each unit under his command that has been defeated or routed, -2 for each that has been destroyed. If your check equals or exceeds the opposing general's, you can force them (or their representative) to come forth and meet you under a temporary truce to discuss terms of surrender or withdrawal from the field, to offer a challenge of champions or other contest, to exchange hostages or negotiate ransom, or simply to taunt and bluster at one another. Armies normally do not attack during the Battle phase when a Parley occurs, though they may use command boons or disengage from enemy armies or perform other actions that are not attacks. If a unit does attack during a Parley, the kingdom whose army it is gains +1d4 Infamy, and each unit that attacks loses 1 point of Morale. In addition, your armies gain a +1 bonus to OM and on opposed Morale checks against any army that attack during the Parley for the remainder of the battle.

Victory and Aftermath

Once all armies but those belonging to one side have been eliminated, whether defeated, destroyed, disbanded, routed, or retreated from the field, that army is victorious.

Fighting in the Command Zone: Once the active armies of one side have been swept from the Melee and Ranged zones, that army's Command zone is considered overrun and the commanders of that army can be captured or killed. You can resolve the overrun of an army's Command zone in several ways.

Combat: The leader(s) of your army can engage in direct character-to-character combat with the leader(s) of the enemy army. This plays out using the standard combat rules in the *SRD,* but leaders from the victorious army gain a +2 bonus to attack rolls, saving throws, skill checks, and initiative for the duration of this combat. Your armies generally do not participate directly in this kind of confrontation, as they are assumed to be securing the area and taking junior commanders and soldiers into custody while the major PCs and NPCs fight. If an NPC leader ends a round of combat at less than half his or her hit points, there is a 50% chance per round that the leader surrenders.

Execution: If a commander or other significant leader is captured, the leaders of the triumphant army have the option to publicly execute that leader. If that leader is a player character, they should generally be allowed the chance to escape execution by playing out a normal combat encounter; however, if they have already been overcome and rendered helpless in normal combat, execution may be their fate. NPC leaders are killed automatically if the victorious leader calls for execution. Being killed in combat is not considered an execution, nor is a leader choosing to commit suicide; a leader must be slain as a helpless captive (usually by a coup de grace) to be treated as an execution.

Executing an enemy leader earns +1 Infamy for the kingdom whose army performs the execution if the executed character is a kingdom leader (+2 if they are the ruler). If you execute all leaders you capture in a battle, rather than just one, you earn double the Infamy modifier for the highest-ranking leader you execute. Executing ordinary military commanders that are not kingdom leaders does not affect a kingdom's Infamy.

Ransom: Rather than being executed or kept as a captive, in many cultures it is commonplace to offer up leaders captured in battle (including those whose armies have been destroyed, even if their side later won the battle) may be offered up for ransom. A usual ransom demand is 1 BP times the captive leader's character level for a kingdom leader. This ransom demand is halved for a leader that does not have a leadership role in the kingdom (i.e., an ordinary military commander) but is doubled if the captive leader is the kingdom's ruler.

These ransom demands typically include only the ransomed person and a noble or royal outfit of ordinary clothing, though the leader's captors can of course return any additional items they choose. If double the normal ransom is paid, the ransomed character's goods are returned along with them. At the GM's option, individual items may also be ransomed separately; if the captors are unaware that an item is magical or unaware of the nature of their enchantment and its market value, they may demand only the sale price of an item of its type, or an entirely arbitrary ransom amount for items of significance that may not correlate to their monetary value; for example, their ransom for the royal crown is not required to be equal to its sale price as a piece of jewelry.

Offering to return leaders that you hold captive in exchange for a ransom is considered a mark of honor and gains your kingdom +1 Fame for a kingdom leader, +2 Fame for a ruler. You gain an additional +1 Fame if you offer to ransom all leaders you capture in a battle (assuming there is more than one). If you pay a ransom to recover your leaders, you lose an amount of Fame for your own country equal to what the captor's kingdom gains; however, you gain an equivalent bonus to Loyalty, as your subjects appreciate the lengths to which the kingdom will go to reclaim its own.

Manpower Attrition: Having soldiers captured or killed in battle (or deserting from the field) has a significant impact on the health and vitality of a kingdom. Soldiers killed or captured in battle still count against a kingdom's available Manpower for 1 year. When an army is bloodied, 10% of its soldiers are counted as killed.

Wounded soldiers from an army that has been defeated or destroyed count against a kingdom's available

Manpower for 1 month. When an army is bloodied, 10% of its soldiers are counted as wounded.

When an army disbands, 50% of its soldiers desert the kingdom and count against its Manpower for 1 year. The other 50% survive and count against the kingdom's Manpower for 1 month.

In addition to the effect on army recruitment itself, losing large numbers of soldiers has a detrimental effect on the livelihood of the kingdom away from the front lines. For every 500 soldiers a kingdom loses in battle to death, capture, or desertion (i.e., anything that counts against the kingdom's Manpower for 1 year), the kingdom takes a permanent penalty of -1d4 to Economy, Loyalty, and Stability.

Fame and Infamy: The kingdom of a victorious army gains a +1 to either Fame or Infamy when all enemy armies are defeated, destroyed, disbanded, routed, or retreated from the field. This bonus is increased by +1 if a Fort or settlement is captured and occupied, and the bonus is doubled if the victorious army is able to triumph while losing no more than 1 army (or unit). The kingdom of an army on the losing side in a battle loses 1 point of Fame (2 points if it allowed a Fort or settlement to be captured by enemy forces), and this loss of Fame is doubled if in defeat they failed to defeat, destroy, disband, or rout more than one enemy army (or unit).

Morale: Success and failure on the battlefield obviously has a significant impact on the Morale of the surviving armies involved. What transpires in between battles likewise helps an army, defeated or triumphant, prepare for its next foray onto the battlefield. Careful preparation and training with their leaders keeps them sharp and ready, while armies languish after too long a period of inactivity.

Table 3-4: Army Morale Modifiers

MODIFIER	CONDITION
+1d4	Winning a battle (-1 per allied unit defeated or destroyed, to a minimum or 0).
+1	Trains with general or significant character for 1 week.
+1	Pay double consumption for 2 consecutive months.
-1d4	If an army's commander is captured and executed while the army still exists.
-1	Take friendly fire damage from an allied army.
-1	Per month without combat (per year for reserve unit).
-1	Survives battle, but battle lost (a fortification or city captured by enemy armies, or more armies lost than the enemy in a battle in the open field).
-2	Survives battle but routed from the battlefield.
-3	Consumption not paid, per month (active armies only).



Pillage and Plunder

The equipment and supplies of a defeated army or unit can be taken by the victors in a battle as spoils of war. These spoils are worth a number of BP equal to 1/4 the ACR of an army that is defeated, or 1/2 the ACR of an army that has been disbanded or destroyed.

In addition, an army of 50 or more soldiers can be sent into any hex containing terrain improvements, spending one week burning fields, slaughtering herds, tearing down buildings, and generally wreaking havoc. At the end of each week, all terrain improvements in that hex that the army's commander wishes to destroy are destroyed unless the kingdom that owns the hex succeeds at a Stability check with a -1 penalty for every 50 soldiers engaged in pillaging their land. A successful Stability check preserves those improvements, but if the pillaging armies undertake another week of destruction this Stability check must be repeated, with an additional -5 penalty for every week after the first. Pillaging armies earn 1 BP for their kingdom for each improvement they destroy.

Finally, armies can attack buildings in a city whose defenders all have been defeated, destroyed, disbanded, or routed. This is treated as attacking an enemy army, with a building having an effective DV equal to 15 plus the building's Defense modifier (if any) and hit points equal to its BP value. The army can attack once per Battle phase (if a battle is still going on nearby) or three times per day (if not). A battle reduced to less than half its hit points (BP value) ceases providing any benefits to the kingdom that owns it. A building can be repaired on its owner's next kingdom turn, spending BP equal to the damage the building has taken. If the building is reduced to 0 hit points (BP value), it is destroyed.



Prisoners of War

As described in the *Bloodied, Defeated, Destroyed, and Disbanded* section, armies on the losing side in a battle are rarely if ever completely wiped out. In most cases, the wounded and surrendered far outnumber the dead. This raises the question, of course, of what to do with enemy soldiers now in your custody. Turning them loose to rejoin their fellows in the fight against you is hardly a viable option (though officers and leaders may be ransomed). Generally speaking, a victorious army has three options: forced labor, internment, or massacre.

Civilian Prisoners: Civilian populations can be rounded up and imprisoned, put to work, or slaughtered just as captured soldiers can. Abuse of civilians is generally frowned upon. Imprisoning civilians generates +1 Infamy per 1,000 civilians placed in *internment*, and Infamy modifiers for *forced labor* and *massacre* are doubled. However, civilians are generally less likely (or less able) to rebel against their captors, and each civilian counts as only 1/10 of a prisoner of war for the purpose of how many guards are required.

If any portion of a civilian population of a hex or a settlement is made captive, any kingdom bonuses from buildings in that hex or settlement (except for Defense value) is halved; if 50% or more of the civilian population is eliminated, all kingdom benefits for those improvements or buildings are lost.

Forced Labor: Soldiers captured in battle can be put under guard and forced to work for the benefit of their new kingdom. For each 100 captives forced to work for a full month, you can reduce the cost of any terrain improvement by 1 BP, or you can compel them to labor on a Farm, Mine, Quarry, or Sawmill, increasing the BP output (or Consumption reduction) of that improvement by 1. Forced laborers do not increase your kingdom's Consumption, as their unpaid labor and meager standard of living offset what little they consume. However, using prisoners for forced labor results in a -1 penalty to Stability per 100 forced laborers (or fraction thereof), and your kingdom gains +1 Infamy each month it uses prisoners for forced labor. Prisoners used for forced labor must be guarded at all times, as described under *internment* below.

Internment: Soldiers captured in battle can simply be locked away, kept as prisoners for the duration of the conflict. Prisoners must be kept under guard, either in temporary stockades or permanent prisons. Any army capable of fighting can guard a number of soldiers equal to 10 times their number. If there are more prisoners than this, the kingdom holding the captives must make a Stability check each week with a cumulative -1 penalty for each multiple of the number of guards beyond x10 (e.g., an army of 20 soldiers could safely guard up to 200 prisoners; if there were 250 prisoners, a weekly Stability check would be required with a -2 penalty, since there are 12.5 times as many prisoners as guards, which exceeds the limit by 2 multiples over x10). A failed Stability check results in an uprising among the prisoners, which is treated as a Vandals (if prisoners are kept inside a settlement) or Bandit Activity (if outside a settlement) kingdom event.

Prisoners can instead be escorted to permanent internment at a Barracks, Fort, Garrison, or Jail; a Barracks or Jail can hold up to 100 prisoners each while a Fort or Garrison can hold up to 200. This number can be increased by crowding prisoners into narrow quarters, up to five times the normal amount, but each additional 100 (Barracks or Jail) or 200 (Fort or Garrison) prisoners or fraction thereof beyond a building's normal capacity

generates 1 point of Unrest. Stationing a reserve army (see the original mass combat rules) at the same building reduces Unrest by 1.

Interning captives increases your kingdom's Consumption by 1 per 100 prisoners. You may choose to reduce this Consumption increase by half by starving your prisoners; however, doing so causes you to gain +1 Infamy each month.

Massacre: A victorious army may decide that they lack the resources or the desire to keep its captive enemies alive, choosing instead to wipe them out, killing them to the last. Massacre of enemy forces earns +1 Infamy per army or unit put to death (regardless of size), plus an additional +1 Infamy for every 1,000 soldiers (or fraction thereof). Your kingdom earns +2 Infamy for the massacre of any number of civilians, plus an additional +1 Infamy for every 1,000 civilians (or fraction thereof).



Army Tactics

Tactics differ from strategy in that they represent specific maneuvers that an army can perform on the battlefield focused on attack, defense, movement, or a combination of the three. Strategy dictates each side's overall approach to what all of their armies will do, but each individual unit can adopt its own unique tactics. A unit can select one tactic each turn, choosing their tactic at the beginning of the first Battle phase in which they act. Some maneuvers require one or more kinds of specialized equipment for the unit performing it.

In order to use a tactic, a unit must be trained in it, either when it is created, through training, or through victory in battle, up to a maximum number of tactics equal to its ACR. All armies know the Full Defense, Furious Charge, Retreat, Standard, and Withdraw tactics (and an army with ranged weapons automatically has the Volley tactic); these tactics do not count against this maximum.

However they are acquired, tactics are options an army can use to influence aspects of a battle. A newly recruited army doesn't know any of these tactics unless specified by the GM. An army learns new tactics by being victorious in battle (see *Victory, Rout, or Defeat*). An army can know a number of tactics equal to half its ACR, minimum 0.

Using Tactics: When a battle begins, the commander selects one tactic to use for that battle (if the army doesn't know any tactics, the army uses the standard tactic). At the start of each Ranged or Melee phase, the commander may try to change tactics by attempting a DC 15 Morale check. Success means the army uses the new tactic for that phase (and the modifiers from the old tactic cease); failure means the army continues to use its current tactic. The effects of tactics end when the battle does.

As with battlefield conditions (see *Marching to Battle*), gaining benefits from a tactic is subject to GM discretion.

Cautious Combat: Your army fights cautiously in order to maintain morale. Decrease its OM by 2 and add 2 to all its Morale checks.

Cavalry Sweep: Your unit is trained in making swift ride-by attacks against infantry, dashing across the battlefield and harrying the enemy. Your unit can attack two non-mounted armies in a single Battle phase. Your unit gains -4 OM and -2 DV for the remainder of the Battle phase and your attacks deal only half damage, but you are not considered engaged after attacking a non-mounted unit. *Requirement:* mounts.

Covering Fire: Your unit keeps some of its soldiers back from the front lines in order to provide covering fire for you and allies and to strafe targets of opportunity trying to move around you. Once per Battle phase, when your unit or an allied unit disengages from an enemy unit, including the Retreat or Withdraw Tactic, or a unit that routs or is destroyed, you can make a ranged attack against the enemy unit from which it is trying to disengage. If your attack hits, you inflict 1d4-1 Casualties and your allied unit gains a +1 bonus to DV and to opposed Morale checks made to disengage. *Requirement:* ranged weapons.

Defensive Wall: Your army fights defensively, taking actions to protect fellow units as needed. Decrease its OM by 2 and increase its DV by 2.

False Retreat: Once per battle, your army can make a false retreat, luring a target enemy army deeper into your territory. On the phase your army makes a false retreat, it doesn't attempt an Offense check. On the phase after it uses this tactic, increase its OM and DV by 6 against the target army.

Feint: Your unit feigns an attack to draw enemies out of position and distract them from greater threats elsewhere on the battlefield. On a successful attack, you deal half damage but do not become engaged. In addition, your unit and the unit attack must make opposed Morale checks with a bonus equal to the unit's ACR. If you win this opposed check, the defending unit is drawn out of position and takes a -2 penalty to DV for the rest of the Battle phase. If your attack fails, your attack does no damage and your unit becomes engaged with the defender.

Full Defense: Your army focuses on total defense of the battlefield. Increase its DV by 4 and decrease its OM by 4.

Furious Charge: Your unit makes a furious rush to attack an enemy unit. You gain +2 OM and -2 DV for the remainder of this Battle phase. An engaged unit cannot use this tactic. If you successfully attack an enemy unit, it takes a -1 penalty to Morale checks made to try disengaging with you until the end of Battle phase.

Overwhelming Onslaught: Your unit makes a wild and reckless attack meant to overwhelm and overrun the defending unit. Your unit gains +4 OM and -4 DV, and after resolving your attack you take you take 1d6-3 Casualties if the attack succeeds, 1d6 if the attack fails (these casualties are modified by your Strategy, as per Table A1). If your attack succeeds against a target using Full Defense, Pike Square, or Screening Defense tactics, the defending unit must succeed on a Morale check (DC 10 + Attacker's ACR) or those tactics are negated for the remainder of the Battle phase. If the Morale check fails by 5 or more, that unit cannot use any of those tactics again for the remainder of the battle. If you successfully attack an enemy unit, it takes a -2 penalty to Morale checks made to try disengaging with you until the end of Battle phase.

Pike Square: Your unit grounds its polearms and sets them to fend off enemies, especially mounted foes, while setting a shield wall to protect against infantry. Your unit gains -2 OM but gains +2 DV against mounted armies and deals +2 damage on a successful attack against a mounted unit. In addition, your unit deals +1 damage against any unit using the Aggressive Attack strategy, +2 against armies using All-Out Attack strategy. *Requirement:* reach weapons, no mounts.

Pincer Maneuver: Your unit is trained to envelop a unit that is already engaged by your allies. You gain +2 OM against a unit that is already engaged by an allied army; however, because you are spread out you take a -2 penalty to your DV for the rest of the Battle phase against attacks from armies that are not already engaged with you. When you use this tactic, a unit engaged with you takes a -2 penalty to Morale checks made to disengage, flee, retreat, or withdraw for the remainder of the Battle phase.

Pursuit: When an enemy unit retreats, routs, or withdraws from the battlefield, your unit can try to chase them down, even if they are in the Camp zone. Make an opposed Morale check against the target unit, with each unit adding their forced march Movement to this check (you gain an additional +1 bonus if the target unit routed in the previous Battle phase). If your Morale check succeeds, you force the target unit back into the Ranged or Melee zone (your choice) and can make a Standard melee attack or Volley ranged attack against that unit. You cannot use this tactic if your unit is engaged.

Relentless Brutality: Your army throws caution to the wind and attacks with savage and gory vigor. Increase its OM by 4 and decrease its DV by 4.

Retreat: Your unit can exit the battlefield completely with this tactic. Your unit cannot attack during the Battle phase in which it uses this maneuver and takes a -1 penalty to DV and Morale. The unit must attempt opposed Morale checks against all enemy armies engaged with it; each unit adds its Forced March speed to this special Morale check. If an enemy unit's Morale check exceeds yours, it can make a free melee attack against you, even if it has already acted this round. Enemy armies that fail to beat your Morale check do not gain this free attack. If your army survives these attacks (even if your unit takes all of its Casualties, but not if it is destroyed), it disengages from all enemy armies and leaves the battlefield.

Screening Defense: Your army may choose another army to protect on the battlefield. Melee attacks made against the army you are protecting affects your army instead. While using this tactic, your army cannot attack any army unless it first attacks you in melee. The unit you are protecting cannot be engaged by an enemy unit unless your unit is routed or destroyed. If the unit you are protecting is already engaged, it remains engaged; using this maneuver does not force the opposing unit to disengage. The unit you protect can be targeted with ranged attacks, though it gains a +2 bonus to DV against them. You take 1d6-3 points of damage if the unit you guard is hit with a ranged attack; and the unit you guard takes the same damage if your army is hit with a ranged attack.

Skirmishers: Your unit makes a quick probing strike and then disengages. Your unit takes a -2 OM penalty and deals half damage on a successful attack, but you do not become engaged with the target unit whether or not your attack succeeds. *Requirement:* no medium or heavy armor.

Siegebreaker: Your army targets another army's siege engines in an attempt to destroy them. If your army damages the target army, your army attempts a second Offense check; if successful, destroy one of the target's siege engines. This tactic has no effect on enemy armies without siege engines. In addition, a unit using this tactic can try to circumvent the protection of a unit using the Screening Defense tactic if the unit it protects is equipped with siege weapons. If your attack against the screening unit succeeds, your attack deals half damage to that unit and you can make a second attack

against the protected unit and its siege weapons. This attack also deals half damage.

Sniper Support: Your army holds some ranged units in reserve to attack a target enemy army during the Melee phase. If your army damages the target army in the Melee phase, it deals 2 additional points of damage from these ranged attacks. The army must have ranged attacks to use this tactic.

Spellbreaker: Your army has specialists who can disrupt enemy spellcasting. Increase its DV by 4 against armies with the spellcasting ability.

Standard: Your army's attacks have no additional modifiers to its OM, DV, or damage.

Strafing Skirmishers: Your unit keeps on the move while riddling its targets with quick volleys. Your unit takes a -2 OM penalty and deals half damage on a successful attack during the ranged combat phase, but it gains a +1 DV and once per round when attacked during the melee phase your unit can attempt a Morale check to avoid becoming engaged. *Requirement:* ranged weapons, no medium or heavy armor.

Taunt: Your army is skilled at taunting its opponents, provoking stupid mistakes and overconfidence in battle. The target army must attempt a Morale check (DC = 10 + your army's ACR) at the start of each Melee or Ranged phase; failure means it reduces its OM and DV against your army by 2 for that phase. If the target army succeeds at two of these Morale checks, it's immune to this tactic for the remainder of the battle.

Withdraw: Your army tries to escape from all armies attacking it. The army attempts an opposed Morale check against each army attacking it to maintain discipline (any army may voluntarily fail this check) but doesn't need to attempt the usual Morale check to change tactics when switching to withdraw. If all of these checks are successful, your army may withdraw from the battlefield or treat the phase as a Ranged phase. If only some are successful, you may withdraw or treat the phase as a Ranged phase, but enemy armies in the battle may attack you as if you were in Melee. Whether or not the checks are successful, reduce your army's OM and DV by 2 for the rest of this phase.

Commanding an Army

An army's commander helps maximize its effectiveness and can provide special bonuses to an army. The commander can be a PC or NPC. Unless you decide to command an army personally or the GM allows you to recruit an exceptional commander through adventuring and roleplaying, a new army's commander is an unexceptional leader who provides no bonuses to the army.



The Mass Combat Army Sheet has a space to record information about the commander of each of your armies. In addition, there's also a space to record information for a general—a general is a character (often you) assigned to manage your military forces but is primarily a figurehead and grants no bonuses herself unless actively leading a particular army. The relevant information is as follows (assume a value of 0 unless otherwise specified).

Name: This lists the commander's name (and class and level, if notable).

Charisma Modifier: This lists the commander's Charisma modifier. It is added to the army's Morale checks.

Hit Dice: This is the commander's Hit Dice (usually equal to its character level for a PC). Divide the number of Hit Dice by 5 (minimum 0) and add that number to the army's Morale checks.

Leadership: The commander's leadership score is its character level + Charisma modifier. If the commander is a monster, use HD instead of character level. If the commander has an appropriate military background or training (GM's discretion), increase this value by 3. This number is a prerequisite for some boons.

Boons: This lists the boons the commander knows (see below). A commander's maximum number of boons known is 1, plus 1 for every 5 Hit Dice the commander possesses. A new or unexceptional commander might know no boons at first but can gain them from victories in battle. If you're a kingdom leader acting as a commander, you automatically have one boon appropriate to your leadership role (see below).

The commander must be active with the army to grant a bonus on Morale checks or a boon to the army. Being active requires spending at least 3 days per week with the army. An army without a commander (whether because the commander is dead or because she isn't spending enough time with the army) loses 1 Morale per week. You may offset this loss by doubling the army's Consumption that week.

If you have an army without a commander and you have no commanders available to fill that role, you may promote a unit from the army to be an unexceptional commander. This commander has a +0 Charisma modifier and Hit Dice and a Leadership score based on the level or HD of a typical unit in that army.

Commanders

Leadership on the battlefield is a role that anyone can claim, but for which not everyone is equally suited. A keen intellect is of key importance in understanding the ways of war and the situations likely to occur on the battlefield, as are the wisdom to know when to attack, when to hold firm, and when to retreat, as well as the raw charisma to get your soldiers to follow you once more into the breach. However, unlike in the existing mass combat rules, high ability scores are less important in command than actual battlefield experience and reputation.

Command Limit: In the published rules, each leader commands a single army. A kingdom can field a maximum number of armies equal to its Loyalty modifier divided by 10 (rounded down) plus the Charisma modifier of the kingdom's General.

If using the rules for Recruitment Edicts, a kingdom's Militarism level affects the number of armies it can recruit. A Pacifist kingdom can field only 1/10 the normal number of armies and a Peaceful kingdom 1/2 the normal number. Contrariwise, an Aggressive kingdom can field 50% more armies than normal, while a Warlike nation can field double the normal number of armies.

The kingdom's General has nominal command of all military forces of the kingdom, though in any battle the General may or may not personally lead those armies. Often, another PC or NPC is designated as the local commander, such as the Heir, Marshal, Royal Enforcer, Ruler, and Warden, and this individual leads the armies involved in the battle. In the standard published rules, the overall commander of the kingdom's armies has no game effect on armies that she does not personally lead.

Leadership Bonus: In the published rules, a commander's Charisma modifier applies as a bonus to his army's Morale checks, with an additional bonus of +1 per 5 hit dice. These rules presume a larger role for commanders (especially when they are player characters), allowing them to have a greater impact on the battlefield effectiveness of troops under their command. Expert commanders deploy their forces to maximum advantage while pedestrian leaders keep their troops too long in compromising positions on the field, blunting their effectiveness in both attack and defense. This skill in command is represented by the **Leadership Bonus (LB)** statistic, and it applies not only to Morale checks but also to DV and OM.

A commander's base LB is equal to +1 for every 5 hit dice. A commander's LB is increased by 1 for each of the following: Intelligence modifier +3 or greater, Charisma modifier +3 or greater, Wisdom modifier +3 or greater, or an appropriate background (at the GM's discretion). Ability modifiers that are magically enhanced provide this increase only if that bonus is permanent, such as through a magical item (but not a temporary spell).

A commander's Leadership Bonus for specialized forms of warfare, such as naval combat or siege warfare, may be modified by appropriate backgrounds, skill proficiencies, or other modifiers, as described in the relevant sections below.

Significant Characters: While each army has only one commander, it is certainly possible for more than one powerful character or creature to accompany and support an army. These special auxiliaries are called significant characters, and by embedding themselves



within an army they allow that army to gain access to command boons that would not normally be available to them or their commander. A significant character can accompany only one army at a time. Each player character accompanying an army counts as a significant character. In the case of a GM-controlled army, those significant characters are typically unique NPCs, which should probably be comparable in number to the number of PCs present.

If no significant character is present with an army, it is led by an unexceptional commander that is a typical creature of the type comprising the army.

The Command Zone: As described under *The Field of Battle*, the general in charge of the battle and any other significant characters that are not personally leading armies on the field are considered to be directing the battle from behind the lines. The Command Zone is not necessarily a fixed location but is wherever the commander and his aides may be at any given point, shuttling from place to place giving orders and providing support where it is required. Characters in the Command Zone are not part of any army and cannot be directly attacked or damaged until defending armies are eliminated, as described in *Victory and Aftermath*.

Leaders and Losses: If a leader is killed or incapacitated, any boons he provides are lost for the remainder of the battle, except for permanent boons. If an army is destroyed or disbanded, d100 should be rolled for its commander and any significant character fighting with it to determine if they escape (01-30), are killed (31-50), or are captured (51-00). Player characters should typically escape with 25% of their hit points rather than being killed, or the GM may run an individual combat encounter to resolve their fate. In any event, characters that escape can spend one Battle Phase making their way to the Command Zone (not counting the phase in which their army was eliminated). Once there, the commanding general can reassign them to a new army and in subsequent Battle Phases they can again make use of their command boon (not including permanent boons).

Command Boons

Boons are special advantages that a commander or significant character offers to an army. The rules above assume that kingdom leaders possess a number of automatic boons based on their level or Hit Dice, but you can ignore this rule if you wish for the tailoring of boons specific to each character be a more organic process. If you wish to restrict this number to simplify command and control or create more significant choices for PCs, rather than granting one boon for every 5 Hit Dice you can instead allow each commander or significant character to provide only a single command boon. This boon must be chosen when the character first trains with an army, taking one kingdom turn, and it cannot be changed until the character acquires at least one additional hit die, at which point the old boon can be discarded and a new boon added.

Many command boons have prerequisites based on class features, feats, or proficiencies; usually these prerequisites depend on the commander or significant character, but some also depend on the creatures comprising the army to which the boon applies. Some boons affect all armies on a side, but some affect only

a single army, usually the one led by the commander whose boon it is; however, some boons can be used to affect an allied army instead, or even shifted from army to army each Battle Phase. Unless otherwise specified, a significant character must be present at a battle (or, for some boons, with a specific army) in order to provide the benefits of a command boon. A commander grants the army all the boons she knows (she doesn't have to select just one).

Permanent Boons: Some command boons are not dependent on a specific action taken by a commander during battle, but instead reflect specialized training of the unit with their commander and with other soldiers with a similar range of skills. These permanent boons must be applied when an army is created, and the commander cannot later shift the permanent boon to a different army, though he can retire from command of the army. The leader forfeits the ability to grant a boon (or one boon, if able to grant more than one) for 2d4 months after retiring. If the commander leaves an army with a permanent boon, whether through death, retirement, or some other incapacity, and is not replaced by another significant leader that also qualifies to grant the same command boon, the army loses 1d4 points of Morale and the permanent boon is lost within 1d4 months.

The following boons can be selected by commanders, but no boon can be applied to an army more than once unless otherwise noted. Most boons apply to only one army at a time but can be shifted from unit to unit during each Battle Phase. A boon marked with an A applies to all allied armies (or includes an effect that affects all allied armies). A boon marked with P is a permanent boon that applies to only a single army and cannot be shifted to other armies.

Advanced Tactics: An army with this boon gains a +2 bonus to its OM; however, this bonus is halved if the target army also has Advanced Tactics or Defensive Tactics. *Requirement:* The character granting this boon must have at least 11 hit dice.

Battlefield Illumination: Once per day, an army with this ability can increase the light level on the battlefield by one category for all armies on the field (see *Visibility*). Alternatively, that army can increase lighting levels by two categories, though the modifiers for this enhanced light level apply only to that army and any army engaged with it, and to ranged attacks made against that army and any army engaged with it. An enemy army with Magical Advantage can forgo attacking in order to eliminate this increased light by making an opposed Morale check against the army that created the illumination. *Requirement:* The character granting this boon must be capable of casting *daylight* at least 5 times per day, or the army must be equipped with fireworks.

Bloodied but Unbroken: The commander inspires the army to be at its greatest in the most desperate times. When an army's hit points are at half its full normal hit points or fewer, it gains a +1 bonus on Offense checks. A commander must have Leadership 4 or higher to select this boon. At Leadership 10 or higher, this bonus increases to +2.

Bonus Tactic: Choose one tactic. The commander always knows this tactic, and the commander's army can use this tactic even if it doesn't know that tactic on its own. You can select this boon multiple times; each time you select it, choose a new tactic.

Cavalry Experts: As described in the existing mass combat rules, but moved to being a command boon rather than a Tactic, as command boons better represent the concept of training to develop expertise in a particular style of combat vs. tactics being a particular action or maneuver performed during a battle.

Combined Tactics: An army with this boon deploys screening infantry to defend its ranged attackers. The



army cannot attack in the Melee Phase but gains a +1 bonus to its DV until the beginning of the next Battle Phase and can make ranged attacks even if engaged. *Requirement:* The character granting this boon and the creatures comprising the army must have ranged weapons and a Dexterity of 13 or higher.

Consecrate or Desecrate Battlefield: An army with this ability gains +2 to morale checks and a +2 bonus on DV against armies comprised of celestials, elementals, fey, fiends, and undead. An army gains no benefit from this ability during any Battle Phase in which it uses the **Aggressive Attack** or **All-Out Attack strategy**. *Requirement:* The character granting this boon must be capable of casting *hallow*, and the commander must have time to cast the spell in preparation for battle (24 hours).

Cornucopia: An army with this boon has a magical means of supplying itself with food and drink and banishing fatigue, reducing its dependence on a heavy supply train and giving it great strength at resisting sieges. The unit can attempt a Morale check to avoid becoming fatigued after using a **forced march** and it never becomes fatigued if it is inside a settlement or fortification that is *blockaded*, as described in the Siege Warfare section. An army with this boon treats its ACR as 2 higher for the purpose of **healing after combat**. *Requirement:* The character granting this boon must be capable of casting *create food and water* at least 5 times per day.

Daring Maneuvers: An army with this boon can overextend itself to press home an advantage, though this leaves its flanks exposed. The army gains a +4 OM (or AV) bonus but takes a -2 penalty to DV until it acts in the next Battle Phase.

Death Before Dishonor: An army with this boon reduces Morale penalties or reductions, regardless of their source. All effects that would cause a -1 penalty to Morale have no effect, while larger Morale penalties or reductions are reduced by 1. *Requirement:* The character granting this boon and the soldiers in the army must all be barbarians, fighters, or paladins with 2 or more hit dice.

Defensive Tactics: The commander is especially good at defensive tactics. Increase the army's DV by 2. *Requirement:* A commander must have Leadership 5 or higher to select this boon.

Dirty Fighters: Your army uses trickery and unfair tactics to gain an advantage at the start of a battle. For one Melee phase this battle, its OM increases by 6. (After that Melee phase, the opposing army knows to be ready for such tricks.)

Divine Blessing: An army with this boon can add a +1 bonus to any die roll once per Battle Phase. It may apply this bonus after the result of the roll is known. Alternatively, once per battle it may choose to reroll any one die roll it makes; if it uses this ability, it forfeits the benefits of this boon for the remainder of the battle and for 1d4 days thereafter. *Requirement:* The character granting this boon must be capable of casting 4th-level divine spells.

Expert Flankers: Your army is skilled at surrounding the foe and distracting them, at the cost of spreading out too much and being more vulnerable. Increase its OM by 2 and decrease its DV by 2.

Falling Dusk: Once per day, an army with this ability can decrease the light level on the battlefield by one category for all armies on the field (see *Visibility*). Alternatively, that army can decrease lighting levels by two categories, though the modifiers for this decreased light level apply only to that army and any army engaged with it, and to ranged attacks made against that army and any army engaged with it. An enemy army with Magical Advantage can forgo attacking in order to eliminate this decreased light by making an opposed Morale check against the army that created the darkness. *Requirement:* The character granting this boon must be capable of casting *darkness* at least 5 times per day.

Flexible Tactics: The commander trains the army to be receptive to multiple orders during a battle. The army gains a +5 bonus on Morale checks to change tactics during a battle. A commander must have Leadership 6 or higher to select this boon. At Leadership 12 or higher, this bonus increases to +10.

Hit and Run: The commander drills the army in quick attacks followed by a fast retreat. After attacks are resolved in the Ranged phase or the first Melee phase, the army may use the withdraw tactic with a +2 bonus on its opposed Morale checks. A commander must have Leadership 5 or higher to select this boon. At Leadership 10 or higher, this bonus increases to +4. In addition, if an army with this boon attacks an army with which it is not engaged, it can attempt to disengage immediately after its attack by making a Morale check. *Requirement:* The character granting this boon and soldiers must have a Dexterity score of 15 or higher, or an ability that grants a permanent movement speed increase (such as a barbarian's fast movement) or the ability to dash or withdraw as a bonus action (such as a rogue's cunning action ability).

Hold the Line: The commander is skilled at convincing the army to maintain morale against dangerous opponents. If the army fails a Morale check to avoid a rout, it may reroll that check. It must accept the results of the second check, even if it is worse. *Requirement:* The character granting this boon must be a barbarian, bard, fighter, or paladin with 2 or more hit dice.

Implacable Advance: Each Melee phase, this boon grants one army a +1 bonus to OM, damage, and Morale until the end of the current Melee Phase. Any army it attacks takes a -1 penalty to Morale until the beginning of the next Battle Phase. *Requirement:* The character granting this boon must have 11 or more hit dice.

Last Stand[P]: A unit with this boon can stave off elimination when on the brink of destruction. If

the army is reduced to 0 hit points or below, it is not defeated or destroyed if it receives a Magical Healing boon or uses Healing Potions before the end of the current Battle Phase sufficient to restore it to at least 1 hit point. Even if it does not receive this healing, it remains engaged with any enemy armies until the end of the next Melee phase, and it can make an attack in that phase against an army engaged with it, though it cannot move, retreat, disengage, or attack armies not engaged with it. *Requirement:* The character granting this boon and the creatures comprising the army must have the rage class feature, or the relentless endurance half-orc trait, or another similar ability at the GM's discretion.

Live off the Land: The commander makes the army trap game, hunt, and fish to augment its food supplies. Reduce the army's Consumption and speed by half for any week this boon is used. The GM may rule that Huge and larger armies deplete the available resources from a hex over 1d3 weeks, requiring the army to move if it wants to maintain the reduced Consumption level.

Loyalty[A]: The commander inspires great loyalty in the army. The army gains a +2 bonus on all Morale checks. A commander must have Leadership 6 or higher to select this boon. At Leadership 12 or higher, this bonus increases to +4. In addition, as long as a commander with this boon and his army are active on the field, all allied armies gain a +1 bonus to Morale checks made to avoid routing or disbanding during the Rout phase. *Requirement:* The character providing this boon must have a Charisma score of 15 or higher.

Magical Advantage[A]: All allied armies gain a +1 bonus on damage rolls and gain a +1 bonus to Morale checks if the army they attack does not also have Magical Advantage or Magical Protection. *Requirement:* The character providing this boon must be able to cast at least one spell of 6th level or higher.

Magical Barrage: An army with this boon can attack during the Ranged Phase make ranged attacks with a bonus to OM (for ranged attacks only) equal to 1/2 the level of the highest-level spell that the character granting the boon is able to cast. *Requirement:* The character granting the boon must be capable of casting at least one area-effect evocation spell of 3rd level or higher. A commander or army with the Destroy Undead ability can use this boon against armies comprised of undead.

Magical Healing: Immediately before the end of each Battle phase, this unit can remove 2d4 hp of damage from any one allied army. If the target army is fatigued, that condition is removed but the damage healed is halved. If the target army is exhausted, that condition is reduced to fatigued and the damage healed is halved. *Requirement:* The character granting this boon and the soldiers in the army must each have an ability that cures hit point damage, such as second wind or the *cure wounds* spell.

Magical Protection: An army with this boon gains a +1 bonus to its DV and reduces damage from all attacks by 1 point. In addition, modifiers from enemies using Magical Advantage, Magical Barrage, and Magical Trickery are negated for an army with this boon. *Requirement:* The character granting this boon must be capable of casting abjuration spells of 4th level or higher.

Magical Trickery: At the beginning of each Battle Phase, this army may select one enemy army to confound with illusions, mind-affecting effects, and magical barriers to sight and movement. The target army takes a penalty equal to 1/2 the highest-level spell that the character providing this boon is able to cast, and that character may choose to affect the target army's OM, DV, Morale, Movement, or Scouting, or as a bonus to an allied army's Camouflage. If the target army's speed is reduced to 0, it cannot disengage or use any tactic, boon, or special ability requiring movement. Each round, you may target a different enemy army, or you may continue targeting the same army with a different penalty or repeating the same penalty. The effects of Magical Trickery end at the beginning of the next Battle Phase unless you renew them. *Requirement:* The character granting this boon must be able to cast at least one illusion or enchantment spell that affects an area or multiple targets or spell that impedes movement (e.g., *black tentacles*) of 3rd level or higher.

Master Recruiter[A]: The maximum number of armies the kingdom may support is increased by 2. If this boon is lost, the armies with the lowest Morale immediately disbands and flees the battlefield. If multiple armies have identical Morale scores, determine randomly). *Requirement:* The character granting this boon must have a Charisma score of 17 or higher.

Merciless: The commander encourages the army to be ruthless in its tactics and spare no wounded enemies. The army gains a +1 bonus on opposed Morale checks to prevent another army from withdrawing and on the last Offense check against a routed army or one using the withdraw tactic. In addition, if you reduce an enemy army to 0 hit points, it is automatically destroyed rather than merely defeated. *Requirement:* The character granting this boon must have at least 6 hit dice and either proficiency in Intimidation or an evil alignment.

Quick Repairs: An army inside a fortification can conduct emergency repairs while a battle still rages, repairing 1d6 points of damage to a fortification at the end of each Rout Phase (assuming the army has not been routed itself). An army on board one or more ships, or a naval squadron with this command boon, can likewise use this ability to repair ships that have not been sunk. *Requirement:* The character granting this boon must be able to cast at least one 4th-level or higher spell that creates or modifies raw materials, such as *fabricate*.

Ready for Battle: An army with this boon gains a +4 bonus to skill checks made to determine tactical initiative during the Tactics Phase. *Requirement:* None.

Screaming for Vengeance[A]: The first time during a battle that any army is defeated, destroyed, or routed (but not if it is disbanded), all allied armies gain a +1 bonus to OM and Morale checks for the remainder of that Battle phase (doubled to +2 if attacking or engaged with the army that killed their allied army). *Requirement:* None.

Sharpshooter: The commander drills the army in precision ranged attacks. The army gains a +2 bonus on Offense checks against armies using fortifications. This boon has no effect if the army can't make ranged attacks. In addition, the army never deals friendly fire damage to allied armies. *Requirement:* The character granting this boon and the creatures comprising the army must have the archery combat style or the Sharpshooter feat.

Skywardens: An army with this command boon gains +1 RV, +2 DV, and +2 to all Scouting checks (see *Camouflage and Scouting*) made against aerial armies. *Requirement:* The character granting this boon must have proficiency in Wisdom (Perception), or the Observant feat, or a passive perception of 15 or higher.

Smoke Screen: Once per day, an army with this boon can cover the entire battlefield with light smoke (see *Visibility*[UB]) that lasts until the end of the current Battle Phase. Alternatively, that army can cover itself with heavy smoke (making an area heavily obscured), though the modifiers for this heavy smoke apply only to that army and any army engaged with it, and to ranged attacks made against that army and any army engaged with it. *Requirement:* The character granting this boon must be capable of casting *fog cloud, obscuring mist,* or a similar effect at least 5 times per day, or the army must be equipped with fireworks.

Surgical Strike: An army with this boon gains +2 MV but takes a -2 penalty on damage. In addition, if using the Combined Arms rules, if this unit's MV exceeds the DV of the target unit by 5 or more, the attacking unit may choose how to allocate the damage it deals among the defending unit's divisions. *Requirement:* The character granting this boon must have at least one fighting style ability.

Swift Riders[P]: An army with this boon gains a +2 bonus to Morale checks to disengage (doubled to +4 against enemy armies that are not mounted). *Requirement:* mounts. Cannot use medium or heavy armor, each soldier must have Dexterity or Wisdom 13 or higher or must be proficient in Animal Handling.

Triage: Whether using magic, alchemy, herbalism, or folk knowledge, the commander drills the army in using emergency methods to treat wounds. Once per battle, the army may take a –4 penalty on its Offense check during the Ranged or Melee phase and heal damage equal to half its ACR. If the army has the healing potions resource, it also gains the healing from this boon (without the Offense check penalty) when it uses healing potions.

War Chant: An army with this boon unleashes a constant stream of whoops, yells, pounding drums, bashing shields, and rhythmic battle music that heartens them in the face of danger and intimidates their opponents. The army gains a +1 bonus on its own Morale checks during battle, and any army engaged with this army takes a -1 penalty on Morale checks for as long as it remains engaged and for 1 Battle Phase after it disengages. In addition, during any Battle Phase in which the army damages another army in melee, the target army takes a -1 penalty to its MV and RV during the next Battle Phase against the army with this boon. *Requirement:* The character granting this boon must have the bardic inspiration class ability or proficiency in Charisma (Intimidation).

Wolves in the Fold[P]: An army with this boon uses disguise and deception to infiltrate enemy lines and throw them into chaos. On the first Melee Phase of a battle, this army gains a +1d6 bonus to its OM (or AV), and on a successful attack the target army takes a -1 penalty to its own OM (or AV), DV, and Morale until the beginning of the next Battle Phase. *Requirement:* The character granting the boon and the soldiers must have the sneak attack ability; or the ability to change their shape or appearance to that of the enemy (such as through disguise self); or proficiency in Charisma (Deception) and at least 5 hit dice.



Kingdom Leader Commanders

If you have a kingdom leadership role (Ruler, High Priest, Grand Diplomat, and so on), you may take the role of an army commander. To determine your bonus on Morale checks and the maximum number of boons you can know, use one-fifth of your Hit Dice (typically equal to your character level). As with other commanders, you must remain active with the army to grant your commander bonus on Morale checks and must be at the battle to provide tactics and bonuses.

Your leadership role determines what boons you automatically know (even if you don't meet the Leadership requirements for those boons). If a role lists multiple boons, you must choose one when you become a commander. (Others may be gained in the normal manner).

Ruler: Bloodied but Unbroken, Loyalty

Consort: Loyalty

Councilor: Loyalty

General: Bonus Tactic, Flexible Tactics, Merciless, Sharpshooter

Grand Diplomat: Defensive Tactics, Merciless

Heir: Loyalty

High Priest: Hold the Line, Live off the Land, Triage

Magister: Flexible Tactics, Loyalty

Marshal: Live off the Land, Hit and Run, Sharpshooter, Triage

Royal Enforcer: Bonus Tactic, Merciless, Sharpshooter

Spymaster: Hit and Run, Merciless, Sharpshooter

Treasurer: Loyalty

Viceroy: Loyalty

Warden: Defensive Tactics, Hold the Line, Loyalty

Losing Commanders

If an army is destroyed and the commander is an NPC, the commander is killed (01–20), captured (21–70), or escapes (71–00). An army of mindless creatures kills all captured NPC commanders. You may ransom a captured commander by paying BP equal to the commander's army's Consumption (if captured by another kingdom, this goes to that kingdom's Treasury). A commander with a history of losing battles, being captured, and being ransomed gains an unlucky reputation among your troops and reduces the Morale of any army under her by 1.

If you are the commander and your army is destroyed, the GM should present you with an opportunity to escape with serious injuries (at 25% hp or lower), otherwise you are captured and held for ransom. The other PCs may pay BP, gold, or other treasures to ransom you, or the GM may allow the other PCs to have an adventure where they attempt to rescue you instead of simply buying your freedom.

Creating Armies

If you are a leader of a kingdom, that fact is sufficient for you to create armies from your citizens. If you are not the leader of a kingdom, the GM may decide that you need to achieve some sort of in-game accomplishment to earn the respect and renown needed to raise an army. For example, being able to recruit a monster army usually requires a special quest or adventure; you can't simply recruit an army of goblins to serve you because you've found a tribe of goblins or know they live in your kingdom.

Army Size

It might be tempting at first to have very large armies with hundreds or even thousands of soldiers, but even with a default army size of 100 soldiers, it is difficult to replicate anything like the kinds of armies provided in published adventures. This is in part because it is hard to reflect the granularity of numbers based on what exists in a published adventure, but also in part because when the numbers are very small in comparison to that 100-soldier baseline, armies of otherwise impressive creatures would convert into very low-ACR armies with few hit points and weak offense and defense.

Armies comprised of a few dozen impressive-sounding monsters, such as giants, dire bears, or even dragons, would become trivial opponents when represented in the such mass combat rules, liable to be destroyed in a single round of mass combat. Also, if most armies end up very small in size and hit points, mass combat becomes a very swingy affair, something that might be decided one way or the other by a single die roll. A battle should not be a tedious grind, especially in an abstract system meant to be a diversion from the primary campaign and not a replacement for it, but it also should last long enough to actually use some of the interesting tactics, combat boons, and other special rules that allow mass combat to be more interesting than just a few anticlimactic die rolls.

To adjust for this effect, the base army size is set at 10 soldiers rather than 100, with each army size given a specific unit designation, though every race and culture can have its own nomenclature for army armies of different sizes if you wish to create them.

Soldiers: The number of creatures present within the unit. For creatures whose CR is less than 1, multiply this number by the amount required to bring that CR to 1 (e.g., a unit of orcs (CR 1/2 individually) would have 2 times the normal number of orcs, such as 20 orcs in a squad or 100 in a company).

Table 3-5: Army Size and Statistics

Army Type	Soldiers	Equipment	Camouflage	Army Challenge Rating (ACR)
Hero	1	n/a	+10	Challenge of individual creature -4
Patrol	5	x.1	+8	Challenge of individual creature -2
Squad	10	x.25	+6	Challenge of individual creature
Platoon	20	x.5	+4	Challenge of individual creature +2
Company	50	x.75	+2	Challenge of individual creature +4
Battalion	100	x1	+0	Challenge of individual creature +6
Regiment	200	x2	-2	Challenge of individual creature +8
Brigade	500	x5	-5	Challenge of individual creature +10
Legion	1000	x10	-10	Challenge of individual creature +12

Equipment: When purchasing equipment or other Resources for an army of this size, multiply the BP cost by this amount.

Camouflage: Larger armies have a harder time keeping themselves concealed from the eyes of enemies than do smaller armies, so this modifier applies whenever the army might be discovered by scouting (see *Camouflage and Scouting*.

Army Challenge Rating (ACR): As described above in the mass combat rules.

Recruiting Armies

If you are using only standard edicts and not any of the special edicts, creating armies is simply an option to be taken in lieu of founding a settlement during the Improvement Phase. Use the action, pay the creation cost, and you are done. Your army is created immediately (with the abstracted assumption that you've been spending the month when you take the kingdom action).

Loyalty and Recruitment: If you don't wish for army recruitment to be simply automatic, you can make recruiting armies a function of the Loyalty of your subjects. Creating an army as part of your Improvement Edict thus requires a Loyalty check, with a penalty equal to the ACR of the army you intend to create. If successful, you must spend BP equal to twice the army's ACR in order to create the new army. The army must be created in one of your Forts or in a settlement with a Barracks (for armies of up to 100 soldiers) or in a settlement with a Garrison (for armies of 100 or more). The army is not successfully created if the Loyalty check is unsuccessful, your efforts at recruitment still cost your kingdom a number of BP equal to 1/2 the ACR of the army you intended to create (rounding up). However, your efforts are not wholly wasted, as you gain a +5 bonus to your Loyalty check to recruit an army during your following kingdom turn if you try to create one at the same Fort or settlement.

You can also use an Improvement Edict to make adjustments to an existing army, which does not require a Loyalty check. You can add equipment to an existing army by using your Improvement Edict (as described below in Equipping an Army). You can also expand an army to the next larger army size (see *Table 3-5: Army Size and Statistics*) by spending BP equal to the new, larger unit's ACR. An army gaining new soldiers or equipment gains no benefits from them until the end of the month in which the Improvement Edict was issued, as the army must spend that time training with its new additions.

Advanced Army Recruitment: A simple system like the above does leave some unanswered or ambiguous questions about army creation, such as the relative costs involved in mustering an army versus simply maintaining it. What follows here are more elaborate rules involving army recruitment using the expanded rules in Chapter 1. Using Recruitment Edicts, you can achieve a more granular and more realistic pattern of recruitment than boiling down the act of recruitment to army formation in specific cities. Instead, you can have your kingdom engage in nationwide recruitment, making one Loyalty check per day, adding its Infamy modifier and an additional bonus equal to the number of BP it spends on recruitment. Your kingdom must spend at least 1 BP each day it recruits, but it is not required to recruit every day of a month in which it issues a Recruitment Edict. Each day that you succeed on your Loyalty check, you attract 1d6 soldiers per BP spent, plus an additional 2d6 soldiers per Barracks and Fort and 4d6 soldiers per Castle or Garrison. If you roll a natural 20 on your Loyalty check, you attract the maximum number of soldiers that day. A failed check means that the minimum number of soldiers arrive (or none, if you roll a natural 1 on this check). You may choose to recruit Elites rather than ordinary soldiers, assuming you have any prerequisite buildings available in your kingdom (such buildings must be in the same city district as a Barracks, Castle, or Garrison); however, each check brings only 1/4 the normal number of soldiers (rounding down).

Recruits: Once people are recruited, they are considered recruits but are not yet an army. The kingdom's Consumption increases by 1 for every 100 recruits (or fraction thereof) it supports, and recruits count against the kingdom's Manpower limit. Recruits that will not be used as reinforcements to an existing unit or used to form a new unit can be kept at the improvement where they were recruited in anticipation of adding further recruits in the future or they can be

sent home to avoid paying Consumption or to decrease the kingdom's Manpower load.

Reinforcements: Recruits can be added to an existing army that has been bloodied. As described above, they can also be added to an existing unit to increase it to the next larger army size (see *Table 3-5: Army Size and Statistics*). Whether replenishing a bloodied army or expanding a healthy army, the new recruits provide no benefit to the army until the end of the month in which the recruits were added.

Training: Once a sufficient number of soldiers has been attracted, you can begin forming them into one or more armies or armies, spending a number of BP equal to twice the ACR of each unit (plus any modifiers for equipment) to create the unit. At this point, the army or unit must train until the end of the next kingdom turn after the Recruitment Edict was issued, at which point another Loyalty check is required with a penalty equal to the new army or unit's ACR. If the check succeeds, the army is ready for duty. If it fails, the unit's training is incomplete it must wait until the following kingdom turn to attempt another Loyalty check (with a cumulative +2 bonus for each check after the first), spending BP equal to its ACR each month. Once the Loyalty check is successful, the unit is ready for battle.

Recruiting Mercenaries: Rather than conscripting or recruiting its own citizens to fight, a kingdom can hire mercenaries to fight its battles on its behalf. Mercenary armies come ready-trained and usually have their own equipment, though smaller mercenary bands may be seeking employment in the hope of making enough money to truly establish themselves. The BP cost of recruiting a mercenary army is reduced by half compared to recruiting a citizen army, and mercenary armies do not count against the kingdom's Manpower limit or its *Command Limit* on how many armies it can field. However, mercenaries demand to be paid in cash for the duration of their employment. A typical fee is 100 gp times the army's ACR every week; this fee is in addition to the kingdom paying the BP cost for their consumption.

Mercenaries can be recruited unequipped, arming as the kingdom wishes and at their expense. They may also be hired with their own equipment, but in which case they will charge a fee of 100 gp times the BP value of their equipment each month (each year if a reserve army). Healing potions for a mercenary army must be bought with BP.

Recruiting a mercenary army functions much like recruiting a normal army; however, the kingdom also must make an Economy check against the same DC any time it makes a Loyalty check as part of the recruitment process.

Equipping an Army

An army's **resources** are the physical assets the army can use to improve its abilities. You must spend the BP for a resource before you can apply it to the army. Some armies can't use certain resources—an army of wolves can't use healing potions or improved weapons, mindless creatures can't use siege engines, and so on.

Girding an army for battle is an expensive endeavor. At the time an army is created, as a default it is assumed to possess simple melee weapons and light armor, often homemade or improvised from equipment normally used in farming, crafts, or trades. Gear can be upgraded at any time after the unit is created, assuming the army is in the same hex as a settlement containing a building of the appropriate type. However, each time gear is changed for an army after creation, the army must undergo training with their new gear. This takes one month, and until training is completed the army gains no benefit from its new equipment.

Cost: This listed BP cost on Table 4 should be multiplied by the **Equipment** modifier on **Table 3-5** above for the army's size.

Chariots: These wheeled conveyances are driven into combat, drawn by a team of war-trained beasts of burden and bearing one or more warriors into battle.

Chariots, Heavy: These combat vehicles are stout and sturdy, drawn by a team of two heavy or four light mounts. Heavy chariots are usually armor-plated to give cover to a pair of armed passengers. The chariots themselves are typically spiked and bladed for scything through enemy formations.

Chariots, Light: These combat vehicles are lightweight and fast, each drawn by a single heavy mount or a pair of light mounts, usually with a single driver and a bow-armed rider. Bladed hubs cut a bloody path though creatures approaching a moving chariot's flanks.

Healing Potions: Armies with healing potions can use the Magical Healing command boon on themselves on a one-time basis. Unlike most equipment, training time is not required to use healing potions. Once used, they must be replaced before being usable again.

Howdah: Howdahs are special saddles and battle platforms used by smaller creatures to ride much larger creatures (more than one size category larger) into combat. The base army is considered to be the unit on which the howdahs are mounted, and its Challenge is used to determine the ACR of the army in Melee situations. A unit with howdahs can make ranged attacks; however, the larger and generally much stronger creature bearing the howdah is not the creature making those ranged attacks, so its base Challenge is not used to determine the howdah army's ranged OM (unless the

Table 3-6: Equipping an Army

Army Equipment	Cost	Melee	Ranged	DV	Movement	Requires
Armor, Heavy	8 BP	-	-	+2	-1	Smith, Tannery
Armor, Magic	16 BP	-	-	+11	-	Smith, Magic Shop
Armor, Medium	2 BP	-	-	+1	-1	Smith, Tannery
Chariots, Heavy [M,2]	15 BP	+2	+0	+1	as mount -1	Smith, Stable
Chariots, Light [M,2]	9 BP	+1	+0	-	as mount	Smith, Stable
Firearms[2]	16 BP	-	+1	-	-	Exotic Artisan, Smith
Howdahs, Heavy [M,2]	20 BP	-	+1	+2	as mount -1	Exotic Artisan, Stable
Howdahs, Light [M,2]	12 BP	-	+0	+1	as mount	Exotic Artisan, Stable
Mounts, Heavy[M]	10 BP	+2	-	-	as mount	Stable
Mounts, Light[M]	6 BP	+1	-	-	as mount	Stable
Potions, Healing	4 BP	-	-	-	-	Alchemist or Temple
Potions, Magic	8 BP	-	-	-	-	Alchemist, Caster's Tower, Sacred Grove, or Temple
Shields	1 BP	-	-	+1	-	Smith or Tannery
Shields, Magic	16 BP	-	-	+11	-	Smith, Magic Shop
Siege Weapons, Light[2]	5 BP	-	+1	-	-1	Exotic Artisan
Siege Weapons, Heavy[2]	15 BP	-	+2	-	-2	Exotic Artisan
Siege Weapons, Close	10 BP	+1	-	+1	-2	Exotic Artisan
Weapons, Magic	24 BP	+2	+2	-	-	Smith, Magic Shop
Weapons, Ranged[2]	1 BP	-	+0	-	-	-
Weapons, Reach	1 BP	-	-	+13	-	-
Weapons, Superior	4 BP	+1	+1	-	-	Smith

[M] An army with mounts has double the normal Consumption cost (triple normal for chariots and howdahs), as the mounts must also be provisioned. In addition, the cost to equip an army with mounts with Medium or Heavy Armor is increased by 50% to provide barding for the mounts.

[1] The DV bonus for magic armor can be applied to ordinary armor but also stacks with Medium and Heavy Armor. The bonus for Magic Shields also stacks but requires Shields.

[2] An army with Ranged Weapons increases its Consumption by 1 (by 1d4 if using Firearms or Heavy Siege Weapons) during any week in which it participates in a battle.

[3] This DV bonus applies only against armies with mounts or armies that are not already engaged with you. An army cannot use both Reach Weapons during any Battle Phase in which it uses Ranged Weapons or Shields.

base creature is a dragon, manticore, or similar creature with its own powerful ranged attack).

Instead, its OM for ranged attacks is based on the Challenge of the creatures riding in the howdah, which is treated for this purpose (and for the purpose of recruiting, manpower, and effects on the kingdom if these soldiers are killed) as a separate army of smaller creatures but does not have its own separate Consumption, nor does it count against the kingdom's *Command Limit*. If the mount army is bloodied, defeated, destroyed, disbanded, or routed, the rider army suffers the same fate.

Howdah, Grand: Grand howdahs are mounted on creatures three size categories larger than the howdah's riders. A grand howdah carries 10 soldiers, so its OM is determined as an army three size categories larger than the mount army.

Howdah, Light: Light howdahs are mounted on creatures two size categories larger than the howdah's riders (such as humans and elephants). A light howdah carries 4-5 soldiers, so the ranged OM of the howdah army is determined as an army two size categories larger than the mount army.

Magic Potions: Armies with magic potions can choose any one of the following effects that they can use as a single-use special ability that lasts for the duration of one Battle phase: elemental resistance (choose one), magic weapons, aligned weapons (overcome superior damage reduction), climb (Speed 1), defense (+2 DV), flight (Speed 5), invisibility (+4 Morale check to disengage, +2 Camouflage).

Magic Weapons: This equipment benefit applies to both melee and ranged weapons. It overlaps and does not stack with superior weapons (and can be upgraded from superior weapons).

Siege Weapons: These function as described in the existing mass combat rules, but with the following adjustments based on their category.

Siege Weapons, Close: These heavy rams, picks, tumbling flails, and battle-wagons can attack only in Melee, and generally are deployed in conjunction with movable mantlets and galleries or even full-blown siege towers.

Siege Weapons, Light: These light weapons, including smaller ballistae, catapults, springals, cannons, and mortars must attack from the Ranged zone.

Siege Weapons, Heavy: These massive siege engines, like large mangonels, trebuchets, and bombards can be placed within the Camp zone and still be able to make ranged attacks against enemy forces. They cannot be attacked in return except by other heavy siege weapons or by an army with the Magical Bombardment command boon.

Transferring Resources

You may take a purchased resource from one army and give it to an army of equal or smaller size so long as the creatures in the recipient armies can use the resource (for example, improved weapons for a hill giant army are of little use to an army of human zombies). Doing so doesn't cost BP but reduces the Morale of the donating army by 1.

At the GM's discretion, you may divide a resource among several smaller armies, so long as the total number of units in the smaller armies doesn't exceed the number of units in the donating army.

If you disband an army with a resource, you can give that resource to another suitable army, store it for later (such as an army you recruit next year), or sell it for half its BP value.

Maintaining an Army

The existing rules predicate the Consumption score of an army upon its ACR, which makes a certain sense in that it reflects the proportional size of larger or smaller armies. However, that logic breaks down when the Consumption required by one army of 100 7th-level human fighters is vastly different from the Consumption required by an army of 100 1st-level human fighters. True, BP are an abstract concept and can include higher monetary rewards for more skilled soldiers, but if you prefer for Consumption to reflect more the physical upkeep and needs of your armies, you can consider the following alternate rules.

Abstract Armed Forces: While not directly represented in the mass combat rules, the monthly Stability checks the kingdom makes to keep the kingdom functioning smoothly assume the existence of ordinary local watch, town guard, city police, and militia patrols throughout the kingdom. These abstract armies have no statistics as such but allow the kingdom to deal with local threats arising from kingdom events and other small-scale disturbances. Abstract armed forces do not affect your Consumption.

Active Armies: Most kingdoms do not maintain large standing armies, ready to march into battle at a moment's notice. This is due both to the direct cost to outfit the troops, house them, feed them, and train them, but also because every soldier kept under active arms is a worker not tending to their shops or their crops. Still, a wise kingdom will keep at least some armies ready to fight.

As described under *Command Limit*, a kingdom can maintain a maximum number of active armies equal to its Loyalty modifier divided by 10, adjusted by the Charisma modifier of the kingdom's general. The total number of soldiers in the kingdom's active armies (plus its reserve armies) is determined by its Manpower limit. Active armies can be stationed in any hex your kingdom has claimed (or sent into an unclaimed hex if you wish).

Each active army increases your kingdom's Consumption by 1 for every 25 soldiers or fraction thereof, which must be paid once per week.

Reserve Armies: In addition to keeping active armies in the field, a kingdom can maintain any number of reserve armies. Reserve armies do not count against the kingdom's command limit, and soldiers in a reserve army count as only 50% of their actual number in terms of the kingdom's Manpower limit. Once formed, reserve armies must be stationed in a specific improvement, as described below.

Table 3-7: Reserve Armies

Improvement Name	Maximum Soldiers	Special
Bardic College	50	Bards only
Barracks	50	
Caster's Tower	20	Sorcerers, warlocks, wizards only
Castle	200	
Cathedral	50	Clerics and paladins only
Fort	100	
Garrison	500	
Magical Academy	50	Sorcerers, warlocks, wizards only
Military Academy	100	
Monastery	20	Monks only
Sacred Grove	20	Druids and rangers only
Temple	20	Clerics and paladins only
Watchtower	20	

Any building used to house a reserve army must have a Granary in the same city district. In addition, if a unit has mounts, there must be a Stable in the same city district.

Reserve armies are described under Optional Mass Combat Rules above. In addition, since reserve armies spend most of their time going about their daily life and work, usually spending less than a week each month on drill and training. They can be put on active duty at any time; this does not require a kingdom action but does cost BP equal to 1/2 the army's ACR, and Consumption must be paid on a weekly rather than monthly basis. In addition, the army takes a -1 penalty to its OM, DV, and Morale until your next kingdom turn or until it survives its first battle, whichever comes first.

Reserve armies do not increase your Consumption based on the number of armies. Instead, total the number of soldiers in all reserve armies in your kingdom; your kingdom's Consumption increases by 1 for every 100 soldiers or fraction thereof, and this Consumption is paid per month as part of your normal kingdom turn. If you move a reserve army from one base of operations to another, this incurs additional Consumption increase of 1 per 100 soldiers or fraction thereof in that unit for each week or portion of a week in which the reserve army travels.

Retiring an Army: You can retire a reserve army in any city where it is stationed. You recover a number of BP equal to 1/2 the army's ACR from the sale of its equipment and increased productivity in that city as workers return to their jobs. You can retire an active army in any city with a Barracks or Garrison, generating BP equal to the army's ACR. A retired army generates no Consumption and its former soldiers no longer count against your kingdom's Manpower limit.

Supply Lines: It takes more resources to supply an army when it is away from your supply network. Any time an active army is 10 or more hexes away from your nearest settlement or Fort, its Consumption is increased by 25% per 10 hexes, up to a maximum increase of 100%.

Army Special Abilities

Part of the fun of playing out a war in a fantasy game is the fact that you aren't limited to real-world troops. Though most recruited units are fighters, you may be able to recruit an army of paladins, clerics, or other characters with abilities useful in mass combat.

You might even be able to recruit monsters, whether humanoids such as goblins, trolls, and orcs, or exotic creatures such as centaurs and worgs. These creatures could have monster special abilities useful in mass combat. A typical kingdom doesn't have access to monster armies unless it has formed alliances with such creatures, either through formal diplomatic edicts or befriending them during adventures.

Modifiers for these abilities apply only if most of the units in an army have the listed ability. For a class ability, a parenthetical note after the ability name indicates the class and the level the units of the army must be to confer that ability. This listing doesn't include all class abilities, or class abilities acquired after 5th level, as it's unlikely you'll be able to recruit enough units of that class level to form an army.

You can use the following special abilities as inspiration to generate additional army abilities of your own. Unless otherwise stated, the effects of these special abilities (other than hp damage) end when a battle ends. Note that you count as your own ally for abilities that effect allied armies.

Ability Modifier: When an army is comprised of a humanoid race with a modifier to its physical ability scores, it affects the combat statistics of the armies they comprise:

Strength: The army gains a +1 bonus to OM if its soldiers gain a bonus to Strength, -1 if they have a penalty.

Dexterity: The army gains a +1 bonus to OM if its soldiers gain a bonus to Dexterity, -1 if they have a penalty.

Constitution: The army gains 1 additional hit point and a +1 bonus to Morale checks to avoid fatigue if its soldiers have a bonus to Constitution, -1 if they have a penalty.

Amorphous: Creatures such as oozes, elementals, and any creature with a gaseous, liquid, or otherwise amorphous form is immune to critical hits in mass combat; when an attacking unit rolls a natural 20 on its attack, they deal normal damage.

Amphibious: The army can move in or across bodies of water and ignore Defense from water barriers. This includes creatures with limited amphibiousness, such as sahuagin.

Action Surge: During one melee or ranged phase, increase the army's OM by 1.

Bardic Inspiration: The army increases its OM by 1 and gains a +2 bonus on Morale checks against fear and routs. Alternatively, the army may apply these bonuses to an allied army in the same battle.

Beast Friend (Druid 1, Ranger 1): An army with this ability gains a +1 DV bonus against armies that include animals, including animals with mounts.

Beast Stride (Druid 2, Ranger 8): An army with this ability ignores penalties from rough terrain (see *Terrain*) comprised of plants, undergrowth, and trees.

Bleed: Attacks that cause excessive bleeding function as ability damage/drain.

Blindsight: The army takes no penalties to its OM and DV from darkness, invisibility, or weather.

Breath Weapon: The army can make ranged attacks. In the Ranged and Melee phases, it deals +1 damage in mass combat for every 3 dice of damage dealt by the breath weapon (minimum +1).



Burning Attacks: Attacks that cause excessive burns or cause objects or creatures to ignite function as ability damage/drain. *Example:* A fire elemental's touch attack.

Burrow: The army can dig under one fortification (or City Walls) by spending a Ranged or Melee phase moving. In later phases, it ignores that fortification's Defense. During the phase the army uses burrow, it can attack or be attacked only by armies using burrow or earth glide.

Cannibalize: If the army has an ability or description that indicates it eats the flesh of fallen foes, reduce Consumption by 1 (minimum 0) for any week in which the army wins a battle and is allowed to feed on fallen corpses.

Channel Divinity: In the Melee phase, the army deals +1d4 points of damage against an undead target army.

Charger: An army whose members possess pounce, charge, trampling charge, or similar abilities gains +1 OM for each such ability it possesses when attacking an army with which it is not already engaged.

Climb: The army treats the Defense of fortifications as 25% lower than normal. This benefit doesn't apply if the fortification can't reasonably be climbed (such as a moat or wall of force). **I**n addition An army with a climb speed can make melee attacks against armies inside a fortification, becoming engaged with that army with a successful attack (though they take a -1 penalty to DV when engaged in this way). If they successfully attack an army inside a fortification in consecutive Battle phases, they can subsequently attempt to disengage inside the fortification, ignoring its Defense value for the remainder of the battle (but losing the ability to use the Retreat tactic for the remainder of the battle).

Combat Style: Once per battle, increase the army's OM for either ranged attacks or melee attacks by 1 for the rest of the battle.

Constrict: The army's units latch onto their opponents, making it difficult to escape. The target army takes a –2 penalty on Morale checks to resist a rout or use the withdraw tactic.

Construct Type: The army is immune to any conditions that the individual creature is immune to and constructs never rout or become fatigued. Also see significant defense.

Create Spawn: If the army has an ability that spawns new creatures from its victims (such as a vampire's bite), and it destroys a living army of equal or greater size, it may immediately recover a number of hit points equal to twice its ACR or create a new army of its type but two sizes smaller than itself.

Cunning Action: The army gains a +2 bonus to checks made to withdraw from battle.

Damage Resistances or Immunities: See the entry for significant defense.

Danger Sense (Barbarian 2, Rogue 5): If an army with this ability is ambushed, the attacking army must resolve the attack as a normal attack. An army with this ability is unaffected by Feint tactics.

Darkvision: The army takes no OM or DV penalties in dim light or darkness.

Deflect Missiles: Reduce the enemy's OM during the ranged phase by 3.

Disease: If the army damages an enemy, the enemy becomes diseased and takes a cumulative –1 penalty to its OM and DV each day after the battle. Curing the disease requires a successful Stability check modified by this penalty and allows the army to reduce this penalty by 1 each day thereafter until the penalty is gone.

Divine Health: The army is immune to disease.

Divine Smite: In one Melee phase per battle, the army may increase its OM by 2 against an army. If the target army is undead or fiends, the OM increases by 4 instead. In addition, when this ability is used this army's Melee attack ignores any resistance to damage if the defending army is evil. This ability can be used in only one Melee phase per day.

Dwarven Resilience: An army of dwarves does not have its movement rate reduced when wearing Medium Armor or Heavy Armor and gains a +1 bonus to DV and Morale checks to resist poison and magical effects. The army also gains a +2 DV bonus against armies comprised of creatures with the giant subtype.

Earth Glide: The army ignores fortifications made of earth or stone and can burrow under other fortifications as if using the burrow special ability.

Elven Grace: An army of elves gains a +1 bonus to Morale checks to resist Magical Trickery and a +1 bonus to scouting checks.

Energy Immunity: An army with this ability takes no damage from attacks of the energy type to which it is immune.

Favored Enemy: The army increases its OM by 1 against an army of a type of creature chosen from the ranger favored enemy list.

Fear: If the army damages an enemy army, that army must attempt a Morale check (DC = 10 + your army's ACR). Failure means the enemy army is afraid and can't attempt an Offense check to attack during the next phase. If an army fails a Morale check during a phase in which it is already afraid, it routs.

Fighting Style: See Combat Style.

Flight: If the army doesn't attack in the Melee phase, it can't be attacked with melee attacks except by an army with flight. The army ignores Defense bonuses from City Walls, but not other fortifications.

Flurry of Blows (Monk 1): In the first Melee phase, increase the army's OM by 1. In the second and subsequent Melee phases, increase it by 2 instead.

Halfling Luck: An army of halflings gains a +1 bonus to all Morale checks.

Immunity: If an army is immune to a particular special ability (such as poison), an enemy army with that ability doesn't gain those benefits against this army. For an army with many immunities, also see significant defense.

Incorporeal Movement: The army ignores enemy DV bonuses from armor resources. It automatically succeeds at checks to withdraw. It has a mobility advantage in all kinds of terrain.

Invisibility: Any army attacking this army takes a –2 penalty to its OM for that attack. Any army attacked by this army takes a –2 penalty to its DV against its attacks. Armies that can't see invisible creatures can't prevent this army from withdrawing.

Keen Hearing/Smell/Senses: The army reduces its OM and DV penalties from darkness, invisibility, and weather by half.

Lay on Hands: If the army takes an OM penalty equal to half its ACR for one Ranged or Melee phase, it heals a number of hit points equal to its ACR. At the end of a battle, the army can cure a disease on one allied army.

Light Blindness: The army decreases its OM by 2 in bright light.

Light/Sunlight Sensitivity: The army decreases its OM by 1 in bright light.

Magic Immunity or Resistance: The army increases its DV by 6 against armies with the spellcasting ability. This includes monsters with limited magic immunities, at the GM's discretion. This army also gains +1 DV and a +3 bonus to Morale when an attacking army uses the Magical Advantage, Magical Barrage, or Magical Trickery command boons.

Mindless: This includes creatures such as skeletons, zombies, insects, oozes, and others at the GM's discretion. The army never fails Morale checks but must always use standard tactics and strategy.

Mobility: If the units have a form of mobility that gives them an advantage in the battlefield's terrain, increase the army's OM by 1 for that battle against armies without such mobility.

Multiattack: An army whose members possess the multiattack ability gains +1 OM when attacking an army with which it is already engaged.

Natural Explorer: The army adds its ACR to Morale checks to prevent an army from using the withdraw tactic and to its DV to prevent ambushes. It reduces the damage it deals in fog by one quarter instead of one half. In its favored terrain, it reduces an enemy's bonuses from advantageous terrain and battlefield advantage by half.

Orcish Ferocity: An army of half-orcs or orcs gains the Ferocity special ability and gains a +1 bonus to opposed Morale checks when fighting a unit that has taken more casualties than they have.

Pack Tactics: If the army is larger than the army it is attacking, increase the attacking army's OM by 1.

Paralysis: Each time the army damages an enemy army, reduce the enemy army's DV by 1. It also reduces the Movement of the target army by 1. If movement reaches 0, the target army can continue to fight but cannot move, disengage, retreat, or withdraw, nor can it prevent enemy armies from disengaging or attack them when they do. The effects of paralysis can be removed by the Magical Healing ability. In addition, an army can attempt a Morale check at the beginning of the next Rout phase to reduce the penalties caused by paralysis by 1.

Petrification: This ability functions as paralysis, but this effect cannot be removed by Magical Healing.

Plant: An army of plant creatures is immune to fear, paralysis, and poison.

Poison: This ability functions as bleed.

Pounce: The army increases its OM by 1.

Rage: Once per battle, the commander may order the army to rage. Increase the army's OM by 2, decrease its DV by 1, and add a +1 bonus on its Morale checks against fear and routing. While this is in effect, the army can't use the tactics cautious combat, defensive wall, expert flankers, hold the line, sniper support, or withdraw; nor can it use the defensive or cautious strategies. If using such a tactic or strategy, you immediately switch to the standard tactic or strategy.

Reckless Attack: When using the aggressive or reckless strategy, increase the bonuses to the army's OM and damage dealt by 1, and increase the penalty to DV by 1.

Regeneration: The army regains a number of hit points equal to half its regeneration value each Ranged or Melee phase. When an army with regeneration is reduced to 0 hp, it is defeated only if at least one enemy army survives at the end of that phase to finish off the regenerating creatures. Outside of battle, the army regains a number of hit points equal to half its regeneration value each hour.

Resistance: See the entry for significant defense.

Rock Catching: The army increases its DV by 1 against ranged attacks. This increases by an additional 1 if the army is attacked with siege weapons or thrown rocks.

Rock Throwing: The army can make ranged attacks. In the Ranged phase, it deals +4 points of damage.

Second Wind: In one ranged or melee phase during the battle, the army can regain hit points equal to its ACR.

Siege Monster: The army reduces the benefit granted by its enemies' fortifications by half.

Significant Defense: The army has a significant defense such as numerous immunities and/or resistances. Increase its DV by 10, but only against armies that can't overcome those defenses. In some cases, the GM might rule that an army is simply undefeatable by an enemy army because of its defenses (though the GM should never pit the PCs against such an army unless the PCs initiate a foolish battle).

Sneak Attack: The army increases its OM by 1 when making an ambush, when using the expert flankers tactic, or on the phase after using the false retreat tactic. This army can also use this ability in conjunction with the Pincer Maneuver Tactic and the Wolves in the Fold Command Boon. In addition, on a successful attack when using this ability, the attack deals an additional +1 point of damage for every 2 levels of the ninjas or rogues in the army over 1st.

Spellcasting: If an army's units can use magic (from either special abilities or actual spellcasting), increase its OM and DV by the spell level of the highest-level spell the individual unit can cast. If any of the army's offensive spells has a range greater than touch, the army can make ranged attacks. An army comprised of spellcasters or creatures with spell-like abilities can make use of the Magical Advantage, Magical Barrage, Magical Healing, Magical Protection, or Magical Trickery command boons, provided its members have spells or innate spellcasting of the appropriate type to qualify for each boon; they do not need a leader to grant those boons.

Stunning Strike: This ability functions as paralysis.

Sunlight Sensitivity: An army of creatures that is noted as being sensitive to sunlight or bright light, such as drow and duergar, take penalties in bright light (see *Visibility*) as other creatures would take in dim light.

Swarm: The army takes half damage from nonmagical attacks, but 1-1/2 times as much damage from magical attacks. It ignores DV bonuses from armor resources. It can't harm an army with the incorporeal or significant defense ability. It automatically succeeds at checks to withdraw.

Teleportation: The army ignores the Defense of fortifications. It automatically succeeds at checks to withdraw. Ethereal travel and similar effects also grant this ability. An army with teleportation can travel to any hex on the same day (its speed is irrelevant and not hampered by difficult terrain).

Track (Ranger 1): An army with this ability gains a +1 bonus to its Scouting score.

Trackless Steps (Druid 3 or Ranger 3): An army with this ability gains a +1 bonus to its Camouflage score.

Tremorsense: The army reduces its OM and DV penalties from darkness, invisibility, and weather by half.

Trip: If the creatures comprising the army have the ability to knock targets prone after a successful attack, such as wolves and worgs, a defending army also takes a -1 Movement penalty until the end of the current Battle phase.

Uncanny Dodge: This army's DV increases by 2.

Undead: The army is immune to whatever damage or conditions that an individual creature of that type is immune to. Its DV increases by 2. Also see significant defense.

Water Breathing: The army increases its OM and DV by 1 against armies in the water or on ships. The army decreases its OM by 2 against armies on land (unless the army also has the amphibious special ability, in which case it doesn't have this OM penalty).

Whelm: This ability functions as Paralysis, but only if the attacking army chooses to remain engaged with the defending army. An army with this ability gains +1 OM against swimming or shipboard armies and can automatically disengage from them after attacking in melee, and automatically succeeds at opposed checks to retreat or withdraw. An army with vortex can also attack two swimming or shipboard armies in the same Battle phase, making separate Melee attacks against each and dealing half damage with each attack. The Screening Defense tactic is ineffective against an army with the vortex ability.

Whirlwind: This ability functions as Paralysis, but only if the attacking army chooses to remain engaged with the defending army. An army with this ability gains +1 OM against flying armies and can automatically disengage from any army after attacking in melee, automatically succeeding at opposed checks to retreat or withdraw. An army with the whirlwind ability can also attack two armies in the same Battle phase, making separate Melee attacks against each and dealing half damage with each attack. The Screening Defense tactic is ineffective against an army with the whirlwind ability.

Wild Shape: Once per battle, the army may gain the aquatic, amphibious, climb, darkvision, flight, low-light vision, or scent special abilities, but loses the spellcasting ability while this is in effect. The army can end this ability in any later phase. Abilities that allow a creature to change its shape or form might also function this way, at the GM's discretion.

Player Characters in Battles

In addition to the option of your PCs being commanders in your armies, the GM may have you fight smaller groups of enemies before or even during a battle in which your armies clash with the enemy. For example, your PCs might attack an evil necromancer and fight your way through his tower to confront him directly and defeat him while your army battles the undead horde outside the tower. Alternatively, your PCs could use potent spells (such as *cloudkill*, *control water*, or *earthquake*) to alter battlefield conditions in your favor. These possibilities let you use your characters to directly affect the outcome of a battle without forcing you to sit out on an adventure opportunity by personally commanding an army.

If your PCs win the small-scale combat or dramatically affect the battlefield with magic, the GM could opt to increase your army's DV and OM by +4 for that battle or penalize your armies by –4 if you lose. At the GM's discretion, your PCs' failure or victory might have other effects on your armies as well, such as temporarily granting an additional tactic, altering the hit points of one or more armies, or granting or negating a special ability.

Marching to Battle

Warfare involves more than what happens when swords are drawn on the field of blood and the deadly results of such an encounter. There are also logistical realities to deal with in getting armies from place to place, and special and unusual rules for battles that take place far from level ground and open fields.

On the March

Armies are slow-moving beasts at the best of times and moving one cross-country is an exercise in patience; however, care must be taken an army (or a group of armies) can be quite vulnerable if attacked while strung out along the road.

Leadership Bonus (LB): In addition to a commander's standard Leadership Bonus (see *Commanders*), which applies to conventional warfare on the field of battle, a commander can also have specialized Leadership Bonuses for several other common situations in warfare. Many commanders specialize in one kind of warfare, but true warmasters try to be competent in all.

LB (Scout): Determine LB (scout) as described above, granting a bonus for backgrounds appropriate to scouting.

Speed: Every army has a base Speed, which indicates how many 12-mile hexes it can cross in a day of typical marching. If several armies are moving together, they must travel at the speed of the slowest army or else separate into faster and slower-moving groups.

Forced March: When moving overland, an army can be compelled to continue marching past the point of exhaustion. A typical forced march is for 12 hours instead of only 8, allowing an army to move 1 additional hex beyond its normal movement. However, an army is automatically fatigued for 1 day after a forced march. An army that force marches again when already fatigued becomes exhausted and takes 1d4 points of damage.



Camouflage and Scouting

In most cases, armies travel in the open, with little effort at stealth. As a result, detection of enemy armies is considered to be automatic for any enemy armies that are in the same hex. However, armies can bivouac under cover to hide their presence, and by moving at half speed they can remain largely out of sight. Note that if an army would already be moving at only 1 hex per day, it must use a forced march (see below) to continue moving at 1 hex per day while using camouflage. To notice another army that is using camouflage, an army rolls 1d20 and adds its Scouting modifier against a DC equal to the enemy army's Camouflage score, which is equal to 10 plus the commander's LB (scout) bonus and applying the Camouflage modifier noted in *Table 3-5: Army Size and Statistics*, plus the army's Dexterity (Stealth) modifier. GMs can apply a modifier to the DC based on the size of individual units in the army: -2 per size category larger than Medium, +2 per size category smaller than Medium.

When two armies enter adjacent hexes, each makes a Scouting check with a -5 penalty. If both succeed, both are aware of the other. If neither succeeds, neither is aware of the other, and the two armies may continue moving and could blunder into one another. If one army succeeds and the other fails, it can set an ambush for the other, lying in wait until the enemy army moves into its hex.

Ambushes: When one army is aware of another but has not been noticed itself, it is in position for an ambush. An army waiting in ambush gains a +5 bonus to its Camouflage score against an army that has already failed once to notice it. If the enemy army enters its square, it can trigger the ambush, allowing it to make a melee or ranged attack (their choice) against the enemy army. For the duration of the ambush, the attacker gains the benefit of the Advanced Tactics command boon (gaining an additional +2 bonus to OM if it already has that boon) for the duration of the ambush. There is a 50% chance that high ground (see *Terrain*) is present at the ambush site; if so, the ambusher can occupy the high ground before the ambush begins. This initial attack is followed by a Rout phase, and if the army being ambushed survives and does not rout, the battle proceeds to the Tactics phase and initiative is rolled normally.

If the army it wishes to ambush fails to enter its hex, the ambushing army can hold its position and wait for the enemy army to spring the trap, or it can move to an adjacent hex and reset the ambush. Having to shift its position makes it easier to be discovered, and an ambushing army gains only a +2 bonus to Camouflage if it has to move.

If more than two armies (one on each side) are present, then usually all armies on one side of the battle must remain undetected in order for the ambush to be fully effective. At the GM's option, however, it is possible for one or more armies to remain hidden while some of their allied armies engage in battle in the open. At the beginning of every Rout phase that occurs, however, all enemy armies present can make a Scouting check to notice these armies hiding in preparation to ambush. Hidden armies gain a +2 bonus to their Camouflage score as long as they remain stationary; they get no bonus to Camouflage if they had to move from their original position to reset their ambush. If any unit is detected, enemy armies sound an alarm and their opportunity for ambush is lost. Armies that are undetected cannot be attacked by the enemy. When they launch their ambush, it occurs after all other attacks have been resolved, immediately before the Rout phase.

Living Off the Land: Armies with the Living Off the Land command boon are highly skilled at surviving in the wild. Any army can attempt to supply itself by foraging and hunting, reducing its Consumption by half for one week. This requires a DC 10 Morale check, though the DC increases by 1 for every 100 soldiers in the army. Each time an army attempts to live off the land in the same hex, the DC increases by 1. Once a check is failed, that hex is exhausted in terms of available game.

Armies can choose to commandeer resources from people living in the hex, or simply rob them and pillage their supplies. This adds a bonus of +1d6 to the Morale check, +2d6 in a hex with farms, but each hex you pillage results in -1 Loyalty and +1 Infamy.

Supply Train: Most armies travel with supply trains to take care of ordinary physical needs of the troops and to transport their materiel. Any army that is more than 4 hexes from your nearest city or Fort must have a supply train traveling with it to keep it supplied. A supply train is represented the same way as an army, though it may have weaker soldiers (typically represented by fewer levels or hit dice). If it is supporting a single army, the supply train is one size category smaller than that army. If the supply train is supporting multiple armies, it is the same size as the largest army in the group. These armies are typically noncombatant, remaining in the Camp Zone, but at the GM's discretion may be forced into combat by a relentless opponent or may be captured or killed by a victorious enemy. Armies in the supply train do not count against a kingdom's command limit or Manpower limit, but supply train armies lost in battle do stack with soldiers lost in terms of affecting their kingdom's Economy, Loyalty, and Stability, as described in *Victory and Aftermath*, and they must be dealt with as prisoners of war if captured after a battle.

Terrain

In warfare, the topography and terrain of a battle can have a huge impact. The standard rules assume a fairly even playing field for both armies and little in the way of impeding terrain. The following rules describe how to adapt a battlefield for greater variety.

Barriers: A cliff or ravine provides an impassable barrier, as does any substantial body of open water too wide or too deep to wade across. Neither prevents ranged attacks, but both prevent movement or melee attack across the barrier unless it is circumvented in some way.

Dangerous Terrain: This includes thorn brambles, hot springs or geothermally active areas, a forest fire or brushfire, toxic vapors, or magically treated areas of *spike growth* and the like. If being used tactically to target specific enemy armies, use the Magical Trickery command boon. If the entire battlefield has been treated with such magic, then all armies (except those inside fortifications) take 1 point of damage at the beginning of every Rout phase unless they have the Magical Protection command boon.

High Ground: Typical battlefields are relatively even when it comes to topography, but if the GM wishes the general winning Tactical Initiative during the first Battle Phase of a battle may claim the high ground, placing one army atop that slope. It enjoys the bonuses listed above, while armies trying to attack it have the listed penalties. The army forfeits the benefits of the high ground if it is forced to leave the battlefield or if it leaves its position to use any of the following Tactics: Furious Charge, Overwhelming Onslaught, Pincer Maneuver, Pursuit.

If an army vacates the high ground, other armies can try to claim it, though an engaged army must try to disengage in order to do so. If more than one army tries to claim the high ground, the two armies must fight; each of them takes the penalties for attacking the high ground and neither gains the bonuses of holding the high ground. If one army succeeds in its attack and the other does not, the successful army claims the high ground after both attacks are resolved.

Generally speaking, if a fortification (including a fortified settlement) is present on the battlefield, that fortification will always be built upon the high ground unless otherwise noted. At the GM's option, spells like *move earth* could be used to reshape the battlefield and alter the position of the high ground.

Rough Terrain: This includes dense rubble, heavy undergrowth, shallow bogs or water (such as a ford or beach), or trees, including any area prepared with *plant growth* or similar magic. Such terrain often offers cover and concealment.

Table 3-8: Terrain

	Melee	Ranged	DV	Scout	Movement
Cliff or ravine	X	-	-	-	X (climbing or flying possible)
Dangerous terrain	-	-	-	-	-1
Open water	X	-	-	-	X (swimming or flying possible)
Rough terrain	-	-	+1	-1	-1
High ground (holding)	+1	+1	-	+1	+1
High ground (attacking)	-1	-	-1	-	-1
Treacherous terrain	-	-	-2	-1	-1

Treacherous Terrain: This includes snow, ice, mud, deep bogs, shifting sand or snow, or fast-moving water. This terrain rarely offers much in the way of cover and footing in this terrain is very unstable.

Visibility

In warfare, simply identifying friend from foe is not always easy, and this is especially true when some creatures have perceptual abilities far beyond those available in the real world. Creatures able to see in the dark have a great advantage in battles at night, while those sensitive to bright light avoid fighting by day if they can. Weather effects are described in the subsequent section, but the table below describes the effect of various illumination levels on general combat effectiveness on offense and defense, as well as the ability of armies to spot one another or even to move effectively. Creatures able to see normally in darkness take no penalties for fighting in it, while those sensitive to bright light take penalties in such conditions. Otherwise, all creatures present in a battle take the same penalties from poor visibility unless they have some special means of negating them. The Movement modifier below can never reduce an army's movement below 1.

Table 3-9: Visibility

	MELEE	RANGED	DV	SCOUT	MOVEMENT
Bright Light	-	-	-	+2	-
Normal Light	-	-	-	-	-
Dim Light	-1	-2	-	-2	-1
Darkness	-2	-4	-1	-4	-2
Lightly obscured[1]	-1	-2	-	-2	-
Heavily obscured[2]	-2	-4	-	-4	-1

[1] An army that has attacked with firearms or cannon during the current Battle phase is covered in light smoke, as is an army that has been attacked with a Magical Barrage, Special Bombardment, or similar attack using fire. Light smoke can also be created by intentionally setting fires or (at the GM's option) by repeated casting of spells like *control weather, fog cloud,* and *obscuring mist*. If spells are used, they should generally apply their effects to both sides; for specifically targeted tactical battlefield use of obscuring magic, a commander within the army should use the Magical Trickery command boon.

[2] An army that has attacked with multiple fire attacks (such as those described in the above footnote) may at the GM's option be shrouded in thick smoke. A settlement with an uncontrolled fire may also be covered in thick smoke.

Fog of War: Whenever an army takes a penalty to its OM due to poor visibility, its chance of shooting awry increases. When attacking an army that is engaged with an allied army during the Ranged phase, the chance of dealing friendly fire damage (see *Ranged Phase*) is increased to 50%. In addition, even attacks during the Melee phase against an army engaged with an ally have a 25% of dealing damage as friendly fire to your allied army.

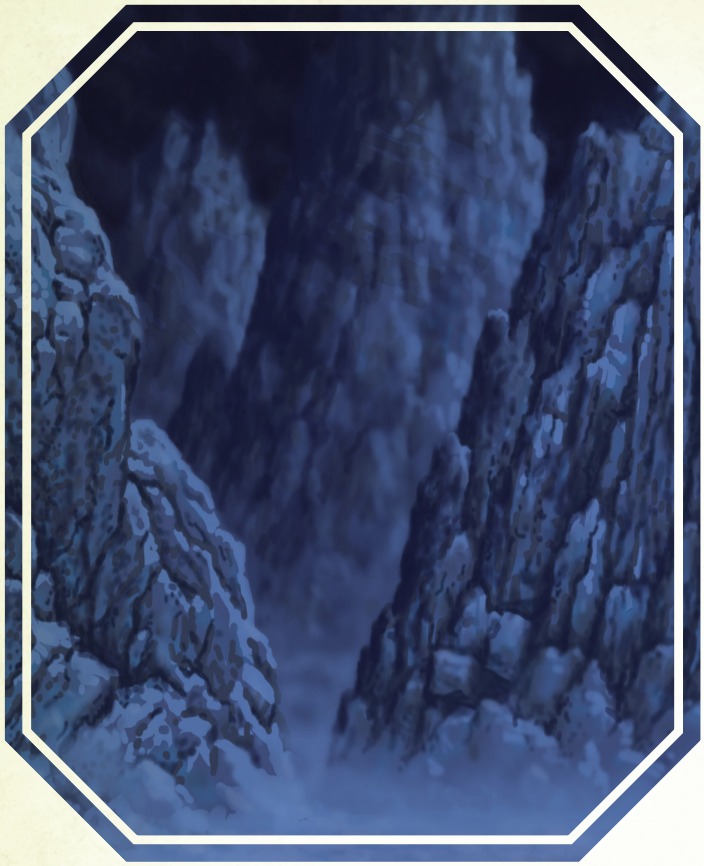
If you attack an army that is not engaged with any other army (including yours) using one of the following tactics, the attacking army has a 25% chance of inflicting friendly fire damage on itself due to the fog of war: Cavalry Sweep, False Retreat, Furious Charge, Feint, Overwhelming Onslaught, Pincer Maneuver, Pursuit, Skirmishers.

Weather

Weather also can play a major role in a battle. There are general guidelines for factoring this into a battle in the existing mass combat rules but presented below is a table for your reference demonstrating the effects of various weather conditions on mass battles, along with special rules for how weather can interact with armies in the field. The *SRD* does not include rules dictating the effects of weather, or the likelihood of given weather conditions, so GMs should use their discretion when determining the existing weather during a battle. The *control weather* spell can also determine what weather conditions are present.

Table 3-10: Weather

	MELEE	RANGED	DV	SCOUT	MOVEMENT
Extreme Cold	-1	-1	-	-	-1
Extreme Heat	-1	-1	-	-	-1
Fog	-2	-4	-	-4	-1
High Altitude	-1	-1	-1	+1	-1 (climb or fly speed is unaffected)
Mist	-1	-2	-	-2	-
Rain	-	-1	-	-1	-
Rain, light					
Rainstorm	-1	-2	-1	-2	-
Snow	-	-1	-	-2	-1
Snowstorm	-1	-2	-1	-4	-2
Wind, strong	-	-2	-	-	-
Wind, severe	-1	-4	-	-	-1 (Medium or larger creatures can move normally)
Windstorm	-2	X/-2	-2	-	-2 (Large or larger creatures can move normally)
Hurricane	-4	X/-4	-4	-	-3 (Huge or larger creatures can move normally)



Extreme Conditions: High altitude, extreme heat, and extreme cold forces armies to make a Morale check at the end of each Rout phase to avoid becoming fatigued, with a -1 penalty for armies wearing Medium Armor, -2 for those wearing Heavy Armor.

Precipitation: Light rain and snow have a 10% cumulative chance for each Battle phase they continue of causing the battlefield to turn into treacherous terrain (see *Terrain*) due to the accumulation of snow or the liquefaction of the ground into mud. A rainstorm or snowstorm doubles this chance. This should be checked at the end of every Rout phase.

Wind: With very high winds, normal ranged attacks become impossible (indicated by the X above); however, siege weapons can still be used, as can magical attacks such as breath weapons or a Magical Barrage command boon. In addition, flying creatures and creatures on board wind-powered ships take double the listed penalties to OM.

Sample Armies

This section details sample armies of various humanoid and monster types. The GM can allow players to recruit some of these armies or might reserve most of them as unusual foes for mass battles. None of these armies has a starting Morale listed, because starting Morale starts at 0, modified by the commander.

Most of these armies are Medium, showing a player or GM what tactics, resources, and special abilities a typical army of that type has, yet still keeping it easy to scale the army to a larger or smaller size. If an army has a resource, the listed Consumption is for an army of the listed size; if you change the size of the army, remember to subtract the Consumption cost for its original size, scale that cost to the new size, then add the scaled cost to the army's base Consumption cost. If the army lists an additional cost for recruiting the army, this recruitment cost scales in the same way.

The special abilities listed for monster armies are approximations to model the unit monster's special abilities. GMs should use their discretion when deciding what abilities an army does or does not have, and use the special abilities listed above as guidance. For example, a monster with a stench that causes foes to lose actions might have the paralysis ability. A monster with significant healing capabilities might have lay on hands, while one with minor healing abilities might have second wind.

If a special ability provides a constant bonus (such as the bonus from charge), that bonus is automatically included in the army's stat block. If the bonus is conditional (like the DV bonus from rock catching or the ranged damage bonus from rock throwing), you need to account for that bonus when the conditions are right.

Some armies have custom bonuses built into their DV or OM. This represents the unit's special defenses (such as damage resistances) and high damage output against single targets, which should affect an opposing army in a greater way than the standard monster-to-army conversion rules would indicate. Determining army stat block values for small nuacrombers of powerful monsters is more of an art than a science.

Army Regiment **XP 5,000**
Regiment of human fighter 2, neutral
hp 49; **ACR** 9
DV 19; **OM** +9
Special action surge, fighting style, second wind
Speed 1; **Consumption** 4

Army Battalion **XP 2,900**
Battalion of human fighter 2, neutral
hp 38; **ACR** 7
DV 17; **OM** +7
Special action surge, fighting style, second wind
Speed 1; **Consumption** 3

Army Company **XP 1,800**
Company of human fighter 2, neutral
hp 27; **ACR** 5
DV 15; **OM** +5
Special action surge, fighting style, second wind
Speed 1; **Consumption** 2



Army Platoon — XP 700
Platoon of human fighter 2, neutral
hp 16; **ACR** 3
DV 13; **OM** +3
Special action surge, fighting style, second wind
Speed 1; **Consumption** 1

Army Squad — XP 200
Squad of human fighter 2, neutral
hp 5; **ACR** 1
DV 11; **OM** +1
Special action surge, fighting style, second wind
Speed 1; **Consumption** 1

Centaur Patrol — XP 450
Squad of centaurs, neutral good
hp 11; **ACR** 2
DV 12; **OM** +2, ranged
Tactics cavalry experts
Special always treated as if they have the mounts resource
Speed 2; **Consumption** 1

Dwarven Defenders — XP 200
Squad of dwarf fighter 2, lawful neutral
hp 5; **ACR** 1
DV 11; **OM** +1
Tactics defensive wall
Special action surge, darkvision, fighting style, second wind
Speed 1; **Consumption** 1

Duergar Kill Squad — XP 200
Squad of duergar, lawful evil
hp 4; **ACR** 1
DV 11; **OM** +2, ranged
Special darkvision, magic resistance, resistant to poison, sunlight sensitivity
Speed 1; **Consumption** 1
Note +1 OM due to abilities

Drow Infiltrators — XP 50
Squad of drow, chaotic evil
hp 1; **ACR** 1/4
DV 10; **OM** +2, ranged
Tactics dirty fighters, false retreat, sniper support, spellbreaker
Special darkvision, sunlight sensitivity, poison and magic resistance
Speed 2; **Consumption** 1
Note +2 OM due to abilities

Elite Commandos — XP 700
Squad of human fighter 4, neutral
hp 16; **ACR** 3
DV 13; **OM** +3, ranged
Tactics expert flankers, siegebreaker
Resources healing potions, improved armor, improved weapons, ranged weapons
Special action surge, fighting style, second wind
Speed 2; **Consumption** 1 (recruitment cost 20 BP)

Mounted Knights — XP 450
Squad of human fighter 3, lawful neutral
hp 11; **ACR** 2
DV 15; **OM** +5
Resources improved armor, improved weapons, mounts
Special action surge, fighting style, second wind
Speed 1; **Consumption** 4 (recruitment cost 9 BP)

Elven Wardens — XP 200
Squad of elf ranger 2, neutral
hp 5; **ACR** 1
DV 11; **OM** +1
Tactics sniper support
Special fighting style, favored enemy (orcs and goblins), natural explorer
Speed 1; **Consumption** 1

Ghoul Scavengers — XP 200
Squad of ghouls, chaotic evil
hp 4; **ACR** 1
DV 11; **OM** +1
Special cannibalize, darkvision, paralysis, undead
Speed 2; **Consumption** 1

Gnoll Warband — XP 450
Platoon of gnolls, chaotic evil
hp 10; **ACR** 2
DV 12; **OM** +2, ranged
Resources ranged weapons
Special darkvision
Speed 2; **Consumption** 1

Gnome Stalkers — XP 200
Squad of gnome fighter 2, neutral
hp 5; **ACR** 1
DV 11; **OM** +2
Tactics taunt
Special action surge, fighting style, second wind
Speed 1; **Consumption** 1
Note +1 OM due to spell-like abilities

Goblin Sneaks — XP 50
Squad of goblins, chaotic evil
hp 1; **ACR** 1/4
DV 10; **OM** +0, ranged
Special darkvision, nimble escape (as cunning action)
Speed 1; **Consumption** 1

Goblin Horde — XP 700
Company of goblins, chaotic evil
hp 10; **ACR** 3
DV 13; **OM** +3, ranged
Special darkvision, nimble escape (as cunning action)
Speed 1; **Consumption** 1

Half-orc Berserkers — XP 200
Squad of half-orc barbarian 2, chaotic neutral
hp 6; **ACR** 1
DV 11; **OM** +1
Tactics relentless brutality
Special rage, reckless attack
Speed 2; **Consumption** 1

Halfling Scouts — XP 200
Squad of halfling rogue 2, lawful neutral
hp 4; **ACR** 1
DV 11; **OM** +1
Tactics withdraw
Special sneak attack, cunning action
Speed 1; **Consumption** 1

Hobgoblin Guards — XP 100
Squad of hobgoblins, lawful evil
hp 2; **ACR** 1/2
DV 11; **OM** +1, ranged
Tactics siegebreaker
Resources improved armor, improved weapons, ranged weapons
Special action surge, darkvision, fighting style, second wind
Speed 2; **Consumption** 2 (recruitment cost 8 BP)

Kobold Vandals — XP 450
Company of kobolds, lawful evil
hp 11; **ACR** 2
DV 12; **OM** +2
Tactics dirty fighters
Special darkvision, pack tactics, sunlight sensitivity
Speed 2; **Consumption** 1



Lizardfolk Hunters — XP 100
Squad of lizardfolk, neutral
hp 2; **ACR** 1/2
DV 10; **OM** +0, ranged
Special amphibious, cannibalize
Speed 2; **Consumption** 1

Orc Warriors XP 100
Squad of orcs, chaotic evil
hp 2; **ACR** 1/2
DV 10; **OM** +0, ranged
Special reckless attack
Speed 2; **Consumption** 1

Orc Onslaught XP 5,900
Legion of orcs, chaotic evil
hp 2; **ACR** 10
DV 45; **OM** +10, ranged
Special charge, combat style, reckless attack
Speed 2; **Consumption** 5

Skeleton Horde XP 2,900
Regiment of human skeletons, lawful evil
hp 31; **ACR** 7
DV 19; **OM** +7
Special darkvision, mindless, undead
Speed 2; **Consumption** 3

Skeleton Legion XP 7,200
Legion of human skeletons, lawful evil
hp 62; **ACR** 11
DV 21; **OM** +12
Special darkvision, mindless, undead
Speed 2; **Consumption** 5

Skeleton Sentries XP 200
Platoon of human skeletons, lawful evil
hp 4; **ACR** 1
DV 13; **OM** +1
Special darkvision, mindless, undead
Speed 2; **Consumption** 1

Svirfneblin Specialists XP 100
Squad of svirfneblin, neutral
hp 1; **ACR** 1/2
DV 12; **OM** +1, ranged
Special darkvision, magic resistance, natural explorer (rocky terrain), spellcasting
Speed 1; **Consumption** 1

Tarrasque XP 90,000
Solo tarrasque, unaligned
hp 273; **ACR** 26
DV 36; **OM** +34, ranged
Tactics defensive wall, relentless brutality, siegebreaker, spellbreaker, withdraw
Special blindsight; cannibalize; fear; immune to fire, poison, charm, fear, paralyzed, poison; magic resistance; regeneration; keen senses; siege monster; significant defense
Speed 2; **Consumption** 13
Note +4 OM due to feats and monster special abilities

Worg Pack XP 450
Platoon of worgs, neutral evil
hp 10; **ACR** 2
DV 12; **OM** +2
Special darkvision, keen hearing and smell, natural explorer, pack tactics
Speed 3; **Consumption** 1

Zombie Apocalypse XP 7,200
Legion of zombies, neutral evil
hp 62; **ACR** 11
DV 21; **OM** +12
Special darkvision, mindless, undead
Speed 1; **Consumption** 5

Zombie Feast XP 200
Platoon of zombies, neutral evil
hp 4; **ACR** 1
DV 13; **OM** +1
Special darkvision, mindless, undead
Speed 1; **Consumption** 1

Zombie Horde XP 1,800
Battalion of zombies, neutral evil
hp 22; **ACR** 5
DV 17; **OM** +5
Special darkvision, mindless, undead
Speed 1; **Consumption** 2

Zombie Plague XP 2,900
Regiment of zombies, neutral evil
hp 31; **ACR** 7
DV 19; **OM** +7
Special darkvision, mindless, undead
Speed 1; **Consumption** 3

Zombie Uprising XP 700
Company of zombies, neutral evil
hp 12; **ACR** 3
DV 15; **OM** +3
Special darkvision, mindless, undead
Speed 1; **Consumption** 1

Mass Combat Quick Reference

These mass combat rules treat armies as if they were individual creatures. Instead of making 100 attack rolls for each side of a battle between elves and orcs, you treat the elf army as one unit and the orc army as another unit, and they battle each other with just one roll each. Instead of the armies taking turns attacking each other, they roll simultaneously. Smaller armies have fewer individual creatures (units), larger armies have more units, and the number of units directly relates to how dangerous an army is.

Every army has a commander, typically a seasoned veteran, who directs the army's actions. You can lead an army yourself, making you its commander and providing bonuses depending on your kingdom leadership role.

Armies can learn different tactics, such as using reserve archers, forming a defensive wall, or using dirty tricks. An army can use strategies like attacking recklessly and aggressively or being cautious and defensive. The army's commander decides the tactics and strategy used in battle.

Conditions on the battlefield affect the process and outcome of the battle. For example, muddy terrain slows walking armies but has no effect on flying armies; night combat hinders human armies but not orc armies.

Resolving the battle consists of three phases in which the commanders decide on tactics, the armies make ranged attacks (if any), and the armies then close to melee range. They then remain in melee until one side flees or is destroyed.

The following summarizes the key rolls you'll make when using mass combat:

Offense Check: d20 + Offense Modifier (OM)

Damage Dealt: Offense check result – the defending army's Defense Value (DV)

Morale Check: d20 + the commander's modifiers + the army's Morale score



Optional Mass Combat Rules

The following sections describe ways armies can be altered or assigned that come up less frequently than the other rules in the mass combat system. They're optional, and the GM can bring them into the game only if necessary.

Combining Armies

If you have two armies of the same type and of equal size, at any time outside of combat you can combine them into a single army that is one size larger than the original armies.

Choose one of the two commanders to command this combined army. The other commander may be assigned to a different army; otherwise, her boons are lost.

Calculate the new army's statistics based on its new size. If both smaller armies had a boon, resource, or tactic, the new army has it as well; otherwise the boon, resource, or tactic is lost. The new army's Morale is equal to the average of the Morale of the two smaller armies. If one army has an affliction (such as a disease), the new army now has it.

Determine what percentage of its full normal hit points each smaller army had. The new army's hit points is the average of these percentages. For example, if one army is at 50% and the other is at 100%, the new army is at 75% of the full hit points for its size.

Reforming an Army

Reformation converts a wounded army into a smaller, healthy army. The army hit point rules are abstract and represent wounded units, incapacitated units, and dead units. For an army with a very low hit point total, the number of active units in the army can even be equal to or fewer than those of an army of a smaller size. For example, a Large army normally has 200 units, but if that army is very wounded, it could have only 100 or fewer units able to fight—the same number as a Medium army. Because an army's Consumption is based on its ACR (which is based on its size), you might be able to reduce your Consumption costs if you reform an army into a smaller size.

At any time outside of combat, you can reform a wounded army (at half hit points or fewer) into an army one size smaller with full hit points. This act represents you choosing only the healthiest units to continue fighting. The wounded survivors disperse, typically heading home to recuperate.

Calculate the smaller army's statistics based on its new size. The smaller army retains all of the larger army's statistics and effects (including tactics, boons, resources, commander, and so on) except those based on its size (such as ACR and statistics based on ACR). The army reduces its Morale by 1 (as reforming is a blunt indication of misfortune).

There is no limit to how many times you can reform an army. Even a Colossal army can be whittled away and reformed several times until the Challenge of its individual units is too small to actually count as an army.

Reserve Army

The costs in this section assume an active, deployed army. You may instead convert an army into a reserve army, placing it in a settlement. This reduces the Consumption cost for the army to once per month (or kingdom turn) instead of once per week. A commander has to spend only 3 days per month with a reserve army to remain active with it. The Morale penalty for an absent commander happens every month instead of every week.

The size of an army you can put in reserve depends on the buildings you have available in the settlement. A Watchtower can hold a Small or smaller reserve army, a Barracks can hold Medium or smaller, a Castle can hold Large or smaller, and a Garrison Huge or smaller. A Gargantuan or Colossal army can't be put in reserve—it must remain deployed (though it can be indefinitely deployed in one of your own hexes). A Temple counts as a Watchtower for the purpose of holding special religious troops (clerics, druids, or paladins), and a Cathedral counts as a Barracks in those cases. You may split an army (see *Splitting an Army* below) to allow you to divide its units among several buildings.

If you move the army outside the settlement, it immediately counts as an active army and the costs must be paid per week as normal.

Splitting an Army

You can divide an army into smaller armies. At any time outside of combat, you may split an army into two armies that are each one size category smaller. One of these armies retains the larger army's commander; you must assign a commander to the other army.

Calculate each smaller army's statistics based on its new size. The smaller armies retain all of the larger army's statistics and effects (including tactics, boons, resources, commander, and so on) except those based on size (such as ACR and statistics based on ACR). Each smaller army reduces its Morale by 1.

Determine what percentage of its full normal hit points the larger army had. Each smaller army has this proportion of hit points for its new size. For example, if the large army was at 70% (28 hp out of 40), each smaller army is at 70% of the full hit points for its size.

There is no limit to how many times you can split an army. Even a Colossal army can split several times until the Challenge of its individual units is too small to actually count as an army.

Combined Arms

This section provides an alternative method for army construction to what is presented in the basic rules. Those rules are simple and straightforward when it comes to constructing armies; you create them as part of your kingdom turn, and each army is an undifferentiated block of soldiers with one common hit point pool, all equipped alike, and able to fight to the last hit point with no reduction in fighting efficiency until total annihilation when its hit points are spent. Simplicity is a virtue in game design, but it is not without a certain cost in verisimilitude. These rules allow for great granularity, which may not be to everyone's taste, but they are presented here for those who wish a more detailed system of unit construction.

Why Use Combined Arms?

Mass combat is a quirky beast in the context of role-playing games. On the one hand, it makes perfect sense to include, as small-scale adventures against the backdrop of a larger war are absolute staples of fantasy fiction and media. On the other hand, players who enjoy sitting around a table and role-playing their heroes as they delve dungeons and solve mysteries and travel the farthest reaches of the world and beyond may have little interest in the kind of bookkeeping and minutiae that traditionally go along with dealing with armies on the battlefield. On top of that, you have to deal with intersecting yet incommensurable levels of abstraction in what an individual hero can do versus what an army can do, and simply applying one to the other is going to leave one or the other hopelessly outgunned with the mathematics are not designed their way. The history of mass combat and role-playing games is littered with systems from grossly abstract to almost ludicrously complex, and that's not necessarily a bad thing. Gamers are varied in their interest in and tolerance for rules granularity and having rulesets that cater to both ends of the spectrum is not a bug; it's a feature. That answers the philosophical question of why this system exists when there is already a perfectly serviceable system available in the rules above. However, here are some specific reasons you might want to use this system instead.

Units with Discrete Parts: In a battle where groups of soldiers aggregate in unique places and spaces. In real life, units include infantry, cavalry, artillery, scouts, technical support, and on down the list. The Combined Arms system lets you create units that mirror what you see in modern military organizations, wherein a single army (or unit of an army) contains a variety of units, each working together.

A More Elegant System for Casualties: In any battle, there will be casualties, but one of the tricky parts of having single masses of hit points, whether for armies or individual player characters, is that it doesn't allow you to represent in-combat attrition very well. That's fine for personal combat on the scale that usually happens in a 5th Edition game, as you want your heroes to keep up their combat effectiveness as long as possible, but it feels less appropriate for a mass combat system where armies naturally begin to break down as the soldiers making up a unit are killed, wounded, or routed from the field. Allowing separate allocation of damage to individual sub-units allows you to model that kind of gradual decrement to a unit's effectiveness and also gives you a different level of tactical flexibility in resolving combat, depending on who gets to allocate the damage from a Battle Phase, the attacker or the defender. At the same time, using modular units makes it easier to replenish or replace different parts of a unit in between battles.



Melee Value, Ranged Value, and Casualties

The basic mass combat rules use only a single factor to account for an army's offensive capabilities, Offense Modifier (OM). The more detailed Combined Arms rules in this product subdivide this characteristic into two scores: Melee Value (MV) to represent close combat in melee and Ranged Value (RV) to represent missile and magical attacks that allow an army to attack at range. The rules in this product are presented for both these modular rules and the simpler published army rules. If a rule states a modifier that applies only to MV or RV, you can instead apply that bonus to the OM of an army using the basic rules. If the MV and RV values are different, use the higher of the two values.

Similarly, the published rules use hit points to track the relative health of an army, while the modular unit rules contained in this product use the term Casualties, which can individually and separately damage the smaller divisions or subunits within a larger unit or army, gradually decreasing its fighting efficiency. If you are using the standard published rules, any reference in this product to Casualties deals an equivalent number of hit points of damage to a standard army unless specifically stated otherwise.

Armies, Units, and Divisions

Whereas the base unit for mass combat in the published rules is the **army**, these rules instead focus more on the individual units that make up that army. Much as in naval terms a fleet is made up of several squadrons, and each of those squadrons is made up of several ships, so too an **army** is made up of several **units**, while each **unit** is usually made up of several **divisions** (though sometimes a unit can comprise only a single division; this is called a **solo unit**). The divisions within a unit comprise its strength, and as those divisions are whittled away in strength so too is the base unit in its combat effectiveness. The most common names for units of various sizes are listed on *Table 3: Army Size*. The number of soldiers in a **unit** in these rules is the same as the number of soldiers in an **army** using the basic rules.

Navies and Air Forces: While the term "army" is used throughout, the same rules can be used interchangeably with waterborne units (forming navies) and airborne units (forming air forces). For air forces and navies, the term **squadron** can be used in place of **unit**, but all of the same rules apply.

Creating a Unit: This process is similar to the creation of an army as described in the basic rules, using the rules described in *Recruiting an Army* to gather your soldiers. Once you have enough recruits for the army you wish to create (or once you issue an Improvement Edict to create an army, if using the basic rules), you can create an army using the following steps. You can use the enclosed *Military Record Sheet in Appendix D* to record your unit's statistics.

Step 1—Assign leader: Each unit requires a commander. The army's record sheet should indicate the commander's name, Charisma modifier, and Leadership Bonus (LB), as well as what command boon(s) that commander possesses. A typical NPC army has 2-4 significant NPC characters (see *Commanders*)



as leaders; the remainder of its commanders are ordinary officers that provide no command boons. A PC commander gains a +2 bonus to the MV, RV, and DV of his unit, as well as on Morale checks. A significant NPC character grants a +1 bonus to these unit statistics.

Step 2—Divisions: A full-strength unit comprises 5 divisions of equal size. However, not all commanders are capable of handling the leadership demands of a full unit; hence, the maximum number of divisions in a unit is limited to 3 + the commander's Charisma modifier, up to a maximum of 5. A unit that is lacking one or more divisions at the beginning of a battle takes a -1 penalty to MV, RV, DV, and Morale checks per missing division.

Each division has 1/5 the number of soldiers as the unit as a whole (see *Table 3-5: Army Size and Statistics*). In most respects, a division has similar combat statistics to a unit two sizes smaller.

Step 3—Army Challenge Rating (ACR): A unit's Army Challenge Rating (ACR) is determined by the base CR of the creatures comprising the unit, modified by the size of the unit listed on *Table 3-5: Army Size and Statistics*.

Step 4—Casualties: Casualties reflect how many points of damage a unit can take before being defeated. The term is used here to reflect the fact that all "army hit points" lost in battle do not represent actual deaths, but rather soldiers being taken out of action in any of a number of ways, but the term is equivalent to and interchangeable with hit points in all respects.

Each division within a unit can take Casualties equal to its ACR before it is defeated; hence, a full-strength unit has total hit points equal to its ACR times 5. If a division is at 0 hit points, when its unit leaves the battlefield, whether victorious or in retreat, that division can be healed using the basic rules. If, however, the division takes additional damage when it is already at 0 hit points, it is destroyed rather than merely being defeated. A destroyed division cannot be healed and must be replaced with reinforcements (see *Recruiting an Army*).

Step 5—Melee Value (MV): A unit's combat prowess in melee is reflected in its MV. Units have a base MV equal to their ACR plus the LB of its commander. Units directly commanded by a player character add an additional +2 bonus to MV; those commanded by a significant NPC character (see *Commanders*) add a +1 bonus. MV can also be modified by equipment, special abilities, command boons, tactics, fatigue, environmental conditions, and the like.

For each division defeated or missing from the unit's full strength, it takes a -1 penalty to its MV.

Step 6—Ranged Value (RV): A unit's combat prowess in ranged combat is reflected in its RV. RV functions identically to MV, except that units that do not possess ranged weapons or other ranged attack capability, they cannot make ranged attacks (denoted as "RV -"). If some divisions within a unit have ranged weapons and some do not, the overall unit's RV is reduced by 2 for each division that lacks ranged weapons (including divisions that are missing or defeated).

Step 7—Defense Value (DV): The defensive abilities of a unit are reflected in its DV. Units have a base DV equal to 10 + their ACR and their commander's LB, adjusted by any applicable modifiers, such as those listed under MV.

For each division defeated or missing from the unit's full strength, it takes a -1 penalty to its DV.

Step 8—Morale: A unit's Morale reflects its fighting spirit and its skill and confidence on the battlefield. Morale checks are often required to succeed at various battlefield tactics, or to overcome special effects caused by enemy armies. A brand-new unit has a Morale score equal to the kingdom's Loyalty modifier divided by 20 (rounding down, with a minimum of 1 and a maximum of 10), and it can increase or decrease during the course of a battle and in its aftermath, increasing with victory and falling with defeat. A unit's Morale score can never exceed 10, and if it ever drops to 0 the unit disbands (see *Bloodied, Defeated, Destroyed, and Disbanded Armies*). A typical NPC army's Morale score is 3. If you are using this mass combat system without the kingdom-building rules, you can substitute a value equal to one-half of the commander's hit dice.

A unit's Morale score modifies its Morale checks, adding the Leadership Bonus of its commander and an additional +2 bonus if the commander is a PC and +1 if it is a named significant NPC character, plus any relevant modifiers. For each division missing from the unit's full strength, whether already missing before battle or defeated during a battle, the unit takes a -1 penalty to its Morale checks.

When a division is destroyed, its unit loses 1 point of Morale and takes an additional -1 penalty to Morale checks for the duration of the current battle.

Step 9—Movement: A unit's Movement score indicates the number of 12-mile hexes it can travel per day (see the "Travel Pace" section of the *SRD*). A typical lightly armored humanoid army has a Movement score of 2. A unit whose divisions have different speeds uses the speed of its slowest division.

Step 10—Scouting: A unit's ability to notice other armies is reflected in its Scouting score (see *Camouflage and Scouting*). This bonus is equal to the Wisdom (Perception) modifier of the creatures in the unit divided by 4, plus the LB (scout) of its commander.

Step 11—Camouflage: A unit's ability to evade notice by other armies is reflected in its Camouflage score. The Camouflage score (see *Camouflage and Scouting*) of a unit is equal to 10 plus the Stealth modifier of the creatures comprising the unit divided by 4, adding the commander's LB (scout) bonus and applying the Camouflage modifier noted in *Table 3: Army Size*. If a unit has Mounts, it uses the worse Stealth modifier of the riders or mounts. GMs can apply a modifier to the Camouflage score based on the size of individual units in the army: -2 per size category larger than Medium, +2 per size category smaller than Medium.

Step 12—Unit name and home base: Each unit should have a name, which can be a simple functional title like "7th Armored Cavalry" or florid like "Alazan's Radiant Hussars." In addition, each unit should be assigned a home base, which must be a settlement; either the settlement where the soldiers comprising the army were recruited or the nearest settlement if they were recruited at a Fort. If a unit is destroyed, that settlement gains a permanent -1 Law penalty and there is a 25% chance during the next kingdom turn's Event Phase that the citizens of the unit's home base will cause a Building Demand event asking that a Monument be erected in memory of the honored dead. If a unit disbands, the settlement gains a -2 Law modifier but there is no chance of a Building Demand.

Forming an Army

An army is simply a collection of units all fighting in concert according to a common battle plan. An army can be named (e.g., Northern Army, Guardians of the West) or numbered (e.g., 1st Army, 2nd Army), though it may not be if a kingdom has only a single army in the field. In any battle, however, a single designated character must act as the general of the army. This may or may not be the kingdom's General, who has overall responsibility for all military activity in the kingdom but could as easily be another PC or NPC member of the kingdom's rulership team. A good general has high Charisma (and possibly Intelligence and Wisdom) and many hit dice. The general of the army and the unit commanders or other significant characters can provide a variety of Command Boons to the forces under their command, as described in the basic rules and further expanded in this product. Some boons apply to an entire army, but most apply only to a single unit.

Each army is limited to a number of units equal to 3 plus the general's Charisma modifier. If the general has the Overwhelming Force command boon, this number is increased by 1. The general oversees the combat from the Command Zone and does not directly participate in the battle, though she determines Strategy and Tactical Initiative during the course of the battle, with individual unit commanders choosing the Tactics and Command Boons they will use to make the general's strategy a success.

Battle Phases and Combined Arms

Many of the subsections below contain an explanatory note about how the rules might be adjusted when using the Combined Arms combat system described in this product. If not otherwise stated, the rules operate identically for units using the Combined Arms rules as they do for armies using the published rules.

Tactical Phase: The general in charge of each army makes an Intelligence check; the individual unit commanders do not. Winning tactical initiative provides a bonus of +1 to MV and RV for all units under the general's command. In addition, since units are modular that means that combat is sequential rather than simultaneous. The commander that wins tactical initiative selects one unit to attack an enemy unit, followed by the enemy selecting one unit to attack in response. Attacks alternate from each commander until all units have attacked once. Unlike the basic rules, a unit that is destroyed, disabled, routed, or otherwise taken out of action before it has a chance to act forfeits its attack. If one side has more units than the other, when one side runs out of units to attack taking turns with its opponent, any leftover units from the larger army attack in succession until all have attacked.

Ranged Phase: Any unit with ranged weapons or an ability that grants it a ranged attack can make a ranged attack rather than a melee attack, and all ranged attacks are resolved during the ranged phase before proceeding the melee attacks, though some tactics provide exceptions to this rule. A unit cannot make a ranged attack if it is engaged. When a unit attacks, it picks an enemy unit as its target and rolls 1d20, adding its RV (including any modifiers). If the result equals or exceeds the DV of the target unit the attack is successful and inflicts a number of Casualties equal to the difference between your adjusted RV check and the target DV. The commander of the target unit assigns these Casualties to the divisions of his unit as he sees fit.

If your adjusted RV check fails to equal or exceed the target's DV, the defending army takes no damage. A natural 20 always indicates a successful attack, inflicting 1d6 Casualties on the target army, regardless of its DV (use the attack's normal damage if it exceeds the result of this roll). In addition, on a natural 20 the attacker assigns damage to the defending unit and its divisions as he wishes. On a natural 1, the attack automatically fails and the attacking unit inflicts 1d6 Casualties on itself and becomes fatigued.

Melee Phase: Resolving a melee attack between two units functions much like resolving a ranged attack in the Ranged phase, substituting MV for RV. However, melee combat is more inherently dangerous to attacker and defender alike. On a successful attack, the attacking and defending armies become engaged. More than one unit can be engaged with the same enemy unit at the same time. If an attack fails to overcome the defender's DV, both the attacking unit and the defending unit take 1d6-3 Casualties; these Casualties are not modified by any tactics, special attacks, or command boons used by either side, unless they explicitly state otherwise).

Rout Phase: The Rout phase proceeds as in the standard rules, but each unit has its own separate Morale score and makes its own Morale checks.

Healing After Battle

A unit that remains on the field or is able to retreat from it without being defeated (i.e., all of its divisions reduced to 0 hit points) can rest for 1 hour in order to regain hit points equal to 1/2 its ACR and automatically reduces the exhausted condition to fatigued. If the unit can rest for 8 additional hours without interruption, it regains hit points equal to its ACR and automatically removes the fatigued condition. Thereafter, a unit heals hit points equal to its ACR for every 24 hours of complete rest. Units that are marching, guarding prisoners, or performing other light-duty tasks heal half the normal amount of hit points (rounding down). Units that engage in a battle or that take damage from a forced march do not heal at all.

Whenever a unit heals, it can allocate the hit points it regained to its divisions as it chooses, including defeated divisions at 0 hit points, though not divisions which have been destroyed by taking damage when already at 0 hit points.

A unit that has been defeated but is able to exit the battlefield regains 1 hit point after 1 hour of rest. After this time, it can again function as a unit, including using the healing rules described above. If the unit is destroyed or disbands, it cannot heal. The Magical Healing command boon or Healing Potions resource doubles the number of hit points regained by one unit during the first hour of its rest (or allows a defeated army to regain hit points equal to half its ACR after 1 hour of rest).

Victory and Aftermath

The outcome for defeated combined arms units after a battle is the same as for armies using the basic rules, except that if a significant character or commander is captured and executed but their unit still exists, the unit immediately loses 1d4 points of Morale.

Commanders

Commanders function for combined arms units the same way they function in the standard rules, except that each leader commands a single unit on the field, which may be a solo unit or a combined unit comprised of several smaller divisions, up to a maximum of 3 + the leader's Charisma modifier. A unit can have a maximum of 5 divisions in any event.

Command Boons

Command boons function for combined arms units the same way they function for armies in the standard rules, except as described below.

Permanent Boons: If a unit with a permanent boon loses one or more divisions and later replaces them with new soldiers, the new divisions benefit from any boon that the unit as a whole possesses. If the entire unit is destroyed or disbanded, the permanent boon is lost.

Recruiting an Army

The combined arms rules for units generally follow the rules for creating and managing armies as described in the basic or advanced mass combat rules, except as described below.

Basic rules: Creating a combined arms unit as part of your Improvement Edict requires a Loyalty check, with a penalty equal to the ACR of the unit you intend to create. Likewise, if a unit has one or more missing divisions that have been destroyed, they can be replaced with an Improvement Edict. One edict restores all missing divisions in one unit, with a cost equal to 1/2 the unit's ACR per missing division. Creating units otherwise functions as creating armies.

Advanced Rules: Using the Recruitment Edict rules, you can achieve a more granular level of recruitment and reinforcement. In most cases, this functions identically to the rules described in *Ultimate Battle*. In addition, a Recruitment Edict can be used to replace destroyed divisions within a combined arms unit.

Terrain

In warfare, the topography and terrain of a battle can have a huge impact. The basic rules assume a fairly even playing field for both armies and little in the way of impeding terrain. The following rules describe how to adapt a battlefield for greater variety.

Claiming the High Ground: Taking the high ground in advanced mass combat rules works as described in the advanced rules, but if using the combined arms rules, each unit that acts can attempt to claim the high ground for its own, as long as it is not engaged (or is able to disengage). If one of your units is vacating the high ground, you can ready one of your own units to switch places with it. The unit you want to insert into the high ground must use one of the following Tactics: Cautious Combat, Covering Fire, Defensive Wall, Full Defense, Screening Defense.

Squadrons and Fleet Battles

You can use a simplified variant of the Combined Arms rules to play out aerial or naval battles that are not directly connected to land battles, treating each ship or aircraft as a division and forming them into squadrons of 2-5 ships or aircraft, and then forming multiple squadrons into a combined fleet or air force. Squadrons follow the same rules for units in the Combined Arms rules described above. The crews, siege weapons, and other special features of each squadron do not play a part in this method of resolving fleet battles, as all are subsumed into the actions of the ships themselves.

Initiative: The overall commander of each fleet or air force rolls 1d20 and adds her LB or LB (naval). The winner has tactical advantage for that Battle Phase and attacks first. After that initial attack, each commander takes turns having a squadron attack. If one side has more squadrons than the other, then any excess squadrons attack after all of the opponents squadrons have completed their attacks.

Strategy, Tactics, and Command: You can use all basic rules for these elements of Combined Arms.

Fast Wreckage: Each ship has a total number of hit points equal to 1/10 its Wreck or Sunk hit point total. A ship or aircraft suffers no ill effects until its hit points reach 0, at which point it is considered defeated (resulting in a -1 penalty to its squadron's attack rolls and damage). If the ship or aircraft takes an additional point of damage while already defeated, it is destroyed.

Simplified Combat: Rather than separate Ranged and Melee Phase, all combat is combined into a single d20 roll modified by the commander's LB or LB (naval), modified by Tactics, Strategy, and Command Boons, against the DV of the ships in the target squadron. If the roll succeeds, the target squadron takes 1d6 points of damage, plus 1 point per ship in the attacking squadron. This damage is distributed as the defender wishes unless the attacker rolls a natural 20, in which case the attacker chooses which ships in the target squadron are damaged. If a squadron is destroyed before it has had a chance to attack does not get to attack.

Routs, Victory, and Defeat: The Rout Phase is handled normally for Combined Arms. Each missing ship in a squadron results in a -1 penalty for the remainder of the squadron. When a squadron fails its Morale check, it routs normally. A quick fleet battle concludes when all units on one side have routed or been destroyed.



Logistics

The rules for supply lines and supply trains described on page 116 provide a simplified means of managing the supply and resources of military forces. Following are some additional rules for managing the details of logistical supply to units.

Supply Lines: A unit that is more than 10 hexes away from the nearest settlement or Fort from its own kingdom (the home base) pays an increased Consumption. To reflect the fact that enemy troops will attempt to disrupt supplies and communication between an army and its home base, when calculating the distance the army is away, the hexes counted must not contain any hostile armies or settlements.

Cutting Supply Lines: If a hostile force is in the shortest line from the unit to its home base, that unit has had its supply line cut. If there are multiple paths of the same length, the hostile force may choose whether it is cutting the supply line.

A unit with a cut supply line suffers a -2 penalty to Morale and heals hit points at half the normal rate. Also, if it has equipment that may only be used a limited number of times per battle or battle phase, it may only use that equipment once until the supply line has been re-established.

Re-establishing Supply Lines: There are two main ways to recover from having a supply line cut. First, if the unit moves into a hex where the hostile force is no longer on the shortest path to home base, the supply line is no longer cut. Second, defeating all hostile forces in the shortest path allows the supply line to be restored.

Naval Units: Because naval units are rarely able to have a continuous resupply of goods from their home base, their supply trains are better stocked for extended campaigns in hostile waters. A naval unit cannot have its supply line cut unless there are no available supply lines due to hostile forces.

Aerial Units: Like naval units, aerial units are prepared for extended campaigns with limited opportunity for resupply and cannot have their supply line cut unless there are no available supply lines due to hostile forces.

Foraging: Any unit may forage and hunt for supplies by making a Morale check to reduce its Consumption by half for one week – during this time, the army moves at half its normal speed, and it many kingdoms expect a land-based unit to stretch its supplies by foraging. Exceptions are made for circumstances where the unit is in a hurry to reach a particular location, or when the unit is within the borders of its own kingdom.

In the event that a unit fails to make the Morale check to forage in a hex containing farms, it may then choose to pillage that hex, as described in Ultimate Battle, to gain +2d6 to the roll (this decision is made after the result of the Morale check is determined). Doing this exhausts the hex, making further foraging or pillaging impossible, and the farms cease to function. Farms may be recovered by paying half the cost of a Farm terrain improvement. Recovery cannot happen if the unit that exhausted the hex remains within it.

Stockpiles: A stockpile is a location where a large quantity of supplies is stored and may be treated by units from the kingdom which prepared the stockpile as a Fort for the purposes of determining supply lines. Establishing a stockpile requires at least one unit in the hex and takes one week to construct (during which time the unit constructing the stockpile cannot move). Once complete, one division (if you are not using the Combined Arms rules, this is a unit two sizes smaller than the unit establishing the stockpile) remains to protect the stockpile. The stockpile costs BP equal to the Consumption of the unit establishing it. A stockpile may be established in any hex, including those claimed by enemy kingdoms. If the unit constructing the stockpile is defeated or destroyed while the stockpile is being constructed, any time spent creating the stockpile is wasted, and that unit may not attempt to create another stockpile until it has healed to full hit points.

Once it is completed the stockpile is considered to be a unit which cannot move, with a Consumption equal to the division protecting it. The stockpile has its own supply line (which may get cut-off by enemy units, in which case the stockpile ceases to function). A stockpile can supply units up to the size of the unit which established it.

Dismantling a stockpile takes 1 week of work and returns half the cost of creating it in BP to the kingdom's treasury.

Expanded Rules

An army marches on its stomach, and the following is a set of optional rules for detailed resource management of supply trains. Whilst a unit is considered to be continuously resupplied from the supply train, the following rules abstract the flow of supplies into discrete amounts, to allow greater control and management of the supplies. If you are using these rules, do not increase the Consumption cost for units as described under Supply Lines on page 116.

Rather than the kingdom paying the Consumption of the unit directly, supplies (in the form of BP) are carried by supply trains from the kingdom to the camp followers accompanying the unit, which deducts its Consumption cost from the BP held by the camp followers.

Home Base: Each unit has a settlement or Fort from the kingdom which created it which it considers to be its home base. The home base is the source of the unit's supplies. A unit may change its home base by travelling to another suitable settlement or Fort and spending one week there. In the event of the home base being captured, destroyed, or besieged, the unit is automatically considered to have its supply line cut.

A unit leaves its home base with two weeks' worth of supplies (measured in BP equal to twice its Consumption). These BP do not cost anything, as they are considered part of the costs involved in creating, equipping, and training the unit. These BP are considered to be carried by the unit's accompanying camp followers. The unit deducts its Consumption from the supplies held by the camp followers. For the purposes of the kingdom turn sequence, these BP are deducted during the Upkeep Phase for the current kingdom turn, in the Pay Consumption step, regardless of whether the Kingdom Turn has taken place yet or not.

Supply Train and Camp Followers: In these rules, the non-combatants accompanying a unit are referred to as camp followers. The camp followers are made up of two units of ordinary commoners and craftspeople two sizes smaller than the unit they are accompanying (if the camp followers are serving multiple units, they are one size smaller than the largest combat unit). These units travel with the unit they are supplying, and function as described under Supply Train on page 116. At the home base, there are also two supply trains. Each of these supply trains is one size smaller than the camp followers travelling with the unit. In these rules the supply trains are tasked with transporting equipment, personnel, food and other items to a unit which is far enough away that it is unlikely to be able to survive long-term on the supplies it began with.

Starting one week after the unit leaves its home base, one of the supply trains may embark to deliver supplies, provided that the unit it is attached to is more than 4 hexes from the home base. It may carry supplies up to 200% of the Consumption cost of the unit it is supplying. These supplies are paid for out of the kingdom's treasury. The supply train moves 13 hexes per week and loading or unloading supplies takes 1 hex of movement (it is possible for a supply train to leave, travel to the unit, unload supplies, return to the home base, and reload supplies all in one week). When it reaches the unit, it delivers the supplies to the camp followers (transferring the BP from the supply train to the camp followers) and returns to home base to pick up more supplies. At the beginning of the third week after the unit has left its home base, the second supply train may embark. It functions identically to the first supply train, except that the combined BP carried by the two supply trains may not exceed 200% of the Consumption cost of the unit being supplied.

Aircraft and Ships: To represent their ability to operate independently for extended periods of time, aircraft and ships are able to devote cargo space to supplies. Each ton of cargo used in this fashion is worth 1 BP. These supplies may only be used to pay the Consumption cost of vessels and crew in the unit carrying them. The camp followers for a unit of aircraft and ships are generally a pair of vessels of similar type to the combatant unit, dedicated entirely to supplies. Aircraft and ships do not generally have a supply train.

Capturing Supplies: In addition to causing problems by forcing supply trains to take longer to reach the unit they are serving, enemy troops may choose to directly attack the supply train, simultaneously depriving the unit of supplies and obtaining supplies for themselves. This is treated as any other battle, and in the event of the supply train being defeated, the victorious unit obtains one-half of the supply train's supplies. If the supply train is destroyed, this is reduced to one-quarter.

Protecting Supply Trains: Due to their value and importance, most kingdoms assign a military guard unit to supply trains. Typically, this unit is at least one size smaller than the units in the supply train. This unit travels as part of the supply train, at the speed of the supply train, and does not require a supply train of its own. The Consumption cost of this unit is deducted from the supplies carried by the supply train. The guard unit may not initiate combat with enemy forces.

Running out of Supplies: In the event that the camp followers are not carrying any BP of supplies for the unit they accompany, the next time Consumption is due

to be paid for the unit it suffers penalties as if the supply line had been cut. If the camp followers had insufficient supplies to pay the full Consumption of the unit, that unit suffers a -1 penalty to Morale – this penalty does not stack with the penalty for a cut supply line.

Stockpiles: Under these rules, a stockpile has its own camp followers and supply trains, but there is no BP limit on the amount of supplies that can be delivered to a stockpile. Units may select the stockpile as their home base, following the normal rules.

Return With your Shield, or On It: If a unit returns to its home base and the camp followers have BP remaining, subtract the initial two weeks' worth of Consumption from the supply (to a maximum of the current BP held), and the kingdom regains one-half of any excess BP.

War in the Sky

In a fantasy campaign, war takes on an entirely new dimension that breaks far away from the traditional tropes of ancient and medieval Earth. The introduction of magic itself lends a much more modern tactical feel to mass combat in a fantasy campaign, with magic substituting for command, control, artillery, and unconventional weapons, but even in a low-magic campaign the existence of flying foes introduces an entirely different set of circumstances that the Greek phalanx, the Roman legion, the Turkish janissaries, and the knights of the Crusades never had to worry about.

Aerial Operations

Strictly speaking, combat in the air is not terribly different from combat on the ground, as it uses the same concept of battlefield zones introduced in *Ultimate Battle* from Legendary Games. However, instead the Melee, Ranged, Camp, and Command Zones described in that product apply a bit differently. The Command Zone functions as described in *Ultimate Battle,* though in most battles there will be no separate Command Zone for aerial units, as the command structure may be lodged in a headquarters on the ground (or on board a ship). The Camp Zone typically features aerial units that are being held in reserve away from the battlefield or trying to escape it. They may be congregating at nearby open fields or aeries awaiting their turn to join the battle. In terms of Melee and Ranged Zones, units at different altitude levels are always considered to be in the Ranged Zone with respect to units at a different altitude level. Creatures must be in the same altitude level to attack in the Melee Phase or to become engaged with one another.

Altitude Levels: Aerial combat involves movement in three dimensions in a way that is hard to model in the same kind of spatial concepts that operate on a conventional land battlefield. Flying enemies just a few paces overhead are outside the effective reach of land-bound melee weapons, and even ranged attacks are at somewhat of a disadvantage being launched against the force of gravity. At the same time, creatures in the air not only have mobility on their side but also have a commanding vantage point over the battle, using raining deadly missiles (whether launched or merely dropped) from above on units below. Much like the Battle Zone rules in the **Advanced Mass Combat** section, these altitude levels are abstract and do not represent specific physical distance. Instead, they provide a convenient shorthand for determining the relative position of flying creatures in and around a battlefield.

Ground Level: Many if not most flying creatures use their flight to move swiftly from place to place and to obtain an advantageous view of the surround, but to actually engage in combat they must descend near enough to ground level to make use of their natural or manufactured weapon attacks. An aerial unit must move at ground level in order to attack or be attacked in melee.

Low Altitude: Units in this altitude zone are well out of range of melee attacks but can attack with (and be attacked by) ordinary ranged attacks. Aerial units can attack at this range with dropped items with reasonable accuracy.

Medium Altitude: Units in this altitude zone fly on the fringes of the battle zone, able to attack with (and be attacked by) siege weapons and other effects with very long range but otherwise out of reach of standard ranged attacks. Aerial units at this altitude can attack with dropped items but with little accuracy.

High Altitude: Units in this altitude zone are too far away to effectively attack units on the ground or be attacked by them.

Aerial Reconnaissance: In Earth's history, the first military application of airborne units was in the form of observation balloons, allowing commanders to get a good look at enemy troop dispositions from high above. If one side in a battle has aerial units and the other does not, all armies on its side gain a +1 bonus to their OM and DV and has advantage on Scouting checks (see *Camouflage and Scouting*) to spot enemy armies on the battlefield. At medium altitude, an aerial unit gains a +2 bonus on Scouting checks to spot enemy armies anywhere in the same hex, even if they are not on the battlefield. At high altitude, an aerial unit gains a +1 bonus on Scouting checks to spot enemy armies in the same hex or any adjacent hex.

Changing Altitude: While aerial combat is assumed to be fluid and dynamic, with the ability to rapidly change location at high speed, the abstract altitude levels described above represent where an aerial unit is spending the majority of its time during a given



Battle Phase. Each time a new Battle Phase begins, an aerial unit can adjust its altitude by one step, or by two steps with a successful Morale check.

Visibility: While aerial units provide spotting assistance to their allies, they are no less vulnerable to difficulties with visibility than are forces on the ground. They take the same penalties due to poor visibility that ground units take (see *Visibility*), and they have the same chance of damaging allied units when making ranged attacks in conditions of reduced visibility (see *Fog of War*).

Weather: Aerial units are more vulnerable to extremes of weather than are units on the ground. As such, any penalties that accrue to units due to **Weather** are increased by 1.

Wind Effects

Aerial units are vulnerable to strong winds, and aerial units are assumed to be spending some of their movement and maneuvering during the course of a battle just to counteract the force of the wind. However, ongoing winds have a cumulative effect on aerial units.

Table 3-11: Wind Effects (Aerial)

Wind Strength	Speed	DMG	Piloting
Light	-	-	-
Moderate	1 hex	1	-1
Strong	2 hexes	1d3	-2
Severe	4 hexes	1d6	-4
Windstorm	6 hexes	2d6	-8
Hurricane	12 hexes	4d6	-16
Tornado	24 hexes	destroyed	impossible

Wind Strength: There are no explicit rules for wind effects in the *SRD*, except as described in spells such as *gust of* wind and *control* weather. GMs must use their discretion when determining the current wind strength in an aerial battle. To affect the battle, the relevant wind speed must be present throughout the entire battle phase (lasting 1d6 hours), so short-term changes to wind strength have little to no impact.

Speed: Aerial units moving in the same direction as the wind add this amount to their daily speed; those moving against it subtract this amount from their daily speed. If this reduces their speed to zero, the unit is unable to make progress against the wind. If this reduces the unit's speed below zero, the unit is forced to move a number of hexes equal to the difference between its own speed and the wind's speed in the direction of the wind. The unit can avoid this forced movement by

remaining on the ground. A smaller unit being carried by a larger unit moves with the largest unit.

Drifting Away: An aerial unit with a speed listed as **drift** is forced to move this number of hexes at the end of each Battle Phase.

Tacking: An aerial unit can move against the wind with a successful Morale check, adjusted by its Maneuverability. If the check succeeds, the unit treats the wind strength as one category less severe for the purpose of its speed, plus one additional category less severe for every 5 points by which the check exceeds the DC. Tacking is very tiring, however, and the unit automatically becomes fatigued after spending a day tacking.

Piloting: Aerial units take a penalty on Airworthiness and Maneuverability in high winds. This affects Morale checks made to maneuver and may preclude the use of certain aerial tactics that require a minimum maneuverability rating.

Damage: Operating in high winds places strain on aerial units. At the end of each Battle Phase (or each day of overland travel), an aerial unit must succeed on a Morale check or take the listed damage. An aerial unit that takes damage from high winds must make a second Morale check or become fatigued (or exhausted, if already fatigued). Aircraft crews add their Airworthiness modifier to this check.

Exceptions: A unit comprised of creatures closely aligned with the element of air, such as djinni, treats wind effects as one step less severe. A unit comprised of creatures made of air, such as air elementals, treats wind effects as three steps less severe.

In terms of aircraft, a flying carpet or war rocket treats wind effects as one step less severe. A flying citadel treats wind effects as three steps less severe.

Aerial Units

Most aerial units in a mass combat situation are comprised of creatures that have the power of flight, whether with wings or through the power of their magic. Ordinary soldiers mounted on griffons, pegasi, dragons, or other flying creatures follow the rules for mounted combat outlined in the standard mass combat rules in terms of unit construction. In addition to flying creatures, however, fantasy battles can make use of fantastic aircraft.

Chariots and Howdahs: Any suitable flying creature can become a sort of flying vehicle by mounting a howdah on its back or having a winged chariot pulled behind it. These howdahs and chariots do not use the aircraft rules that follow but instead follow the same rules as their land-bound equivalents, as described in *Ultimate Battle*. If the flying creatures bearing these chariots or howdahs are routed, their riders or passengers must



succeed at a Morale check or be treated as the crew of an aircraft that has *crashed*. If the aerial creatures of their unit are killed, the riders automatically *crash*.

Maneuverability: Aircraft have a defined maneuverability modifier based on their type. When aerial units comprised of flying creatures must make a Morale check adjusted by their size and their maneuverability class, use the following table to determine their modifier:

Table 3-12: Maneuverability Modifiers (Aerial)

Modifier	Size	Maneuverability
+4	Small or smaller	Perfect
+2	Medium	Good
+1	Large	-
0	Huge	Average
-1	Gargantuan	Poor

Modifiers apply for both size and maneuverability class and stack with each other and any other modifiers.

Constructing Aerial Units: Aerial units require a number of specialized units to be present in the city where they are built. Building an aircraft takes 1 month per 5 BP (or fraction thereof) of its cost.

Table 3-13: Aircraft Construction Requirements

Aircraft	Buildings Required
Airship	Aerie, Caster's Tower, Exotic Artisan
Alchemical Dragon	Aerie, Alchemist, Caster's Tower, Exotic Artisan
Balloon	Aerie, Exotic Artisan
Carrion Carrier	Aerie, Caster's Tower or Cathedral, Exotic Artisan, Graveyard
Drogue Wing	Aerie, Exotic Artisan
Floating Citadel	Aerie, Alchemist, Brickyard, Exotic Artisan, Magical Academy, Military Academy, Observatory
Flying Carpet	Aerie, Exotic Artisan, Foreign Quarter or Magic Shop
Glider	Aerie, Exotic Artisan
Solar Sailer	Aerie, Alchemist, Exotic Artisan, Foundry, Magical Academy, Observatory
War Rocket	Aerie, Alchemist, Caster's Tower, Exotic Artisan, Foundry, Magic Shop, Military Academy

Aircraft Descriptions

In a fantasy RPG, aircraft can be almost anything, from simple lighter-than-air craft and gliders to flying carpets, cloud castles, winged chariots, and even retro-punk technomagical devices powered by alchemical engines or solar sails.

Airship: This vessel is similar to a smallish longship but is held aloft by a massive balloon and guided by a contraption of sails and rudders.

Alchemical Dragon: The wooden body and metallic frame of this craft is borne aloft by arcane alchemical engines.

Balloon: This lighter-than-air craft is lifted by hot air and alchemical reagents producing buoyant gases. Lacking propulsion, the balloon carries an observation platform or basket beneath it, allowing pilot and passengers an advantageous view of the surround, though they are vulnerable to being blown away if not securely tethered to the ground (or another aircraft).

Carrion Carrier: This grotesque necrocrafted creation resembles a massive headless vulture or dragon, its tattered wings allowing a clumsy sort of transport within the ragged remnant of its ribcage and hollowed-out interior.

Drogue Wing: These personal gliders are sometimes used by cliff-dwelling or skyfaring races to range out into the lands below to harry those who would dare oppose them.

Floating Citadel: These aerial watchtowers float upon islands in the clouds, mounted either upon floating rocks enchanted to ride the skyways or on solidified clumps of cloud-stuff.

Flying Carpet: These enchanted rugs serve in some places as the floating firing platforms of skywarding sentinels and special couriers. In technomagical societies, such small hovering platforms might be called **sky sleds** or **rocket sleds** rather than the traditional flying carpet *per se*.

Glider: These aircraft ferry both goods and soldiers over long distances riding on the currents of the winds.

Solar Sailer: This technomagical conveyance of crystalline panels and vanes and frames of burnished metal converts the energies of the sun and stars into powerful lift to bear aloft a deck suitable for soldiers as well as cargo.

War Rocket: This brazen aerial dreadnought boasts fantastic speed as well as a bristling arsenal of weaponry, able to levitate in place as a floating battery or to chase down those who try to flee.

DV: The Defense Value (DV) for attacks made against the aircraft itself.

Grounded Units: The DV of an aircraft that is not flying is reduced by 4. This does not apply to units flying at ground level, but only to those that have not taken off or have been forced to the ground.

Fragile: Most aircraft are relatively fragile when attacked with heavy weapons, splintering and shattering their structural integrity and delicate mechanisms. An aircraft noted to be fragile takes double damage from attacks with siege weapons, including siege weapons used by other aircraft.

Table 3-14: Aircraft Statistics, Combat

Aircraft Type	DV	Fragile	Cover	Dmg	Stall	Crash	Airworthiness	Maneuver
Airship	15	yes	+2	15	30	45	+2	-4
Alchemical Dragon	20	yes	+3	20	40	60	+2	-2
Balloon	5	yes	-	2	4	6	-5	-10
Carrion Carrier	13	no	+1	5	10	15	+0	+0
Drogue Wing	8	yes	-	0	0	1	-2	+4
Floating Citadel	30	no	+5	50	100	150	+10	-5
Flying Carpet	10	no	-	3	6	9	+2	+10
Glider	11	yes	+1	4	8	12	+0	+0
Solar Sailer	15	yes	+2	25	50	75	+2	-2
War Rocket	25	no	+4	30	60	90	+5	+0

Cover: If an attacking unit chooses to attack a unit carried on the target aircraft rather than the aircraft itself, the unit adds the listed modifier to its own DV against ranged attacks and against melee attacks when the units are not engaged. If already engaged with another aerial unit, this bonus no longer applies.

Dmg: When this amount of damage has been dealt to the aircraft, its mobility and stability are impaired. Its speed is reduced by 1 and it takes a -2 penalty its Airworthiness and Maneuver modifiers.

Stall: When this amount of damage has been dealt to the aircraft, its flight becomes erratic and unstable. Its penalty on Airworthiness and Maneuverability increases to -4, and at the end of each Battle Phase (or each day of overland travel) its crew must succeed on a Morale check or be forced to land. If the aircraft is at low altitude or ground level, it can land without difficulty. If it is at medium or high altitude, it must succeed at a second Morale check or it crashes when attempting to land. If a natural 1 is rolled on any Morale check to stay aloft, the aircraft immediately crashes.

Crash: When this amount of damage has been dealt to the aircraft, it is destroyed and any crew or passengers unable to fly on their own fall. If the aircraft is at ground level, those units take 2d6 points of damage and are fatigued. If the aircraft is at low altitude, those units take 4d6 points of damage and are exhausted. If the aircraft crashes from medium or high altitude, all crew and passengers are killed.

Airworthiness: This modifier applies on Morale checks made to stay safely aloft.

Maneuver: This modifier applies on Morale checks made to make tactical maneuvers during battle, including engaging or disengaging from opposing units.

Cost: The cost in Building Points (BP) to construct an aircraft of this type.

Consumption: Aircraft add 1/10 their Cost (rounding up) to the kingdom's monthly Consumption, although aircraft with a Cost under 5 BP have no Consumption cost. This does not include Consumption paid for their crews.

Crew: The number of pilots, navigators, and engineers needed to crew the aircraft. A typical aircraft's crew is counts as an auxiliary army and counts against the kingdom's **Manpower** but not against its total number of armies. Up to half the aircraft's crew can serve as an artillerist unit to man any siege weapons on board; other artillerists must be carried as passengers.

Table 3-15: Aircraft Statistics, General

Ship Type	Cost	Crew	Pass	Cargo	Spaces	Speed	Climb	Hover
Airship	40 BP	20	50	20 tons	2	6 hexes	yes	yes
Alchemical Dragon	50 BP	10	20	5 tons	2	6 hexes	yes	no
Balloon	1 BP	1	5	2 tons	-	drift	yes	yes
Carrion Carrier	10 BP	1	20	2 tons	-	2 hexes	yes	no
Drogue Wing	1/2 BP	1	1	-	-	glide	no	no
Floating Citadel	200 BP	10	200	100 tons	8	2 hexes	yes	yes
Flying Carpet	15 BP	1	5	1 ton	-	3 hexes	yes	yes
Glider	2 BP	1	10	1 ton	-	glide	no	no
Solar Sailer	100 BP	20	20	50 tons	2	8 hexes	yes	yes
War Rocket	150 BP	20	50	20 tons	4	12 hexes	yes	no

Pass.: The number of passengers the ship can carry. This number is halved if the passengers are Large; for mounted units with Large mounts, each mount and its rider counts as one Large creature.

Cargo: The number of tons of cargo that can be carried by the ship. If you are using aircraft to establish a trade route with a *Trade Edict*, each BP of food or raw materials weighs 20 tons, each BP of goods weighs 10 tons, and each BP of luxuries weighs 1 ton.

Spaces: The number of spaces of siege weapon batteries that can be mounted on the aircraft (see *Siege Weapons*). No siege weapon battery can use more than half of the aircraft's available spaces (e.g., a war rocket can carry up to 4 total spaces of siege weapons but can mount only Huge siege weapons (requiring 2 spaces) or Large siege weapons (requiring 1 space)).

Speed: The daily speed of the aircraft in terms of overland movement across 12-mile hexes.

Drift: This aircraft has no propulsion system of its own and drifts with the wind. It may be tethered to the ground so that it does not fly away, though its tether can be broken as a free action by any enemy army that enters the Camp Zone or by any unit that devotes its attack in the Melee Phase to doing so.

Aircraft with a drift speed cannot use tactics that require rapid movement, including (but not limited to) Dive Bombing, Dogfighting, Soaring Sweep, Spectacular Flyover, and Strafing Run.

Glide: This aircraft has no propulsion system but can glide for considerable distances, depending on the height from which it is launched. This aircraft can glide 1 hex if launched from low altitude, 2 hexes from medium altitude, or 3 hexes from high altitude. This launch can be from the top of a structure or terrain feature as well as from a larger aircraft already aloft.

Climb: Not all aircraft are capable of climbing. An aircraft that cannot climb may stay at its starting altitude and can descend, but it cannot regain altitude once lost.

Hover: Some aircraft can maintain a steady position in midair without needing to move.

Aerial Combat

Combat in the air functions similarly to combat on the ground, though a number of special rules apply. Rules for elevation, weather conditions, and aerial units are described above. The section that follows presents a series of rules specifically relevant to aerial units in a mass battle situation.



Aerial Tactics

Aerial armies and units follow most of the same rules as their land-bound equivalents when it comes to strategy and tactics. This includes the ability to make use of most of the standard tactics that are appropriate for them, including Cautious Combat, Covering Fire, False Retreat, Feint, Full Defense, Furious Charge, Overwhelming Onslaught, Pincer Movement, Pursuit, Retreat, Screening Defense, Siegebreaker, Skirmishers, Sniper Support, Spellbreaker, Strafing Skirmishers, Taunt, and Withdraw. Aerial units with the ability to hover also can use the Defensive Wall, Pike Square, and Volley tactics. In addition to these standard tactics, aerial units have a number of additional tactical options available to them.

Airlift: An aerial unit can forgo making a melee attack in order to transport a ground-based unit into or out of the battlefield. The aerial unit must be capable of carrying passengers, whether on an aircraft or using creatures at least one size category larger than the creatures being carried, and the total number of creatures carried cannot exceed the passenger capacity of the aircraft or one-half the number of creatures in the

aerial unit. An aerial unit can carry passengers of the same size as the creatures comprising the aerial unit, but the number it can carry is halved.

If you attempt to airlift an allied unit into a defended fortification or city, the defending armies are entitled to make a Scouting check (see *Scouting and Camouflage*) to spot your army. If they do so, any defending unit that is not engaged can attempt to oppose your landing. You must resolve your attempted landing as a **boarding action** (see below), applying any bonuses for the defending unit's fortifications (see ***Defense** modifier for **Buildings*** in the kingdom-building rules in Chapter 1). If you are not spotted, you can land unopposed and the army you airlifted can move and attack in the melee phase. You and the army you transport must begin the Battle Phase in the Ranged Zone.

If you are attempting to remove an allied unit from the battlefield, you can do so automatically if the unit is not engaged. If the unit is engaged, you and your allied unit must make Morale checks opposed by the Morale check of any enemy units engaged with the allied unit. If your Morale checks exceed all checks made by the opposing units, the airlift is successful, and you and your allied unit can retreat to the Camp Zone at the end of the Battle Phase. If one of your checks exceeds all of the enemy's checks but the other does not, the allied unit remains engaged but the aerial unit can retreat to the Ranged Zone. If both of your checks fail to beat all of the enemy unit Morale checks, the aerial unit ends its turn flying at Ground Level and the allied unit remains engaged. The aerial unit does not become engaged unless an enemy unit makes a successful melee attack against it. *Requirement:* aerial unit able to carry passengers.

Boarding Action: Your aerial unit (including units that are passengers on an aircraft) attempt to board another aircraft. Your unit and the target unit make opposed Morale checks, adjusted by Maneuverability. If your unit succeeds, your unit (if a unit of flying creatures) or crew or passengers (if an aircraft) can board the opponent aircraft and make a melee attack during the Melee phase. The defending unit adds the aircraft's Cover modifier to its DV against this attack, as well as on Morale checks to disengage.

If the melee attack fails, your boarding action is repulsed and the crew or passengers aboard the opponent's aircraft get to choose whether or not you remain engaged. They can choose to make a counterattack against you in the Melee phase without becoming engaged with your unit. If their attack succeeds and they choose not to become engaged with you, your unit must succeed on a Morale check or take 1d4 points of additional damage as some members of your unit are pushed overboard and lost during your retreat. *Requirement:* aerial unit.

Bombing: Your strong fliers can carry heavy objects aloft and drop them onto armies far below. An aerial unit of Large or larger creatures can make a ranged attack in the Ranged Phase with dropped bombs, though after dropping their load they must withdraw to the Camp Zone to replenish their supply. Aircraft can devote up to one-half of their cargo payload to bombs and can make as many bombing attacks as they wish (one per Ranged Phase) until their ammunition is exhausted. A bombing attack can be used as a bombardment, special bombardment, volley, or scatter volley attack (see *Siege Tactics*). If used to attack an enemy unit, use the following table.

Table 3-16: Bombing

Creature Size	Tons of Cargo	RV	Damage
Large	1	+0	1d4
Huge	5	-1	1d6
Gargantuan	10	-2	1d8

This table assumes bombing is occurring at low altitude. Bombing can be done from medium altitude, resulting in a -4 penalty to RV but dealing double normal damage. If the target unit is engaged with a friendly unit, your allied unit automatically takes friendly fire damage (see *Friendly Fire*) from a bombing attack performed at medium altitude. *Requirement:* flying unit of Large or larger creatures, or aircraft with at least 1 ton of cargo capacity.

Combat Air Patrol: Your unit is always ready to meet any challenge from airborne enemies, keeping your eyes on the skies rather than worrying about the battle below. You gain a +2 bonus on Scouting checks to spot enemy flying units and a +2 DV bonus against attacks by flying units. You cannot make attacks against armies on the ground when using this tactic. *Requirement:* flying unit at medium or high altitude level.

Cut the Rigging: Your unit attacks the target's propulsion and guidance system in an attempt to bring the aircraft down or impede its movement. You take a -2 penalty on your OM, MV, and RV when making this attack, and a successful attack deals only half normal damage. However, if the attack succeeds your target must succeed on a Morale check (modified by the aircraft's Airworthiness) or its rigging is *damaged*. If the aircraft is already damaged, a failed Morale check results in a *stall*. If already stalled, a failed Morale check causes the aircraft to *crash*. See *Table 6: Aircraft Combat Statistics* for the effects of the damage, stalling, or crashing.

Dive-Bombing: This style of bombing involves carrying bombs much closer in, from a high trajectory, in order to deliver greater force and accuracy though at a somewhat greater risk to the dive-bomber. Dive-bombing works similarly to bombing above but grants a +2 bonus to RV and a +1 bonus to damage. The creature or aircraft performing this tactic takes a -2 penalty to DV and on Morale checks made to disengage until the beginning of the next Battle Phase. *Requirement:* maneuverability class poor or better, or Maneuver score of -2 or better for aircraft.

Dogfighting: You have honed your skills at up-close flying and combat with flying foes, both to attack and to escape. You gain a +2 bonus on OM (or MV) against flying opponents and a +2 bonus on Morale checks made to disengage against flying opponents. *Requirement:* maneuverability class average or better for creatures, or Maneuver score of 0 or better for aircraft.

Fly in Low: Your squadrons hug the ground and use the natural contours of the land to hide your approach vector. Opposing armies take a -2 penalty on Scouting checks made to spot you. If you attack a unit on the ground that fails to spot you, you can make a melee attack during the Melee Phase without becoming engaged with that unit. If you are engaged with an aerial unit at low altitude or ground level, you gain a +1 bonus on Morale checks to disengage with them. Even if you fail this Morale check, you move to ground level and the enemy flying unit must also come down to ground level or else allow you to disengage. *Requirement:* flying unit at ground level (or low altitude, if disengaging from an enemy flying unit).

Out of the Sun: Your squadrons have trained to fly as high as possible, placing the sun behind them so its glare hides their approach as they plunge down into battle on a careening plummet. Enemy units take a -4 penalty on Scouting checks to locate your unit. If you attack a unit that does not spot you, you gain a +2 bonus on OM, MV, and RV against that unit. If another unit has already used this tactic during the same Battle Phase, you gain only one-half the normal benefit. *Requirement:* flying unit at high altitude.

Soaring Sweep: Your unit is trained in making swift fly-by attacks against opponents on the ground, swooping across the battlefield and harrying the enemy. Your unit can attack two non-mounted armies in a single Battle phase. Your unit gains -4 OM and -2 DV for the remainder of the Battle phase and your attacks deal only half damage, but you are not considered engaged after attacking a ground-bound unit. *Requirement:* flying unit.

Spectacular Flyover: Your unit engages in daring aerobatics that distract your enemies and bring heart to your allies. Any enemy armies whose ACR is lower than yours take a -1 penalty to RV and on opposed Morale checks against any of your allied units (though not against you). In addition, you can choose one allied unit to gain a +1 bonus on all Morale checks until the beginning of the next Battle Phase. *Requirement:* flying unit with ACR of at least 5.

Strafing Run: Your unit knows how to fly low over the battlefield and riddle other units with ranged attacks. Your unit can attack two armies on the ground in a single Battle phase during the Ranged Phase. Your unit gains -2 RV and -2 DV for the remainder of the Battle phase and your attacks deal only half damage. If a unit you attack during a strafing run is engaged with a friendly unit, you automatically deal 1 point of friendly fire damage to that allied unit. You cannot attack in the Melee phase after making a strafing run. *Requirement:* flying unit at low altitude or ground level with ranged attack capability.

Suicide Smash: Your unit crashes its aircraft into the target, using the craft itself as a weapon. This functions like dive bombing, but you use your OM or MV instead of your RV, and if the attack hits you deal double damage to the target structure or unit. The crew and passengers of the aircraft are killed on impact. *Requirement:* aircraft with crew.

Fighting Units on the Ground

While aerial units spend a good amount of their time dealing with the aerial assets of the opposing army, at some point those in the sky will turn their attention onto those below. Aerial armies or units can always land and engage as a normal ground-bound army if they wish, or use hit and run tactics such as Skirmishers and Strafing Skirmishers (see *Tactics*) to attack and withdraw without becoming engaged with targets at ground level, in addition to the tactics described above.

Ranged Attacks against Aerial Units: Gravity itself impedes ranged attacks against units in the air. There is no penalty for attacking flying units at ground level; however, ranged attacks with standard ranged weapons take a -2 penalty on RV against flying units at low altitude and are useless against flying units at medium and high elevation. This also applies to indirect fire *siege weapons*, such as catapults, bombards, and trebuchets. Direct-fire *siege weapons* and equivalent long-range magical attacks take no penalty when attacking units at ground level or low altitude and a -2 penalty against aerial units at medium altitude, but aerial units at high altitude remain beyond their reach.

Closed and Open Formation: On a conventional battlefield, it is usually to the advantage of ground troops to cluster closely together for mutual support, maximizing the cover afforded by barriers and landforms and allowing them to concentrate their attacks with overwhelming strength. However, when aerial combat is introduced this becomes a more dangerous propositions. Falling objects, whether heavy single objects, scattered smaller objects, explosives, or other unconventional weapons, can easily circumvent ground-level barriers and devastate tightly packed clusters of soldiers.

As a result, in a world where flying foes are—if not exactly common—certainly a known quantity, successful commanders have developed strategies to help blunt the effectiveness of aerial opponents. The simplest strategy is to spread out their units, moving individual soldiers farther apart and giving them room to maneuver and react to danger from every direction, including from directly above.

Changing from open to closed formation is a choice that is made at the beginning of a battle, but it can be changed at the beginning of each Battle Phase thereafter, during the Tactical Phase. Shifting formation between open and closed is similar to changing **Strategy** and does not require a Morale check if the unit maintains the same Strategy it employed in the previous Battle Phase. If it attempts to change its Strategy and its formation during the same Tactical phase, it must succeed at a Morale check as if it had tried to change its Strategy by more than one step.

Other Tactics for Ground Units: The following special tactics are used by units on the ground as countermeasures that are especially effective against flying units.

Camouflage Netting: Your unit covers itself with artificial vegetation and covers of cloth and net that screen them off from notice or easy attack by flying foes. The DC to spot your unit with Scouting checks is increased by 1, and you also gain a +1 DV bonus against melee attacks by aerial enemies. You gain a +1 bonus on Morale checks to avoid becoming engaged with an aerial unit, and they take a -1 penalty on Morale checks to avoid becoming engaged by you, as the same screens you use can be triggered to trap flying units that venture too near. You must be using the Hold Firm or Cautious Advance strategy when using Camouflage Netting and cannot use any tactics that require sudden or swift movement (GM's discretion). *Requirement:* none.



Dig In: Your unit digs itself foxholes and slit trenches that provide cover against aerial attackers as well as ground-bound enemies. You gain a +2 bonus on DV against ranged attacks and +1 to DV against melee attacks, though you take a -1 penalty on OM, RV, and MV. In addition, your speed is reduced by 1 during any Battle Phase in which you construct or use these shelters, and you take a -2 penalty on Morale checks made to retreat or disengage. You must be using the Hold Firm or Cautious Advance strategy when using Dig In and cannot use any tactics that require sudden or swift movement (GM's discretion). *Requirement:* none.

Flak: Your unit keeps its eyes focused on the skies, with ranged weapons at the ready. You gain a +2 bonus on DV against attacks by flying units. In addition, you may delay your attack from the Ranged phase to attack an aerial unit that attacks you or an ally during the Melee phase. You resolve your ranged attack before their melee attack, with a +2 bonus to RV if the aerial unit attacks you. If your attack hits, the aerial unit must succeed on a Morale check (modified by its Airworthiness) or take a -1 penalty on OM, MV, RV, DV, Speed, and Maneuverability for the remainder of the battle.

You cannot attack in the Melee phase when using this tactic unless you are engaged with an enemy unit (including a unit which attacked and engaged you during the current Battle Phase), in which case you take a -4 penalty on OM and MV and deal only half damage on a successful attack. *Requirement:* ranged attack capability.

Grapnels: Your unit uses grappling hooks and ropes, either hand-thrown or launched from crossbows or siege weapons, to climb up into aircraft or try to bring them to the ground. You take a -2 penalty on your ranged attack against an aircraft flying at ground level and a -5 penalty against an aircraft at low altitude. You cannot use this tactic against aircraft at medium or high altitude.

If your ranged attack succeeds, you deal no damage but can attempt use a Boarding Action or Cut the Rigging attack against the vessel and its passengers and crew. Because you need to climb up to the vessel during this attack, you take a -5 penalty on your OM and MV as well as on opposed Morale checks while using those tactics. These penalties are halved if the creatures comprising your unit have a climb speed. *Requirement:* cannot have medium or heavy armor, ranged weapons (not merely ranged attack capability).



War at Sea

Historically speaking, battles at sea were nearly as important as battles on land just because of the outsized importance that control of the waterways has always had on commerce, communication, and transport. Cities and fortifications sprang up around water both to take advantage of the natural barriers they provide but also to deny free passage to their rivals. Control of the waters, whether on rivers, lakes, or ocean sea-lanes, is a critically important element in a holistic view of warfare.

Naval engagements are a much closer approximation in a fantasy RPG to their real-world equivalents, with the primary anachronisms being the decision of whether to incorporate gunpowder weapons and how to integrate magical artillery alongside weapons powered by tension and torsion. More tellingly, of course, naval combat requires the integration of traditional ships under oar and sail and the crews and soldiers that inhabit their decks with savage sea monsters of every description. The presence of water-breathing sentient races and monsters also brings the realities of submarine warfare into play in an RPG campaign in an analogous way to the elevation of aerial combat through various elevation levels. A battle at sea may take place primarily at the surface, but it may be joined on multiple levels by battles in the heavens above and the deeps below.

Naval Operations

Naval battles are similar in many ways to ground combat, as long as all of the combatants are operating in the same plane, like a fleet of ships fighting another fleet of ships. Unlike aerial battles, which always occur in three dimensions, sea battles *might* have that added level of complexity, but it is not always the case.

Sea Level: When all combatants are operating on the surface of the water, active participants operate in the same zones described in *Ultimate Battle.*

Melee: Vessels and creatures in the melee zone are considered to be engaged in active boarding actions against one another, either from ramming and coming aside with bridges or by swinging from yardarms across onto the decks of enemy ships. Aquatic monsters operating at this level are considered to be clambering up the sides of a ship or reaching into it from the water and directly engaging the crew.

Ranged: Most shipboard combat occurs at this range, either with standard ranged weapons in the hands of their crews or with siege weapons.

Camp: This zone represents ships hanging back from active participation in the battle. It may include transport and supply ships, damaged vessels limping toward safety, or simply ships being held in strategic reserve. Ships considered in the Camp Zone may still be targeted with siege weapons, and enemy ships can make a concerted effort to close with them and prevent their escape.

Command: The Command Zone represents the flagships of the respective fleets. While there is an element of realism to suppose that any ship in the enemy fleet might be targeted at any time, the same rules of dramatic tension and abstraction apply in a fleet engagement as they do in a land battle, and the enemy commanders are generally assumed to survive to the endgame of any naval battle. When the Command Zone is overrun, enemy commanders can be engaged directly by the PCs using standard 5th Edition combat rules or can be captured or otherwise dealt with as described in *Ultimate Battle*.

Depth Levels: When dealing with aquatic creatures or unusual naval units, naval battles can suddenly become a lot more complex, as some units in a battle may be operating exclusively on the surface but others may not have that limitation. When a battle involves one or more units that can operate underwater, sea battles use a second set of zones that operate similarly to the zone used in *Ultimate Battle* and, more specifically, to the aerial combat altitude levels. Like them, these depth levels are abstract and do not represent specific physical distance, but rather a simple shorthand for describing the relative position of creatures in or under the water where a naval battle is occurring.

The Surface: Most naval battles take place at the surface level, for the simple reason that most creatures even in a magical campaign world that focuses on events on land cannot breathe or move easily in the water. Swimming creatures may dive underwater to escape detection or combat, but they must rise to the surface level to use their own natural or manufactured weapon attacks. An aquatic unit must move at the surface in order to attack or be attacked in melee.

The Shallows: Units in this depth zone are beyond the reach of melee attacks, except by other creatures that are also swimming in the shallows. However, they can still see creatures and vessels on the surface and can be seen themselves, though with some difficulty. Creatures in the shallows can attack with or be attacked by ranged attacks, though such attacks are made at a substantial penalty.

The Deep: Units in this depth zone cannot effectively see units on the surface or be seen by them and are too far away to effectively attack or be attacked by them.

The Seafloor: This is a special depth zone that applies whenever there is a submerged structure or terrain that is relevant to the course of a battle. The Seafloor can exist in the Shallows or the Deep, depending on the depth of the water. A battle on the Seafloor works similarly to a second Surface depth level, in that creatures on the Seafloor and creatures in the adjoining Shallows or Deep can engage in ranged combat but cannot engage in melee unless either the swimming creatures come down to the Seafloor or the creatures on the Seafloor leave it and swim up into the open water.

Changing Depth: While naval combat is assumed to be fluid and dynamic, with the ability to rapidly change location at and direction, the abstract depth levels described above represent where a naval unit is spending the majority of its time during a given Battle Phase. Most conventional naval units spend all of their time on the surface, but swimming creatures or special vehicles able to move underwater can change their depth level throughout the course of a battle. Each time a new Battle Phase begins, naval units capable of submerging can adjust their depth by one step, or by two steps with a successful Morale check.

Wind Effects

While naval units are not quite as vulnerable to high winds as are aerial units, they are still subject to being buffeted by high winds and tossed about by surging seas kicked up by stormy weather. Naval units are generally assumed to be maneuvering constantly throughout a battle to maintain an advantageous position with respect to the wind and their opponents, but ongoing strong winds can have a deleterious effect on the combat effectiveness of naval units.

Table 3-17: Wind Effects (Naval)

WIND STRENGTH	SPEED	DMG	PILOTING
Light or Moderate	-	-	-
Strong	1 hex	1	-1
Severe	2 hexes	1d3	-2
Windstorm	4 hexes	1d6	-4
Hurricane	6 hexes	2d6	-8
Tornado	12 hexes	4d6	-16

Wind Strength: There are no explicit rules for wind effects in the *SRD*, except as described in spells such as *gust of* wind and *control* weather. GMs must use their discretion when determining the current wind strength in a battle. To affect the battle, the relevant wind speed must be present throughout the entire battle phase (lasting 1d6 hours), so short-term changes to wind strength have little to no impact.

Speed: Naval units moving in the same direction as the wind add this amount to their daily speed; those moving against it subtract this amount from their daily speed. If this reduces their speed to zero, the unit is unable to make progress against the wind by sailing, though units with a row speed (including vehicles powered by alchemical engines rather than creatures pulling the oars) can move at their row speed.

River Travel: Ships moving downriver move an additional 2 hexes per day.

Tacking: A naval unit can move against the wind with a successful Morale check, adjusted by its Maneuverability. If the check succeeds, the unit treats the wind strength as one category less severe for the purpose of its speed, plus one additional category less

severe for every 5 points by which the check exceeds the DC. Tacking is very tiring, however, and the unit automatically becomes fatigued after spending a day tacking.

Piloting: Naval units take a penalty on Seaworthiness and Maneuverability in stormy seas. This affects Morale checks made to maneuver and may preclude the use of certain nautical tactics that require a minimum maneuverability rating.

Damage: Operating in stormy weather places strain on naval units. At the end of each Battle Phase (or each day of overland travel), a naval unit must succeed on a Morale check or take the listed damage. An aerial unit that takes damage from high winds must make a second Morale check or become fatigued (or exhausted, if already fatigued). Ship crews add their Seaworthiness modifier to this check.

Naval Units

Naval units are a bit different from aircraft when it comes to both kingdom-building and mass combat by the simple fact that ships are such a familiar and customary part of the commerce and activity of any nation and its waterways. They can be a focus element, or they can recede into the background, similarly to the implied police forces and general militia of a nation represented by its Stability checks. If not wholly in the background, ships can be engaged on a fairly basic level in a way that keeps the focus on land battles. While armies can traverse land easily enough, for crossing water or traveling upriver or down they require ships to transport them. The basic ship types described in the *SRD* provide a simple basis for involving waterborne transport and combat in conjunction with the mass combat rules. This product therefore presents two sets of rules for ships, because for some these relatively simple rules provide all the integration they need or want for incorporating ships with a primarily land-based mass combat simulation.

Chariots and Howdahs: Any suitable aquatic creature can bear passengers into combat by mounting a howdah on its back or having a floating chariot pulled behind it. These howdahs and chariots do not use the ship rules that follow but instead follow the same rules as their land-bound equivalents, as described in *Ultimate Battle*. Such conveyances are dangerous, however, unless the aquatic creatures are well-trained, as swimming units bearing such passengers will typically dive underwater if they are routed. A unit of riders unable to breathe water is treated as the crew of a ship that has *sunk*.

Maneuverability: Like aircraft, ships have a defined maneuverability modifier based on their type. When aquatic units comprised of swimming creatures must make a Morale check adjusted by their size:

Table 3-18: Maneuverability Modifiers (Aquatic)

Modifier	Size
+4	Small or smaller
+2	Medium
+1	Large
0	Huge
-1	Gargantuan

Constructing Ships: Building keelboats, longboats, and longships can be done in any city with Piers. Building galleys, sailing ships, and warships, however, necessitates a Waterfront. Building a ship takes 1 month per 5 BP (or fraction thereof) of its cost if built using



Piers; 1 month per 10 BP (or fraction thereof) if built in a Waterfront. When a ship is completed, its crew is automatically recruited without the need for a separate Recruitment Edict; this applies only to the ship's actual crew, not to artillerist units or other passengers.

Table 3-19: Ship Construction Requirements

SHIP	BUILDINGS REQUIRED
Barge	Piers
Canoe	-
Canoe, War	-
Cutter	Waterfront
Dreadnought	Alchemist, Foundry, Magical Academy, War College, Waterfront
Galleass	Alchemist, Exotic Artisan, Waterfront
Galley, Great	Exotic Artisan, Waterfront
Galley, Lesser	Waterfront
Greatship	Exotic Artisan, Waterfront
Ironclad	Alchemist, Foundry, War College, Waterfront
Junk	Exotic Artisan, Piers
Keelboat	Piers
Longboat	-
Longship	Piers
Raft	-
Roundship	Piers
Rowboat	-
Sailing Ship, Large	Waterfront
Sailing Ship, Medium	Waterfront
Sailing Ship, Small	Waterfront
Skiff	-
Submersible, Small	Foundry, Magical Academy, Piers
Warship	War College, Waterfront

Ship Descriptions

History offers a wealth of different ships powered by oar and sail, and in a fantasy game alchemical steam or more exotic means of propulsion are certainly viable options for military watercraft.

Barge: A simple flat-bottomed cargo vessel with open decks and sometimes a small pilot house, sometimes towed by other vehicles or by land-bound draft teams and other times equipped with sails, poles, or oars. Barges are sometimes outfitted as floating pleasure palaces for the wealthy or as deadly firing platforms.

Canoe: A small personal watercraft, maneuverable and favored on lakes and rivers. Canoes are easily portable and typically made of simple materials, such as stretched hides (coracle) or hollowed-out logs (dugout).

Canoe, War: A deep-hulled canoe, often with outriggers for stability, and often with a stepped (removable) mast for sailing, war canoes can move with considerable speed crewed by a team of rowers who usually double as warriors.

Cutter: A narrow-hulled sailing vessel, usually with either a large lateen foresail and a small square sail aft, or a single mast with foresails rigged to a bowsprit. Also called a ketch, pinnace, or sloop, these ships can manage deep-water voyages but are also swift and maneuverable and able to pull in close to shore. Often used as patrol craft to hunt pirates, slavers, and smugglers.

Diving Bell: This reinforced metallic capsule has no propulsion system but is lowered from a larger ship to allow explorers or troops to descend underwater and then raise them up again when their job is done. A diving bell usually has a renewing supply of pumped air as long as it remains tethered to its mother ship.

Dreadnought: A massive alchemically powered ironclad, usually driven by paddlewheels amidships or astern, guided by a small crew but often bristling with armament that dwarfs that of smaller vessels.

Galleass: A large, high-sided galley with additional sail and a separate gunnery deck over the heads of the rowers and often mounted with castles fore and aft. Sometimes a bit slower than traditional galleys, their additional firepower more than made up for their lack of speed.

Galley, Great: These massive oared vessels are driven by over a hundred rowers driving multiple banks of oars, though their sails also allow them to take advantage of the wind. Their swift ramming strikes demolish smaller ships in their path while their full decks enable them to carry cargo, passengers, or siege engines.

Galley, Lesser: A smaller version of the galley with a smaller complement of rowers arrayed in usually only one to three banks of oars in an open hull with partial decking for catwalks and storage. Swift and nimble, lesser galleys make swift hit and run strikes but rarely venture far from land.

Greatship: A large sailing vessel adapted for war, also called a carrack, nao (nau), man o'war, or ship of the line, a greatship has high castles fore and aft and fighting tops dot its rigging to allow it to rain death upon the decks of other ships. Greatships are top and front-heavy, and less seaworthy than their merchant cousins.

Ironclad: Slow but indomitable, ironclads are terrifying in battle as long as allied vessels can slow down the enemy enough to prevent their escape.

Junk: This flat-bottomed sailing ship has no keel but a partitioned hold with watertight compartments and a broad, flat deck. Its hull and ribbed sails make it seaworthy even in severe tropical storms.

Keelboat: These large flat-bottomed boats are popular river craft and lake vessels. While they do not tolerate adverse weather well, their sails expedite passage upriver or against currents, while their oars and poles keep them safe from sand bars and similar hazards.

Longboat: These sturdy oared craft, also called launches or whaleboats, can withstand heavy surf and are often carried by larger vessels to transport passengers or cargo to shore and back.

Longship: With enough seaworthiness to venture into deep ocean waters but a shallow enough draft to ride up onto shore, and able to switch easily between oar and sail, a longship or drakkar has impressive versatility.

Nautilus: This sleek ironclad cuts through the water like a blade whether at the surface or below the waves, powered by an alchemical engine and a magically replenishing air supply and airlocks.

Raft: Little more than sawn logs or planks lashed together or onto a collection of barrels, rafts are easily built but fragile in rough seas. In calm backwaters, they are used for travel and habitation.

Roundship: These single-masted, round-hulled vessels float lightly in the water and are easy to drive up onto a beach without harm, making these knarrs (or knorrs) popular with seaborne raiders.

Rowboat: Typically confined to shallow or calm waters, these small vessels (also called pirogues or dinghies) are nimble but vulnerable to high seas and are driven by a pair of oars.

Sailing Ship, Large: These lumbering galleons, outfitted with three to four decks and masts, are sturdy and capacious enough for long oceanic voyages.

Sailing Ship, Medium: The workhorse of the sea lanes and trade winds, these two-masted ships like the caravel have a square-rigged mainmast for speed and a lateen mizzenmast for maneuverability.

Sailing Ship, Small: A single-masted ship, whether square or lateen-rigged, with a rounded, sturdy hull. Not particularly fast or maneuverable, their hull planks are often nailed in overlapping rows (clinker built) or sewn together. Some have full decks (dhows), while others are built with only partial decks (cog, nef).

Skiff: This long, flat-bottomed boat has a very shallow draft and no keel or rudder. Also called a gondola, wherry, or punt, a skiff is steered and propelled by one crewman standing with a large oar or pole. Often used for fishing, skiffs also carry cargo in shallow, calm waters like canals, lakes, and marshes.

Submersible: A small personal underwater craft such as an *apparatus of the crab* (see the *SRD*), able to move by magic and keep its crew submerged for short periods of time.

Warship: This military vessel of advanced design is equally swift whether driven by sail or sweeps. Warships or dromonds are highly maneuverable and full decks shield their rowers from enemy missiles.

Simple Ship Rules

If ships are not going to play a major role in your kingdom-building or mass combat campaign, you may want to limit the options for ships to the following six ship types described in the *SRD*.

Table 3-20: Simple Ship Table

Ship Type	Cost	Spaces	FP	Crew	Pass.	Cargo	Row	Sail	Safe Waters
Galley[R]	20 BP	4	10	100	200	150	8 hexes	4 hexes	Coastal
Keelboat	3 BP	-	2	10	50	20	1 hex	2 hexes	Rivers, Coastal
Longship	10 BP	-	4	50	100	50	3 hexes	6 hexes	Coastal, Deep Water
Rowboat	1 BP	-	-	-	10	2	1 hex	-	Rivers, Coastal
Sailing Ship	10 BP	4	6	20	200	200	-	4 hexes	Coastal, Deep Water
Warship[R]	15 BP	4	8	50	100	100	5 hexes	5 hexes	Coastal, Deep Water

[R] These ships mount a ram to use in making *ramming* attacks.

Cost: The cost in Building Points (BP) to construct a ship of this type. Costs listed here represent average values and do not necessarily match specific ship costs on *Table 3-20: Simple Ship Table* or *Table 3-21: Ship Statistics, General*.

Consumption: Ships add 1/10 their Cost (rounding down) to the kingdom's monthly Consumption, although ships with a Cost under 5 BP have no Consumption cost. This does not include Consumption paid for their crews.

Spaces: This refers to the number of spaces of *siege weapons* that can be carried by a ship. A battery of Large siege weapons takes up 1 space, Huge weapons 2 spaces, and Gargantuan weapons 4 spaces. Because

these weapons must be split on both sides of a ship, no more than one-half of a ship's siege batteries (minimum 1) can be used to a target the same enemy unit or building.

FP: The number of *Fortification Points* (FP) that must be depleted before the vessel's BP value can be directly attacked.

Crew: The number of sailors needed to crew the ship. A typical ship's crew counts as an auxiliary army, similar to units of *artillerists*, and count against the kingdom's **Manpower** but not against its total number of armies. Up to half the ship's crew can serve as an artillerist unit to man any siege weapons on board; other artillerists must be carried as passengers.

Pass.: The number of passengers the ship can carry. This number is halved if the passengers are Large; for mounted units with Large mounts, each mount and its rider counts as one Large creature.

Cargo: The number of tons of cargo that can be carried by the ship. If you are using ships to establish a trade route with a **Trade Edict**, each BP of food or raw materials weighs 20 tons, each BP of goods weighs 10 tons, and each BP of luxuries weighs 1 ton.

Row/Sail: The daily speed of the ship using each mode of propulsion.

Safe Waters: The listed terrain types are generally safe for travel in a ship of this type in terms of seaworthiness. If a ship tries to sail in water terrain outside its safe waters, the kingdom owning it must attempt a Stability check. If the check fails, the ship is lost at sea.

Table 3-21: Ship Statistics, General

SHIP TYPE	COST	SIZE	CREW	OARS	PASS.	ROW	SAIL	SAFE WATERS
Barge	2 BP	Garg	5	50	100	1 hex	-	Rivers, Coastal
Canoe	1/50 BP	Small	1	*	1	3 hexes	-	Rivers, Coastal
Canoe, War	1 BP	Medium	1	10	5	4 hexes	2 hexes	Rivers, Coastal, Deep Water
Cutter	5 BP	Large	5	10	5	1 hex	6 hexes	Coastal, Deep Water
Diving Bell	2 BP	Medium	1	-	5	-	-	any, Underwater
Dreadnought	100 BP	Garg	1	-	40	7 hexes	-	Coastal, Deep Water
Galleass	38 BP	Garg	50	150	100	8 hexes	6 hexes	Coastal
Galley, Great	30 BP	Garg	20	200	200	8 hexes	8 hexes	Coastal
Galley, Lesser	10 BP	Huge	5	50	20	6 hexes	3 hexes	Coastal
Greatship	40 BP	Garg	?	?	-	-	4 hexes	Coastal, Deep Water
Ironclad	50 BP	Garg	10	50	20	2 hexes	2 hexes	Coastal
Junk	15 BP	Huge	5	-	5	-	4 hexes	Coastal, Deep Water
Keelboat	3 BP	Large	1	10	50	1 hex	2 hexes	Rivers, Coastal
Longboat	1/2 BP	Medium	1	10	-	1 hex	-	Rivers, Coastal
Longship	12 BP	Huge	50	100	-	6 hexes	4 hexes	Coastal, Deep Water
Nautilus	75 BP	Large	10	-	20	8 hexes	-	Coastal, Deep Water, Underwater
Raft	1/10 BP	Medium	5	*	5	1 hex	-	Coastal, Rivers
Roundship	6 BP	Large	5	10	10	4 hexes	4 hexes	Coastal, Deep Water
Rowboat	1/20 BP	Small	1	*	1	3 hexes	-	Coastal, Rivers
Sailing Ship, L	20 BP	Garg	20	-	500	-	4 hexes	Coastal, Deep Water
Sailing Ship, M	10 BP	Huge	10	-	50	-	4 hexes	Coastal, Deep Water
Sailing Ship, S	6 BP	Large	5	-	20	-	4 hexes	Coastal
Skiff	1/10 BP	Medium	1	*	5	2 hexes	-	Coastal, Rivers
Submersible	25 BP	Small	1	-	1	2 hexes	-	any, Underwater
Warship	25 BP	Garg	10	50	200	5 hexes	5 hexes	Coastal, Deep Water

* All crew members of these small vessels man the oars.

Except as noted above, all notes pertaining to **Table 3-20: Simple Ship Table** also apply to Table 3-21. The ships in Table 3-20 represent an averaged value among many ship types reflected in Table 3-21 and do not necessarily precisely replicate the statistics of ships described on Table 3-21.

Size: This represents the ship's size relative to other ships. These size categories are not equivalent to the size categories of creatures, as many ships are larger than several gargantuan creatures put together.

Table 3-22: Ship Statistics, Combat

SHIP TYPE	DV	COVER	SPACES	DMG	WRECK	SUNK	SEAWORTHINESS	MANEUVER
Barge	13	-	6	10	20	30	+0	-10
Canoe	8	-	-	0	0	1	-2	+4
Canoe, War	11	-	-	4	8	12	+0	+2
Cutter	14	+1	1	6	12	18	+2	+2
Diving Bell	12	+1	-	3	6	9	-2	-10
Dreadnought[R]	30	+6	12	35	70	105	+2	+2
Galleass[R]	22	+3	6	28	56	84	+0	-2
Galley, Great[R]	18	+1	4	20	40	60	+0	-2
Galley, Lesser[R]	12	-	1	10	20	30	-2	+0
Greatship	22	+3	8	28	56	84	+4	-6
Ironclad[R]	25	+4	6	25	50	75	-2	-4
Junk	13	+2	4	15	30	45	+6	+0
Keelboat	11	+1	1	10	20	30	-2	-2
Longboat	10	-	-	0	1	2	+0	+2
Longship	14	-	-	10	20	30	+4	+0
Nautilus[R]	25	+4	1	20	40	60	+4	+2
Raft	5	-	-	0	1	2	-4	-4
Roundship	12	-	-	6	12	18	+2	+2
Rowboat	6	-	-	0	0	1	-4	+4
Sailing Ship, Lg.	17	+2	4	25	50	75	+6	-4
Sailing Ship, Md.	15	+1	2	15	30	45	+4	-2
Sailing Ship, Sm.	13	-	1	8	16	24	+2	-2
Skiff	10	-	-	0	0	1	-4	+2
Submersible[R]	20	+3	-	4	8	12	+2	+4
Warship[R]	20	+2	4	21	42	63	+0	+2

[R] These ships mount a ram to use in making *ramming* attacks.

DV: The Defense Value (DV) for attacks made against the ship itself.

Anchored Units: The DV of a ship at *anchor* is reduced by 2.

Docked Units: The DV of a ship that is *beached* or *docked* is reduced by 4.

Cover: If an attacking unit chooses to attack a unit carried on the target ship rather than the ship itself, the unit adds the listed modifier to its own DV against ranged attacks and against melee attacks when the units are not engaged. If already engaged with another naval unit, this bonus no longer applies.

Spaces: This refers to the number of spaces of *siege weapons* that can be carried by a ship. A battery of Large siege weapons takes up 1 space, Huge weapons 2 spaces, and Gargantuan weapons 4 spaces. Because these weapons must be split on both sides of a ship, no more than one-half of a ship's siege batteries (minimum 1) can be used to a target the same enemy unit or building.

Dmg: When this amount of damage has been dealt to the ship, its mobility and structural integrity are impaired. Its speed is reduced by 1 and it takes a -2 penalty its Seaworthiness and Maneuver modifiers.

Wreck: When this amount of damage has been dealt to the ship, it is crippled and barely able to function. Its speed is reduced to 1 hex and its penalty on Seaworthiness and Maneuverability increases to -4, and at the end of each Battle Phase (or each day of overland travel) its crew must succeed on a Morale check or the ship begins to sink (see below). If the ship is in a hex adjacent to land, it can limp to shore and dock or beach itself before it sinks, assuming its landing is not opposed. If forced into an opposed landing or if it is more than one hex from land its crew can attempt a second Morale check to get the ship to shore; if the check is failed the ship sinks. If the ship rolls a natural 1 on a Seaworthiness check while Wrecked, it immediately sinks.

Sailing a wrecked ship is a great strain on the crew, and at the end of each Battle Phase (or day of overland travel) the crew must succeed on a Morale check or take 1 point of damage and become fatigued.

Sunk: When this amount of damage has been dealt to the ship, it is destroyed and its crew, passengers, and cargo are deposited in the water. Any units on board

the ship when it sinks, including its crew, artillerists, or other passengers, takes 1d6 points of damage and must make a Morale check; if failed, the unit takes double damage and becomes fatigued. During the Melee Phase, allied naval units can attempt a *rescue* (or allied aerial units an *airlift*) during the Melee Phase, and if in Coastal or River terrain surviving units from the sunken ship can forgo making a melee attack and instead attempt a Morale check to make their way to shore. A successful check brings them to the shore, but if there are enemy units not engaged that have not yet attacked in the Melee phase, they can oppose the unit's landing (see Docking under *Naval Tactics*).

If there is an allied ship *anchored* on the battlefield, a successful Morale check allows a unit to swim to that ship instead of to shore. If the ship does not have sufficient passenger capacity to carry a unit swimming to it in this fashion, all units aboard the ship are treated as fatigued until the excess passengers are removed.

Blood in the Water: Units floating in the water on the wreckage of a ship are vulnerable to attack and have a difficult time fighting back, taking a -4 penalty on DV, AV, RV, and OM.

Shipwrecked: Units that are not rescued or able to reach the shore by the end of the current Battle Phase (or within 8 hours, if in overland travel), this Morale check must be repeated; failure deals 1d6 points of damage and results in exhaustion. This Morale check must be repeated at the end of every Battle Phase or every 8 hours. A unit already exhausted is destroyed on a failed Morale check, regardless of its hit points.

Seaworthiness: This modifier applies on Morale checks made to stay safely afloat or otherwise avoid damage or destruction of the ship or its key components.

Maneuver: This modifier applies on Morale checks made to make tactical maneuvers during battle, including engaging or disengaging from opposing units.

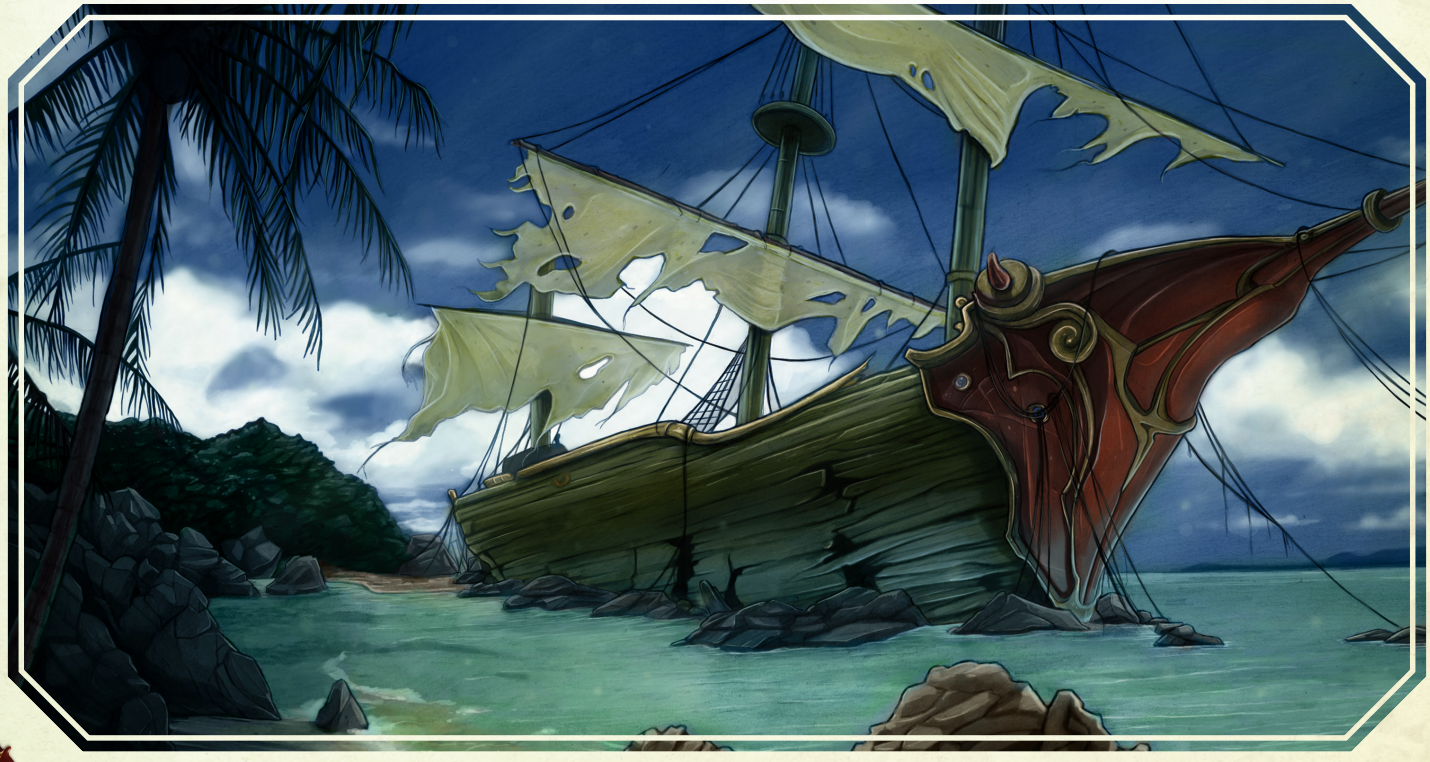
Naval Combat

While armies can traverse land easily enough, for crossing water or traveling upriver or down they require ships to transport them. A handful of standard medieval ship types can be used to provide a simple basis for waterborne transport and combat in conjunction with the mass combat rules. This section presents two sets of rules for ships, because for some these relatively simple rules provide all the integration they need or want for incorporating ships with a primarily land-based combat simulation, while others may enjoy a much more robust set of options.

Commanders and Ships: For commanders assigned to the crew of a ship or to leading a unit that is fighting on board a ship, use the following Leadership Bonus (LB) in lieu of the commander's normal LB.

LB (Naval): Determine LB (naval) as described above, granting a bonus for appropriate naval backgrounds or proficiencies.

Ships as Support Vehicles for Land Battles: Sometimes a full-scale naval combat system is not really what is needed in a particular battle scenario. Ships may exist as part of the battle scenario or objective, but they may not have the cause to engage in a ship-to-ship combat or fleet actions. Instead, they may function as transportation for armies, using their passenger capacity to move troops more quickly along waterways than the troops themselves could move on land.



Alternatively, ships can serve as mobile artillery batteries, training their siege engines where desired. These ships can serve as more than transportation using the same abstract battlefield zones discussed in *Ultimate Battle*. In general terms, ships always remain in the Ranged Zone with respect to armies on land, as the open water constitutes an impassable barrier to land-bound armies (see *Terrain*). Ships carrying soldiers armed with ranged weapons can make ranged attacks every Battle phase, though they cannot engage in melee unless they dock or beach themselves and debark their passengers. Ships armed with siege weapons can use those weapons as easily as a land-bound artillery battery.

Ships and Close Assault Siege Weapons: Ships can mount rams (as noted in *Table 3-18: Ship Statistics, Combat*), which they can use to make ramming attacks against other ships. A ram takes up no spaces.

A ship can also mount an assault bridge. This functions as described under *Siege Weapons*, but it also grants a +1 MV bonus when making melee attacks against units on board other ships, and a +1 bonus on opposed Morale checks made to prevent an enemy ship or enemy unit on board a ship from disengaging, retreating, or withdrawing.

Shipboard Units: When facing other ships or aquatic armies, armies on board a ship can move into the Melee zone with units on other ships or with units on the surface of the water. Units on board ships follow the same rules for engagement as armies do on land, though shipboard armies gain a +2 bonus to Morale checks made to disengage when they use the Retreat or Withdraw tactic (see *Tactics*). The ship itself does not fight in melee, of course; it is simply a platform upon which the unit it carries can fight, though the ship's crew can make ramming attacks using the ship itself as a weapon.

Shipboard units can also use ranged attacks, and in many naval battles ranged attacks are used almost exclusively until one ship has been pounded into submission or sinking, after which the victor closes in for a boarding action. Ranged attacks can be directed at the ship itself or at units on board the ship, but there is always some collateral damage in either direction. That is, a successful ranged attack against a shipboard unit also deals 1d3-1 (minimum 0) points of damage to the ship itself. Likewise, a successful attack against the ship deals 1d3-1 points of damage to one of the units on board. Generally speaking, the defender chooses which unit takes this damage; however, on a natural 20 the attacker chooses which unit takes this damage.

Underwater Units: Aquatic units on the surface can make melee and ranged attacks against other units (including ships) on the surface and vice versa. In addition, the crew of a ship can make a *ramming* attack during the Melee Phase against an aquatic unit comprised of Large or larger creatures. Smaller creatures cannot be effectively rammed.

Creatures able to move underwater can attack ships in the Melee Phase as long as they are in the shallows, though they cannot be attacked in return during that phase. Ranged attacks made between aquatic units in the Shallows and units (including ships) on the surface take a -4 RV penalty due to the cover and concealment afforded by the water's surface.

Minelaying: A ship equipped with *mines* can use them during the Ranged Phase as indirect-fire ranged weapons (+0 RV modifier) against creatures in the Shallows, or even against creatures in the Deeps (-10 RV modifier). Alternatively, in the Melee Phase it can forgo an attack to use its mines to lay a minefield. Underwater creatures gain a +5 bonus on Scouting checks (see *Camouflage and Scouting*) to notice an underwater minefield.

Naval Tactics

Whether they are units comprised of swimming creatures or the crew and marines aboard ships, naval units follow most of the same rules as their land-bound equivalents, including all of the strategic options available to land-bound units as well as tactics like Cautious Combat, Covering Fire, False Retreat, Full Defense, Overwhelming Onslaught, Pincer Maneuver, Pursuit, Retreat, Screening Defense, Siegebreaker, Skirmishers, Sniper Support, Spellbreaker, Strafing Skirmishers, Taunt, Volley, and Withdraw. In addition to these standard tactics, naval units have a number of additional tactical options available to them.

Anchoring: The ship drops its anchor to halt its motion. An anchored ship gains a +2 bonus on Seaworthiness checks to survive *stormy conditions*. If an allied ship is anchored on the battlefield, units from sunken ships can swim to safety on the ship with a successful Morale check. If the number of passengers aboard the ship exceeds its passenger capacity. *Requirement:* The ship must be in Coastal or River terrain.

Beaching: The ship intentionally runs itself aground in order to rapidly disgorge its crew. Like docking, beaching takes place during the Melee Phase. Unlike docking, beaching does not require careful maneuvering and units aboard the ship take no penalty on their RV during the Ranged Phase. A beached ship still must make Morale checks (adjusted by its Seaworthiness) to avoid being *damaged* or *wrecked* in *stormy conditions*, but cannot be *sunk*.

The crew of a ship that beaches itself must succeed on a Morale check with a bonus equal to the ship's maneuverability modifier; if failed, the ship takes 1d6 points of damage from the beaching maneuver and becomes damaged. It cannot be removed from the beach until the battle is over, and even if returned to the water its speed is reduced by 1 until all damage is repaired. If the ship is damaged in this fashion, all units aboard it take a -4 RV penalty for the remainder of the battle. If the ship is damaged in this way, any passengers aboard



(including artillerist units and other units) must also succeed at Morale checks or take 1 point of damage and become fatigued.

Landing Troops: Once the ship has been beached, any units aboard can clamber off its sides and attack immediately in the Melee Phase. Units leaving the ship take a -1 penalty on Speed and MV for the remainder of the current Battle Phase.

Launching Back to Sea: A beached ship that is Medium or smaller can be move back out into the water during the Rout Phase if its crew wishes to retreat rather than staying on the shore. A Large ship can be moved back into the water during the Melee Phase or Rout Phase of the following Battle Phase if the crew succeeds on a Morale check, modified by the vessel's Seaworthiness and its Maneuverability. Larger ships require one successful Morale check for each size category they are above Medium, made by their own crew or by other units (naval or aquatic units or land-based units) made during the Melee Phase or Rout Phase of subsequent Battle Phases.

Boarding Action: This functions as described for *Aerial Tactics*.

Cut the Rigging: This functions as described for *Aerial Tactics*.

Docking: The ship makes its way into a harbor with Piers or a Waterfront and unloads its units at a pier to carefully unload its passengers. Docking takes place during the Melee Phase. Because of the need for careful maneuvering when docking, any units on board the ship take a -2 penalty on their RV during the Ranged Phase. A docked ship still must make Morale checks (adjusted by its Seaworthiness) with a +4 bonus to avoid being *damaged*, *wrecked*, or sunk in *stormy conditions*.

If units aboard the ship attempt to disembark, any enemy army that is not engaged and that is eligible to attack in the Melee Phase can oppose their landing. The unit attempting to leave the ship must resolve this as a boarding action (as described in *Aerial Tactics*). If their boarding action onto the docks is repulsed, they are forced back onto the ship. If the unit attempting to disembark has already attacked in the Ranged Phase, it takes a -4 penalty on its OM and opposed Morale check when making a forced landing. Any unit that successful disembarks takes -1 penalty to its Speed during the Battle Phase in which is disembarks. Members of the ship's crew cannot disembark in the same round that they use this tactic. *Requirements:* ground unit on board a ship.

Flak: This functions as described for *Fighting Units on the Ground*.

Picket Duty: Your unit is always scanning the horizon, looking for vessels small and large as well as creatures moving under the water. You gain a +2 bonus on Scouting checks to spot enemy naval or aquatic units and a +2 DV bonus against attacks by naval or aquatic units. You cannot make attacks against armies on the ground or in the air when using this tactic. *Requirements:* none.

Ramming: Your ship intentionally crashes into another vessel during the Melee Phase. An aquatic unit of Huge or larger swimming creatures can also use this tactic. Your unit and the target unit make opposed Morale checks plus each unit's speed (in hexes) and Maneuverability modifier. If your opposed check fails,

your opponent evades you and your attack deals no damage. If you succeed in this opposed check, you deal damage based on the size of your ship:

Table 3-23: Ramming

SHIP OR CREATURE SIZE	MV	DAMAGE
Medium or smaller	+2	1
Large	+4	1d4
Huge	+6	1d6
Gargantuan	+8	1d8

Ramming an opponent also deals half as much damage to the attacking ship or unit as the target ship or unit would have dealt had it made a successful ramming attack. In addition, any units (including both crew and passengers) on the target ship must succeed at a Morale check or take 1 point of damage and become fatigued until the end of the current Battle Phase.

Mounted Rams: Some ships, those marked on Tables 3-20 to 3-22 with a superscript R, have prows reinforced to provide maximum impact. Such ships deal double the normal damage on a successful ram attack, while they themselves take no damage when making ram attacks. In addition, after a successful ramming attack against a ship, the attacking unit and the crew of the target ship must succeed on opposed Morale checks, modified by the ship's Seaworthiness modifier. If the attacker wins the check, the target ship becomes *Damaged*, regardless of how many hit points it has. If the ship is already Damaged, it is *Wrecked*, while a *Wrecked* ship is *Sunk*. If the defending ship is larger than the ramming ship, the defending crew gains a +2 bonus per size category of difference between the two.



Rapid Repair: During the Melee Phase, your ship can rapidly improvise repairs that help it get back underway. Make a Morale check with a bonus equal to the Seaworthiness of your ship and divide the result by 5; the result is the number of points of damage to your ship that you repair. If your ship has the *damaged* condition by an effect other than accrued damage, you remove that condition if you beat the DC of your Morale check by 5 or more. If your ship is *wrecked* by an effect other than accrued damage, you reduce that condition to *damaged* if you beat the DC of your Morale check by 10 or more. You cannot repair a ship that has sunk. *Requirements:* none.

Rescue: During the Melee Phase, your ship can pick up a unit in the water, which may be a unit from a sunken ship or an aquatic unit that wishes to board the ship. Picking up one unit is automatic. You can pick up multiple units as long as you make a successful Morale check for each unit after the first, with a cumulative -2 penalty for each unit after the first. Once you fail a Morale check, you cannot rescue additional units.

If the number of passengers your ship carries exceeds its passenger limit on *Table 3-14: Ship Statistics, General*, all units on the ship (including the crew) are considered fatigued until the excess passengers are removed from the ship. If the number of passengers is more than double the passenger limit, all units aboard are treated as exhausted and the ship's crew must succeed on a Morale check (modified by its Seaworthiness) at the end of each Battle Phase (or each day of overland travel) or become *damaged* (or *wrecked* if already damaged). *Requirements:* none.

Run for the Shallows: During the Ranged Phase, your ship can forgo making a ranged attack in order to move into shallow waters where larger ships cannot follow without running aground. Make a Morale check with a bonus equal to your ship's Maneuverability. Any ship of your size or larger wishing to attack you in Melee must succeed on a Morale (modified by its Maneuverability) with a penalty of -2 for each size it is larger than yours. If the check fails, the enemy ship fails to close to melee range with you and takes 1 point of damage for each size category it is larger than yours as its hull hits the rocks, reefs, or seafloor beneath. Any ship that takes damage in this fashion must succeed on a second Morale check modified by its Seaworthiness or become *damaged* (or *wrecked* if already damaged). If it fails this check by 5 or more, it is also considered beached.

Because of their construction, a barge, junk, longship, roundship, or skiff is treated as one size smaller than its actual size for the purpose of this tactic.

If you use this tactic in *stormy conditions* (Strong or higher wind levels), the crew must attempt a Morale check at the end of the Battle Phase or be driven aground by the wind, *beaching* the ship. *Requirement:* Ship in Coastal or River terrain. This tactic can sometimes be used in Deep Water if there are shoals, reefs, or rocky islets present.

Shear the Oars: Your ship intentionally sideswipes an oared vessel during the Melee Phase in an attempt to snap off its oars on one side. An aquatic unit of Large or larger swimming creatures can also use this tactic. Your unit and the target unit make opposed Morale checks plus each unit's speed (in hexes) and Maneuverability modifier. If your opposed check fails, your opponent evades you and your attack deals no damage. If you

succeed in this opposed check, you deal no damage but the target ship's rowed speed is reduced by half (rounding down, minimum of 0) and its Maneuverability is reduced by 2 until the ship is repaired. *Requirement:* Maneuverability modifier of -2 or better.

Sweeping Salvo: Your unit knows how to sail in close to shore in order to launch ranged attacks against enemies on the beaches, or to swiftly glide through enemy fleets and formations while raining death upon other vessels. Your unit can attack two enemy units in a single Battle phase during the Ranged Phase. Your unit gains -2 RV and -2 DV for the remainder of the Battle phase and your attacks deal only half damage. If an army you attack during a strafing run is engaged with a friendly army, you automatically deal 1 point of friendly fire damage to that allied army. You cannot attack in the Melee phase after making a strafing run. *Requirement:* flying unit at low altitude or ground level with ranged attack capability.

Siege Warfare

Inevitably in warfare, one army will have to assault a fortified position held by the enemy, where a lightning-fast attack is not possible and the attacker must settle in to break the defender's city, or his will. A number of specialized tactics are available in siege situations, as described below. Sieges often make use of siege weapons, as described below, though there are a number of siege tactics described below that do not depend on the use of such weapons.

The basic rules presuppose a collection of siege weapons that travels with a regular army and which may be of several different types. The rules here provide for more detailed and varied options for siege engines.

Sieges and Commanders and Sieges: For commanders assigned to a unit of artillery, use the following Leadership Bonus (LB) in lieu of the commander's normal LB.

LB (Siege): Determine LB (siege) as described above, granting a +1 bonus for appropriate backgrounds or proficiencies (GM discretion).

Standard Combat and Attack Rolls: These rules are designed as part of the mass combat rules and as such are not suitable for use with the standard combat rules in the *SRD*.

Artillerists

Unlike the basic rules, wherein abstract siege weapons are embedded within ordinary armies, each siege weapon described below has a crew, typically an auxiliary army. These artillerists must be recruited as ordinary soldiers and count against your kingdom's Manpower limit and have Consumption like any other active or reserve army. However, they are like reserve armies in that they do not count against the number of armies your kingdom can maintain.

Artillerists in Combat: Artillerist units are fairly vulnerable in combat situations; however, because they are fairly compact they are easy for other armies to defend. If an allied army uses the Screening Defense tactic, it can protect a number of artillerists equal to half its own size, even if the artillerists are from multiple units. If the defending army using this tactic takes damage from a ranged attack, choose one of the artillerist units it guards randomly to take the 1d6-3 points of collateral damage; conversely, a successful ranged attack (including a *Bombardment attack* against the siege weapons themselves rather than the artillerists) against any artillerist unit deals 1d6-3 points of damage to the army protecting it.



Siege Weapons

The following rules describe the use of siege weapons, including both ranged siege weapons like cannons and catapults as well as close assault weapons like battering rams and siege towers. This applies to siege weapons whether they are mobile weapons used on a battlefield, gunnery emplacements in a fortification, or vehicular weapons mounted on board an aircraft or naval vessel. All types of siege weapons use the same rules. A "siege weapon" is, generally speaking, an abstraction and does not typically represent a single siege weapon but rather a battery of such weapons that are crewed by a group of trained artillerists, though manual tasks such as loading weapons or wielding a battering ram may be undertaken by assistants retained for their strength rather than their special training.

Consumption: The ammunition, supplies, tools, and draft animals involved in moving and maintaining a battery of siege weapons increases Consumption by 1d2 for each battery of siege weapons each time they are involved in a battle. Cannons and bombards increase Consumption by 1d4 per battery per battle.

Fragility: Siege weapons are easily damaged by other siege weapons, taking double damage when the weapons themselves are targeted. Siege weapons are undamaged by ordinary ranged attacks, although the artillerists crewing them are affected by them normally.

Gunpowder Weapons: If your campaign uses gunpowder weapons, such as bombards, cannon, and rocket springals, every time one of your artillerist units fires such a weapon there is a 10% non-cumulative chance that the backblast and fumes from these weapons produce light smoke (causing the area to be lightly obscured; see **Visibility**) on the battlefield; if light smoke already exists, this increases to thick smoke (heavily obscured). This smoke persists until the end of the next Battle phase.

Misfires: Bombards, cannons, firedrakes, firewyrms, and rocket springals are somewhat unreliable, and if an army using such siege weapons rolls a natural 1 on its army or unit attack roll the weapon misfires, with the resulting consequences determined by rolling 1d20. Damage from a misfire is treated as one-half fire damage for the purpose of resistance or immunity.

Table 3-24: Gunpowder Siege Weapon Misfire Result

D20	RESULT	EFFECT
1-8	Misfire	The weapon fails to fire and deals no damage.
9-14	Backfire	As misfire, but the artillerist unit manning the weapon takes 1d3 points of damage and the area around the weapon and its accompanying unit (including any weapon that is engaged with the unit or protecting it using a defensive tactic or boon) is lightly obscured until the end of the Battle Phase.
15-18	Cracked	The weapon itself is damaged, taking 1d6 points of damage. It can still be fired, but it now misfires on a natural 1 or 2, with a +5 modifier to future rolls to determine misfire results.
19-20	Explodes	Weapon destroyed, and the accompanying artillerists are affected as a backfire, but take 2d4 points of damage. Other engaged armies or defending armies take 1d3 points of damage.

Ranged Siege Weapons

Many siege weapons are designed to attack enemy fortifications, armies, and ships at a great distance. Direct-fire siege weapons shoot on a relatively flat trajectory and are easier to aim at moving targets but have difficulty shooting over walls. Indirect-fire weapons fire their payloads on a high-arching trajectory that makes it difficult to target moving creatures (though they can drop scatter shot on concentrated masses of troops) but makes it easy for them to fire over high walls.

Ballista: Rather like an enormous crossbow, a ballista's power is provided by twisted skeins of animal sinew used as torsion springs which drive a pair of adjustable arms. A cord connected to both arms is winched back and a projectile loaded into a grooved board and propelled forward by a wide strap or cup of leather to release. Gate-breaker ballistae are massive engines commonplace in fortified defenses and often used by those attacking such places by land or and on large warships. Heavy ballistae, also called arcuballistae, are among the most common siege engines, favored for their maneuverability and ease of use and often mounted atop towers. Light ballistae, often called carroballistae, are mobile heavy weapons that pack a good punch, often mounted on metal-plated war wagons. Ballistae are direct fire weapons.

Bombard: A bombard is a thick-walled cannon, usually short in length but wide in bore. Also called a mortar, a bombard is designed to launch its projectiles over walls and obstructions and cannot be used for direct fire attacks, though it can launch both solid shot and scatter shot.

Cannon: Cannons are siege weapons made of metal, some cast in one piece like long, narrow bells, while others are built like bundles of metallic staves welded together and reinforced with iron bands. Cannons use gunpowder (or its magical equivalent, depending on the technology level and magic level of the campaign world) to fire its projectiles with devastating force. A standard cannon, also called a falconet, saker, or culverin, can be mounted on the ground or in a wooden frame for use in ships and fortifications. Those traveling with armies are typically bolted to heavy wheeled frames and towed by draft animals. Fiend's mouth cannon, also called culverin extraordinairy, siege cannon, or true cannon, are too large to mount in any but the largest of ships, and usually are stationed in hardened artillery emplacements.

Catapult: Historically speaking, the dividing line between ballista and catapult is far from clear, but for the purpose of these rules a catapult is a stone-throwing weapon powered by winched arms run through torsion skeins, either single-armed like the onager or double-armed tension-torsion hybrids like the mangonel, holding their payload in a sling or cup that swings up and over the top of the weapon when released. Catapults are capable of hurling solid shot to attack hardened targets, scatter shot to pelt enemy armies with a rain of death, or even exotic and unusual payloads to spread fire, disease, and terror upon their enemies. Small catapults, called onagers, can be used on the decks of ships or in small fortifications, and are highly mobile (though the primitive sling-armed lithobolos is an immobile light catapult able to throw only solid shot) while their larger standard and heavy cousins, called mangonels, use two vertical skeins with a pair of torsion bow arms harnessed to the mangonel's throwing arm for greater power.

Firedrake: This apparatus contains a large reservoir tank and a series of pumps and conduits that unleashes a gout of alchemist's fire at close range. Firedrakes are direct fire weapons.

Fireworks: These alchemical skyrockets, smoke pots, and other incendiaries do not deal direct damage to enemy armies, but they can be used to perform a special bombardment (incendiaries or smoke; see *Siege Tactics*) or in conjunction with the Battlefield Illumination or Smoke Screen *command boons*. Fireworks are single-use items and must be replenished in between battles. A unit may be equipped with more than one set of fireworks.

Firewyrm: A firewyrm is simply a larger and more powerful version of the firedrake, with larger-flow conduits and pressurized relesae apertures that grant it a much greater range.

Springal: A springal uses a torsion-cranked composite paddle to strike a firing rack containing multiple bolts, which rain down in an arc over a burst area where they fall in a deadly hail of steel. A springal cannot target specific creatures but always affects an area. A rocket springal uses powder-fueled rockets to launch its bolts rather than a torsion paddle. Springals are indirect fire weapons.

Trebuchet: Trebuchets are siege weapons based on counterweight principles. Their appearance is similar to a catapult's, with the payload to be launched being placed into a sling, cup, or basket at one end of a long lever. The counterweight is then dropped close to the fulcrum (often with crew or draft animals pulling attached ropes, especially for heavy trebuchets), with the resulting leverage enabling a trebuchet to hurl massive projectiles. Trebuchets are too bulky to mount and move and must be assembled in place on the battlefield. Trebuchets are indirect fire weapons.

Table 3-25: Ranged Siege Weapons

DIRECT-FIRE WEAPONS	COST	SIZE	SETUP	CREW	OM	SIEGE DAMAGE
Ballista, light	1 BP	Large	Mobile	10	+2	1d3
Ballista, heavy	2 BP	Huge	1	20	+4	1d4
Ballista, gate breaker[L]	3 BP	Garg.	1	20	+6	1d6
Cannon	12 BP	Large	Mobile	10	+6	2d4
Cannon, fiend's mouth[L]	18 BP	Huge	1	20	+8	2d6
Firedrake	8 BP	Huge	Mobile	20	+8	1d4[F]
Firewyrm	12 BP	Garg.	1	20	+12	1d6[F]

INDIRECT-FIRE WEAPONS	COST	SIZE	SETUP	CREW	OM	SIEGE DAMAGE
Bombard, light	12 BP	Large	Mobile	10	+0	2d4
Bombard, standard[L]	18 BP	Huge	1	20	+0	2d6
Bombard, heavy[L]	24 BP	Garg.	1	20	+0	2d8
Catapult, light[L]	1 BP	Large	Mobile	10	+0	1d4
Catapult, standard[L]	2 BP	Huge	1	20	+0	1d6
Catapult, heavy[L]	3 BP	Garg.	1	20	+0	1d8
Fireworks	1 BP	Large	Mobile	5	-	-
Springal, arrow	3 BP	Huge	1	10	+8	-
Springal, rocket	12 BP	Huge	1	10	+10	1d4[F]
Trebuchet, light[L]	2 BP	Large	1	10	+0	1d6
Trebuchet, standard[L]	4 BP	Huge	2	20	+0	2d4
Trebuchet, heavy[L]	6 BP	Garg.	3	50	+0	2d6

[F] A firedrake, firewyrm, and rocket springal deal fire damage and can harm armies or wooden buildings and fortifications but does no damage to stone buildings or fortifications. If a battery of firedrakes, firewyrms, or rocket springals is destroyed, it has a 50% chance to explode, dealing 2d6 points of damage to the artillerist unit manning it and half this amount to any army guarding the artillerists with the Screening Defense tactic. The explosion also creates light smoke (lightly obscured condition; see **Visibility**UB) on the battlefield, or thick smoke if light smoke is already present.

[L] These siege weapons have exceptionally long range and can be set up in the Camp zone (see **Battle Zones**UB) and are outside the range of ordinary ranged attacks. However, enemy siege weapons with similarly long range and enemies with the Magical Barrage command boon can attack siege weapons in the Camp zone as if they were in the Ranged zone.

Cost: The cost in BP for a battery of four siege weapons of the appropriate type. Siege weapons can be added to a unit only in a settlement with an Exotic Artisan.

Size: The size of a siege engine determines how many batteries of that kind of weapon can be placed on board a ship or inside a fortification. A Large weapon takes up 1 space, a Huge weapon 2, and a Gargantuan weapon 4.

Setup: Some siege weapons can be moved whole, traveling with an army and ready to use, but many must be disassembled and then reassembled at the battlefield. A siege weapon that is Mobile can be moved as an army with a Speed of 1.

A siege weapon that is not Mobile cannot be moved intact and must be disassembled, carried with the army, and then reassembled at the battlefield, taking the listed number of Battle phases to set up. This number can be ignored if an army with siege weapons has ample time to prepare and set up the battlefield before the battle begins, such as an army defending a fortification or waiting in ambush. If this is not the case, the army must spend the listed number of Battle phases setting up the siege weapon. Unless they have exceptionally long range, siege weapons must be set up in the Ranged zone and are subject to ranged attacks by enemy armies while they are being set up.

Crew: The size of unit required to service and crew a battery of four siege weapons.

OM: This bonus applies to the weapon's OM on ranged attacks and siege tactics only.

Siege Damage: This is the damage dealt by the weapon when it targets a building, fortification, or other siege weapon. This damage is applied directly to the target's BP value (or its *Fortification Points*, if any).

Close Assault Siege Weapons

While the above siege weapons are designed to attack into or over enemy defenses at range, the culmination of most sieges (unless they end in surrender) is a massed melee assault on the defenses. Unsurprisingly, there are a variety of siege weapons specially designed to expedite this process and ensure success and at least partial safety for troops approaching the walls and then seeking to go over, under, or through them.

Assault Bridge: This is a sturdy but lightweight wooden framework, ranging from simple planking to more elaborate versions with folding supports, iron hooks, and rope railings, which is used to quickly span a gap that troops are otherwise unable to cross. If an Artillerist unit spends one Melee phase deploying an assault bridge, a gallery, ram, or siege tower unit can use it to cross a Moat. Alternatively, an assault bridge can allow a melee army attacking a fortification by Escalade, Infiltration, or Sapping to ignore the Defense bonus provided by a Moat.

Escalade Ladder: These ladders may be simple wooden affairs or grapples with knotted ropes attached, while the largest are carefully engineered and counterweighted levered mechanisms topped with hooked stanchions to cling onto battlements. Whatever their design, ladders are required to use the Escalade siege tactic without penalty (unless the attacking army has a climb speed or siege tower).

Gallery: This is a semi-mobile wooden frame clad in hides or planks to provide cover to soldiers underneath. A battering ram and its crew can shelter under a gallery, providing protection while they attack the walls.

Mantlets: These are small, movable walls that can provide shelter to a small number of soldiers. Mantlets require no crew, as they are wheeled about by the soldiers using them for shelter.

Mine: A mine is a semi-portable alchemical explosive device, sometimes mounted on a wagon or boat, and maneuvered close to an enemy fortification or ship and then detonated. A mine deals full damage when used for *sapping*. A mine is a single-use weapon, but a unit can be equipped with more than one. If a unit equipped with a mine is routed or destroyed, there is a 50% chance the mine explodes, as described in *Table 3-21: Gunpowder Siege Weapon Misfire Result*.

Minefields: Mines can also be deployed defensively, either buried underground or suspended underwater in naval combat settings, and in such cases are usually arrayed in minefields of numerous smaller mines rather than a single mine. When placing a hidden mine on the battlefield, make a Morale check modified by the unit commander's LB (camouflage) and LB (siege). The lower result of the two serves as the DC for opposed Scouting checks (see *Camouflage and Scouting*). During any Battle Phase, there is a 50% chance that an enemy unit determined at random must make such a Scouting check or blunder into the hidden minefield, causing the mines to explode as described in *Table 3-21: Gunpowder Siege Weapon Misfire Result*.

Ram: These heavy tree trunks, sometimes carried by strong warriors but often mounted on swinging ropes or chains mounted under mobile galleries, are used to make Sapping attacks against buildings. They cannot attack other armies. *Special:* A ram can be mounted on a galley and used to attack other ships or aquatic units that are comprised of Huge or larger creatures.

Siege Tower: These advanced galleries have a lower compartment where the crew moves the towers and an upper structure of covered ladders and shooting platforms from which ranged attacks can be made. An army traveling in a siege tower unit can make ranged attacks, though it takes a -2 penalty to its OM. It cannot make melee attacks, however, except when using an Escalade siege tactic. If a siege tower is destroyed, it collapses dealing 2d6 points of damage to the crew and any army inside it.

Table 3-26: Close Assault Siege Weapons

Weapon	Cost	Setup	Crew	Army	OM	Siege	DV	FP
Assault bridge	1 BP	1	10	-	-	-	-	-
Escalade ladder	2 BP	Mobile	10	-	-	-	-	-
Gallery, huge	2 BP	Mobile	10	20	-	-	+2	2
Gallery, gargantuan	4 BP	1	20	50	-	-	+2	4
Mantlets	1 BP	Mobile	-	10-	-	-	+1	1
Mine	4 BP	Mobile	1	-	+5	2d10	-	-
Ram	4 BP	Mobile	20	-	+5	2d8	-	-
Siege Tower, large	3 BP	1	10	20	-	-	+2	3
Siege Tower, huge	6 BP	2	20	50	-	-	+4	6
Siege Tower, gargantuan	9 BP	3	50	100	-	-	+4	9

Close assault siege weapons are used to protect other siege weapons or to protect troops approaching a fortification during an assault.

Cost: The cost in BP for a cluster of four siege weapons of the appropriate type. Siege weapons can be added to a unit only in a settlement with an Exotic Artisan.

Setup: The number of Battle phases is takes to erect these close assault siege weapons once a battle begins, as described above. A Mobile siege weapon can move with its Artillerists with a Speed of 1.

Crew: The crew required to move and operate the siege engine; these crews represent an Artillerist unit as described above.

Army: The number of soldiers that can shelter within a close assault weapon, gaining its DV bonus. Alternatively, a gallery or siege tower can hold a battery of direct-fire or close assault siege weapons along with their crews:

Huge: light ballista, cannon

Gargantuan: ballista (gate breaker or heavy), cannon (fiend's mouth), firedrake, firewyrm, ram

OM: The OM of a battering ram applies only to melee attacks against fortifications; it has no effect against creatures.

Siege: The damage dealt to a target building, fortification, or siege engine's BP (or FP) for each round of successful attack, as described above.

DV: The close assault weapon provides this DV bonus to a number of soldiers equal to its capacity.

FP: The number of Fortification Points (FP) that must be depleted before the siege weapon's BP value can be directly attacked by enemy siege weapons.

Siege Tactics

As noted above, the prosecution of a siege does not require any specialized weapons. In fact, given that defenders protecting their home know it intimately and will have a **Battlefield Advantage** (+2 bonus to OM and DV, as described in the existing mass combat rules) when fighting house to house in the streets and alleys inside their city, it may be the path of wisdom to simply starve them out or ravage the population hemmed in by your armies by unleashing fire and plague. In short, you have many options for reducing the strongholds of your enemies, both conventional and unconventional.

Blockade: This tactic relies on preventing people or goods from passing into or out of the blockaded city. *Requires:* 100 soldiers to blockade a city (if using the **Cities, Towns, and Villages** rules in Chapter 2, 50 soldiers can blockade a town, 20 soldiers a village). All armies being used to blockade the city must be defeated, destroyed, disbanded, or routed in order to end the blockade. If the city has a water border, a blockade takes double the normal amount of time to take effect, unless a shipboard army or army with a swim speed aids in maintaining the blockade.

Effect: No new buildings or improvements can be constructed within the blockaded settlement or the hex it occupies, and every week that the blockade continues, the defender's kingdom must succeed at Stability check with a penalty equal to the number of weeks the blockade has continued. If failed, all settlement bonuses provided by improvements in that settlement are reduced by 1, to a minimum of 0. In addition, the kingdom must succeed at a Loyalty check with a penalty equal to the number of weeks the blockade has continued or the city surrenders to the blockaders. This check is made with a +1 bonus per 100 soldiers inside the city (not counting emergency conscripts), but with a -1 penalty for each building that

has been significantly damaged (more than half its BP value), increased to -2 for each building that has been destroyed. Each Cistern or Granary within the city delays the effect of a blockade by 1 week. After 1 month of blockade, armies defending the settlement become fatigued and cannot remove this condition without magical aid.

If the city remains blockaded on your next kingdom turn, there is a 25% chance each kingdom turn that a dangerous settlement event occurs in that settlement, as described in *Kingdoms* and in *Ultimate Rulership*. This event, if it occurs, is in addition to any settlement event that would normally occur.

Bombardment: This tactic is a besieging assault directed at the physical destruction of the city's buildings. If the attacking army has an accurate map of the city, such as from an (**Espionage Edict**), it can target specific buildings. Lacking this information, the attacker may target large 4-lot buildings or can simply designate a city lot to attack without knowing exactly what building is being attacked.

Requires: A direct fire siege weapon can perform a bombardment of a building in a lot at the outer edge of a settlement but cannot target buildings farther in. If the settlement has City Walls, it can target the walls but cannot target buildings inside the walls, except for Castles or Watchtowers, and then only if they are in the outer edge of lots in the settlement. An indirect fire siege weapon can target buildings anywhere within a settlement. Both direct and indirect-fire weapons can target non-settlement fortifications such as Forts and Watchtowers.

Effect: During each Battle phase, the bombardment deals the **siege damage** of the siege weapon to the Build Point (BP) value of the improvement in the target lot. If the building takes enough damage to reduce its BP value below half, it becomes **damaged** and ceases providing any benefits to the city or kingdom, except for the building's Defense value, which is halved (rounding down) if the building is damaged.

If reduced to 0 BP, the building is **destroyed**. A destroyed building must be rebuilt from scratch, but a damaged building can be repaired in one month as part of its owner's "construct a new building" Improvement Edict during their next kingdom turn).

Some buildings are hardened and durable and have a set quantity of Fortification Points (FP) in addition to their base BP value; until these FP are depleted, the building remains intact and no damage is done to its essential structure. If a battle ends and a building's FP have not been depleted, they are replenished at no cost and with no action required on the owner's next kingdom turn. If the building has actual BP damage, that damage must be repaired first before the FP are replenished.



Table 3-27: Fortifications

Building	Build Points (BP)	Fortification Points (FP)
Aerie	18	5
Barracks	6	10
Caster's Tower	36	10
Castle	60	80
City Walls	2	20
Fort	24	40
Garrison	30	20
Jail	14	10
Monastery	16	10
Palace	108	20
Watchtower	12	20

The besieger's siege weapons can attack the siege weapons of the defender and vice versa. Siege weapons have a base DV of 12 plus the twice the normal DV bonus of the siege weapon, though siege weapons can be protected by mantlets, galleries, and siege towers on the battlefield, and they gain the Defense bonus of any fortifications the defender has.

Bombardment, Special: A special bombardment involves using specialized payloads and unconventional weapons. Performing a special bombardment increases the attacking kingdom's Consumption by 1 each time it is used.

Requires: A catapult or trebuchet battery is required to use the plague special bombardment. A bombard, catapult, rocket springal, or trebuchet can be used to deliver incendiaries or smoke.

Incendiaries: A special bombardment with incendiaries deals normal damage to wooden buildings but minimum damage against stone buildings. In addition, at the end of each Battle phase the defender's kingdom must succeed at a Stability check to prevent a fire. This check is made with a +2 bonus if the building in the target lot is made of stone, with an additional +2 bonus for each Cistern, Waterway, or water border adjacent to the lot, and a +1 bonus for each Cistern or Waterway lot anywhere else in the settlement and a +1 bonus for each water border (not each lot along a border; just +1 per border). Armies can also be sent to help fight the fire, providing a +1 bonus to the Stability check for every 20 soldiers sent to battle the flames. If the check succeeds, the fire is extinguished. If the check fails, the fire spreads throughout the lot and continues to burn and spreads into an adjacent lot, spreading throughout a multi-lot building first before it spreads to another building. This fire produces light smoke (lightly obscured area) in the target settlement, or thick smoke (heavily obscured area) if light smoke is already present.

At the end of each Battle phase that a building continues to burn, a new Stability check must be made. Success extinguishes one lot. Failure allows the fire to spread to another adjacent lot. If there is more than one separate fire in the settlement, in non-adjacent squares, checks to fight any of the fires take a -2 penalty for each non-adjacent fire. Fire cannot spread across City Walls or a Moat, nor can it spread into a Cistern or Waterway (even if there is a bridge). If a building remains on fire at the end of consecutive Battle phases, it becomes **damaged** (reduced to half its normal BP value). If it remains on fire at the end of three consecutive Battle phases, it is **destroyed**.

Plague: Each time you perform a plague bombardment, choose one army at random within the city. The defending kingdom must succeed at a Stability check or that army becomes infected (see Disease, under *Healing After Battle*). In addition, each plague bombardment has a 10% (non-cumulative) chance to cause a Plague kingdom event inside the target settlement, as described in the existing kingdom rules. This event, if it occurs, is in addition to any other kingdom events that may occur.

Smoke: Each smoke bombardment creates light smoke inside the settlement or fortification until the end of the next Battle phase. If light smoke (a lightly obscured area) already exists, it becomes thick smoke (heavily obscured).

Escalade: An escalade is an attempt by attacking armies to scale the walls.

Requires: Escalade ladder, siege tower, or an army with a climb speed.

Effect: The attacking army chooses one army within the target fortification to attack. During the escalade, the attacking army takes a -4 penalty to its OM and DV (reduced to -2 if the attacking army has a Climb speed) and must allow the defending army to make a melee attack against it first; this is an exception to the standard rule that mass combat is simultaneous. If the defending army's attack succeeds, the attacker must succeed at a Morale check with a penalty equal to the damage it was just dealt by the defending army. If this Morale check fails, the attacking army is driven back and is unable to attack. If the Morale check succeeds, the attacking army can continue with its attack, and although the attack takes a -4 penalty the defending army gains only half the normal Defense bonus from whatever fortification it is defending.

If the attacking army's attack fails, its escalade is thwarted and it automatically disengages from the defending army. If its attack succeeds, however, the attacking and defending armies are now engaged atop the fortification, and for as long as they remain engaged the attacking army's OM and DV penalties are halved



and it ignores the fortification's Defense bonus when resolving attacks against the defending army. If the defending army is defeated or routs, the attacking army can occupy the fortification and gain its Defense bonus to its own DV for the remainder of the battle; however, the attacking army is now somewhat isolated in its breach into the fortifications and it takes a -4 penalty on Morale checks it makes to withdraw or retreat.

Note that an escalade targets one particular fortification and occupying one fortification does not obviate the Defense bonus of other fortifications. City Walls are a special case, as once an attacking army has successfully escaladed the walls, they can ignore their Defense bonus for the remainder of the battle. These walls provide less advantage to an army atop them fighting other armies inside the city than they do against armies outside; if fighting a defending army from atop a City Wall, treat this as holding the high ground (see *Terrain*) rather than applying the City Wall's Defense bonus.

Infiltration: This siege tactic also seeks to circumvent the fortifications, but through guile and stealth rather than naked bravado in scaling the walls. In an infiltration, the attacking army tries to slip inside the fortification and open a gate or sally port or otherwise compromise the defenses. Every defending army is entitled to a Scouting check with a +2 bonus, opposed by the infiltrating army's Camouflage. If the infiltration is detected, the unit noticing the infiltrators can attack them. While a small force is highly effective at remaining unnoticed, if it is spotted it may be easily crushed by the defenders. If the defending army's attack succeeds, the infiltrating army must retreat from the fortification if it survives. If the attack fails, the infiltrators evade capture, assuming no other defending armies do not spot them, or if they spot them fail to successfully attack them.

If the infiltration is not detected, the infiltrators are able to open up access to the fortification for one allied army. That army can attack one of the defending armies as if it had performed an escalade, though without taking the -4 penalty to OM and DV.

Sapping: This tactic involves trying to dig, mine, undermine, burrow, or smash through or under the walls. The attacking army makes a melee attack against a DV equal to 15 plus twice the building's Defense modifier (if any). A successful attack deals half damage to the buildings's BP (or FP, if any); sapping deals full damage if the attack is performed with a ram.

Volley: This tactic simply refers to targeting enemy armies with springals or direct-fire siege weapons. This is resolved as a standard attack in the Ranged phase, using the attacking unit's OM adjusted by the bonus provided by the siege weapon.

Volley, Scatter: When indirect fire weapons (other than springals) are used for volley attacks, they typically are loaded with scatter shot of some type, affecting all targets in an area, though with highly variable accuracy. An indirect fire siege weapon battery adds 2d6 to its OM when making this attack against the target army, but on a successful attack the damage it deals is equal to half the weapon's Siege damage rather than being determined by its OM and the defender's DV. If the target army is engaged, any armies engaged with it take 1/2 the damage the target army takes. This is considered friendly fire damage.

Magical Siege Weapons

The following section describes several types of siege weapons and ammunition.

Pricing: The following items are assigned an item rarity that GMs can factor into their decisions when trying to buy, sell, or manufacture them.

For the purposes of the kingdom-building rules, kingdoms may be able to acquire such items at the GM's discretion by issuing a **Commission Edict** or through possible random generation in the kingdom's magic item slots. In addition, if a settlement's gold piece limit equals or exceeds the price of the items in question, the GM may allow these magical banners and siege weapons to be purchased with kingdom resources by spending the listed BP cost. This is the cost to upgrade a normal battery of *siege weapons* to these magical properties; it is not the cost to simply buy these siege weapons outright. This BP cost is not considered part of the item's BP value if it is targeted by an attack (see **Bombardment**, under *Siege Tactics*).

Table 3-28: Magical Siege Weapons

Rarity	Price (BP)	Item Name
Rare	+2 BP	elemental siege shot
Rare	+2 BP	ooze siege shot
Rare	+2 BP	zombie siege shot
Very rare	+4 BP	zombie apocalypse siege shot
Very rare	+8 BP	adamant ram
Very rare	+8 BP	blizzard ballista
Very rare	+8 BP	thunderbolt cannon

Ballista, Blizzard

Wondrous item, very rare

This rime-glazed ballista launches spears of solid ice, which it coalesces from the air around it. It needs no ammunition and only one-half the normal crew of a ballista of its size. A *blizzard ballista* gains a +1 bonus on damage rolls when making *volley* attacks, and it also gains a +2 bonus on RV

and damage against armies vulnerable to cold. In addition, even missed shots from a *blizzard ballista* leave swaths of ice and slush strewn across the battlefield. An army targeted with a *blizzard ballista* has its movement reduced by 1 (minimum 1) for the remainder of the current Battle Phase.

Cannon, Thunderbolt

Wondrous item, very rare

This copper-bound cannon launches bolts of raw electricity that strike with pounding peals of thunder. A *thunderbolt cannon* needs no ammunition and only one-half the normal crew of a cannon of its size. It cannot be used as an indirect-fire siege weapon. A *thunderbolt cannon* gains a +1 bonus on damage rolls when making *volley* attacks, and it also gains a +1 bonus on RV and damage against armies equipped with medium or heavy armor (see *Table 3-6: Equipping an Army*). In addition, the deafening shots of a *thunderbolt cannon* make it difficult for the target of its attacks to relay or respond to orders even on a missed attack, resulting in a -1 penalty on Morale checks made to change Strategy, Tactics, or formation or to disengage with an opposing army or unit. This penalty lasts until the Tactics Phase of the following Battle Phase.

Ram, Adamant

Wondrous item, very rare

This devastating close assault weapon shatters almost any barrier in its path. When used to perform a *sapping* attack, an *adamant ram* doubles its OM bonus to +10 and deals 3d8 points of damage. If attacked by another siege weapon, an adamant ram takes normal damage rather than double damage, as it lacks the *fragility* of other siege weapons.

Siege Shot, Elemental

Weapon (ammunition), rare

This enchanted stone bursts upon impact after being launched by a cannon, catapult, trebuchet, or similar siege weapon. After dealing damage, the stone shatters and releases a Huge elemental of a type designated by the creator of the *elemental siege shot*. This elemental is treated as a temporary Hero army (see *Table 3-5: Army Size and Statistics*) with ACR 3 that attacks for one Battle Phase and then is automatically destroyed.

Siege Shot, Ooze

Weapon (ammunition), rare

This enchanted black stone bursts upon impact after being launched by a cannon, catapult, trebuchet, or similar siege weapon. After dealing damage, the stone shatters and releases a black pudding. This ooze is treated as a temporary Hero army (see *Table 3-5: Army Size and Statistics*) with ACR 3 that attacks for one Battle Phase and then is automatically destroyed.

Siege Shot, Zombie

Weapon (ammunition), rare

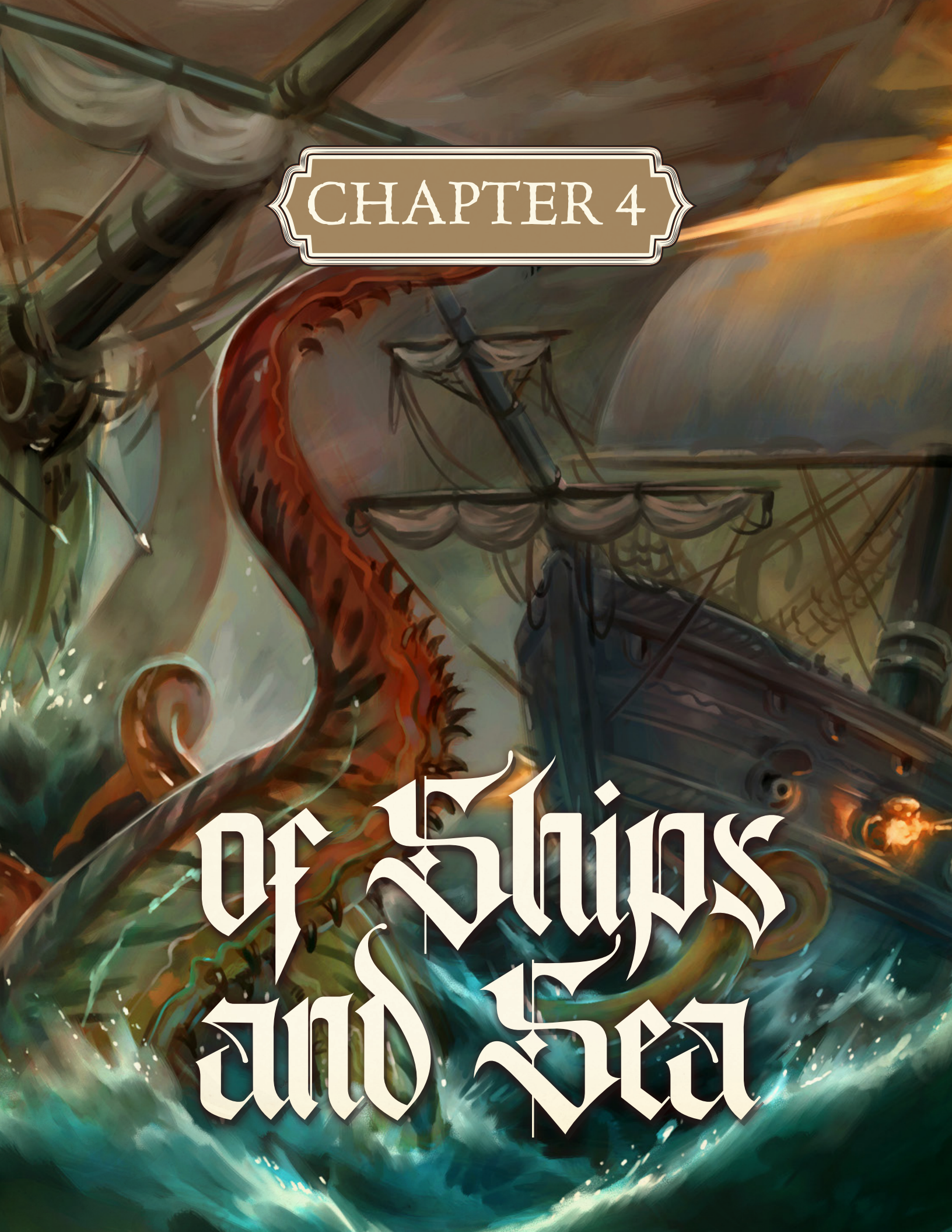
This mass of corpses is lashed together and imbued with dreadful necromantic power. When used to perform a *plague bombardment* during the Ranged Phase, during the Melee Phase the corpses animate as 20 zombies. These zombies are treated as a temporary squad (see *Table 3-5: Army Size and Statistics*) with ACR 1 that attacks for one Battle Phase and then is automatically destroyed. In addition, if the zombies damage an army with their melee attack, the kingdom's Stability check to resist that army contracting disease takes a -2 penalty and the chance of a Plague event in the city is increased to 15%.

Siege Shot, Zombie Apocalypse

Weapon (ammunition), very rare

This mass of corpses is lashed together and imbued with dreadful necromantic power. When used to perform a *plague bombardment* during the Ranged Phase, during the Melee Phase the corpses animate as 20 zombies. These zombies are treated as a temporary platoon (see *Table 3-5: Army Size and Statistics*) with ACR 4 that attacks for one Battle Phase and then is automatically destroyed. In addition, if the apocalypse zombies damage an army with their melee attack, the kingdom's Stability check to resist that army contracting disease takes a -4 penalty and the chance of a Plague event in the city is increased to 25%.




CHAPTER 4
Of Ships and Sea

Nautical campaigns have a different rollicking feel to them, and a ship can be as much of a character as the scoundrels crewing it, and once the PCs get their own ship, it will likely see as much action as do the PCs themselves. Whether the PCs are fighting rival pirates in hand-to-hand combat on the deck of a sailing rig, attacking a merchantman with a hold full of riches to plunder with their own pirate ship, or sending an entire fleet of ships against an enemy armada, naval combat plays a significant role in a nautical campaign, and *Ultimate Ships* provides a wealth of rules for nautical combat of every kind. Generally speaking, battles at sea are handled in one of three ways: shipboard combat (normal combat on board a ship), ship-to-ship combat (combat between two or more individual ships), and fleet combat (combat between two or more fleets of multiple ships each). Rules for these three types of naval combat are detailed in the following sections.

The rules presented in this chapter are designed as a campaign expansion for GMs that want to focus on nautical campaigns and aquatic adventuring. Siege weapon rules here are designed for use in naval encounters; where they may vary from siege weapon statistics in **Chapter 4: Strongholds**, you can treat those as separate statistics for land-based artillery in places where rules vary for each type. The rules here are not directly connected with the Kingdom and War rules in the previous chapter, as many nautical campaigns may wish to stay focused at the player character level and not delve into such subsystems.

Shipboard Combat

Shipboard combat is just like any other combat between the PCs and their opponents, except the encounter takes place on board a ship, rather than in a dungeon or on a forest path. For the most part, shipboard combat can be resolved normally. The only constraints are the size of the ship (and therefore, the size of the battlefield), the danger of falling overboard into the water, and the effects of weather on the ship.

If the combat happens during a storm or in rough seas, treat the ship's deck as difficult terrain. Characters climbing into the rigging or diving into the sea to swim from one ship to another or to climb out of the water up an anchor chain or up the hull of a ship must succeed on Strength (Athletics) checks, while moving across a crowded deck, leaping across open hatches or from mast to deck, or negotiating pitching boards slick with spray must succeed on Dexterity (Acrobatics) checks. The DC of such checks depends on how severe the wave and weather conditions are and how great a challenge you want the environment to be. Experienced sailors and aquatic races may have advantage on such checks, while creatures unsuited to shipboard combat like horses or large creatures may have disadvantage. The following sample DCs and modifiers can be used to adjudicate movement on board a ship.

Table 4-1: Typical Shipboard DCs

Dexterity (Acrobatics)

DC	Task
5	Move at normal speed on a cluttered deck
10	Stand or move, heeling deck (a sloping or slanted deck, such as in high winds or sharp turns)
10	Swing on ship's rigging to another location on the same ship.
13	Swing on ship's rigging to land on a different ship grappled or rammed by your ship.
15	Stand or move, rolling deck (violently rocking back and forth, as in a severe storm)
18	Swing on ship's rigging to a nearby ship that has not been grappled or rammed.
20	Stand or move along a yardarm or rope.

Strength (Athletics)

DC	Task
5	Climb anchor chain
5	Climb ship's rigging
10	Climb ship's mast
15	Climb onto horizontal spar or yardarm
20	Climb hull

Modifiers

DC	Task
+2	Wet surface
+2	High winds
+2	Rolling deck
+5	Icy surface or wave surge (1 foot deep or less)
-2	Use one hand to brace yourself
-5	Use both hands to brace yourself
-10	Use both hands and a rope (does not apply to climbing the rigging)

If a combatant falls overboard, use the standard rules for aquatic terrain and water dangers from swimming and possibly drowning. In all other ways, shipboard combat functions no differently than combat on land.

Shipboard vs. Ship-to-Ship Combat

A typical nautical campaign presupposes that assumes that the PCs are more interested in capturing enemy ships than in sinking them. After all, if they sink a

ship, they can't plunder its cargo, ransom its crew and passengers, and sell (or use) the ship themselves. So once a ship has been boarded, ship-to-ship combat ends and shipboard combat begins on whichever ship was boarded first.

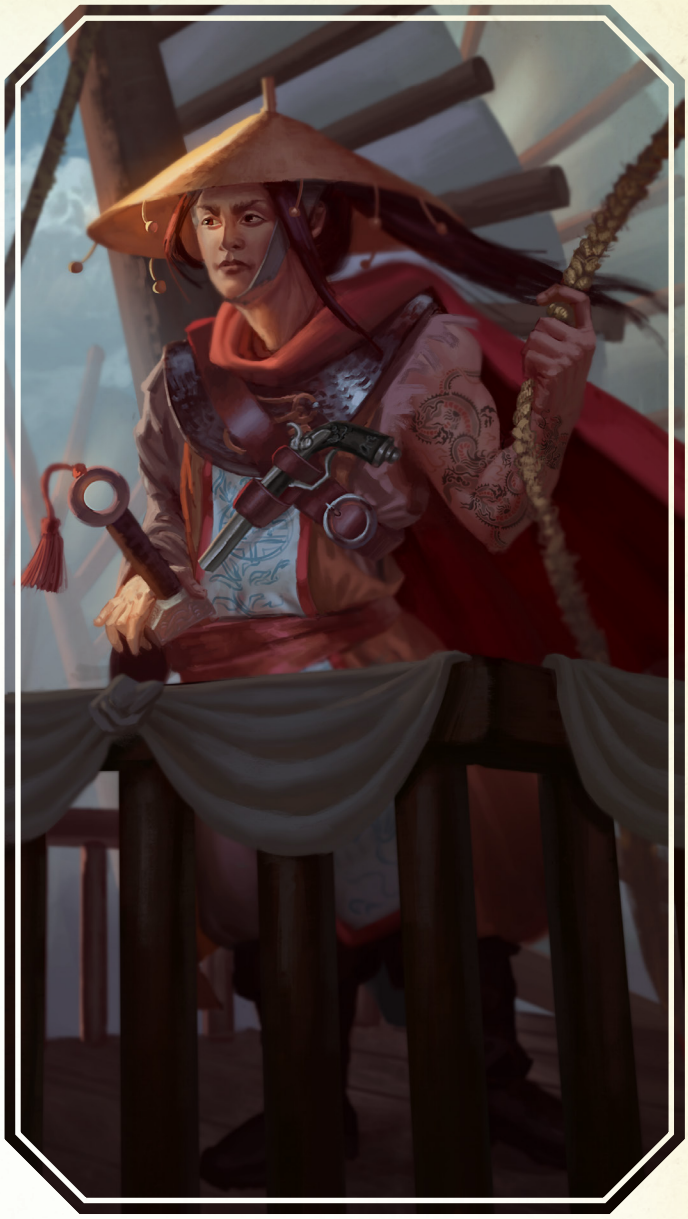
Shipboard combat is normally a battle between the "primaries" of the two ships—usually meaning that the PCs fight the enemy ship's captain and any other major NPCs on the enemy ship in normal combat. Meanwhile, the two ships' crews are assumed to be fighting each other in the background.

Whoever wins the "primary" combat (either the PCs or the enemy NPCs) wins the entire battle. In other words, a ship's crew is victorious over an enemy crew if their captain defeats the enemy captain. While a ship's crew will likely take losses in a battle, it is assumed that enough members of the defeated crew join the victorious crew to replenish any losses. This keeps the PCs from having to play out combat between large numbers of low-level opponents, and from needing to track exactly how many casualties their crew takes in each battle.

The PCs earn normal XP for the foes they defeat in shipboard combat. In most circumstances, a ship-to ship battle just serves as a prelude to the main combat. If, however, the PCs decided to fight out an entire ship-to-ship battle and they sink or destroy a ship without ever fighting the ship's captain and key NPCs, then they should be awarded XP based on the captain's Challenge level, as the captain is the only one piloting the enemy ship in ship-to-ship combat).

Simple Ship-to-Ship Combat

When ships themselves become a part of a battle, combat becomes unusual. The following rules are not meant to accurately simulate all of the complexities of ship-to-ship combat, only to provide you with a quick and easy set of rules to resolve such situations when they inevitably arise in a nautical adventure, whether it be a battle between two ships or between a ship and a sea monster. These rules represent an attempt to strike a balance between verisimilitude and ease and speed of play during combat and can be applied to a vessel of any size, from a simple dinghy to a multi-deck man-o'-war. These rules focus only on piloting and fighting with a ship on the water.



NEW TOOL: Ship's Helm

Characters may become proficient with the ship's helm, in the same way as with artisan's tools, in order to add their proficiency bonuses to checks to pilot a ship via the helm.

Decide what type of ships are involved in the combat (see *Table 4-2: Ship Statistics*). Use a large, blank battle mat to represent the waters on which the battle occurs. A single square corresponds to 30 feet of distance. Represent each ship by placing markers that take up the appropriate number of squares (miniature toy ships make great markers and should be available at most hobby stores).

Starting Combat: When combat begins, allow the PCs (and important NPC allies) to roll initiative as normal—the ship itself moves and attacks on the captain's initiative result. If any of the ships in the battle rely on sails to move, randomly determine what direction the wind is blowing by rolling 1d8, with each value

corresponding to a cardinal or intercardinal direction (N, E, S, W, NE, NW, SE, SW).

Movement: On the captain's initiative count, the ship can move its current speed in a single round as a move for the captain (or Dash to move further), as long as it has its minimum crew complement. The ship can increase or decrease its speed by 30 feet each round, up to its maximum speed. Alternatively, the captain can change direction (up to one side of a square at a time) as an action. A ship can only change direction at the start of a turn.

Attacks: Crewmembers in excess of the ship's minimum crew requirement can be allocated to man siege engines. Siege engines attack on the captain's initiative count.

A ship can also attempt to ram a target if it has its minimum crew. To ram a target, the ship must move at least 30 feet and end with its bow in a square adjacent to the target. The ship's captain then makes an attack roll— if this check equals or exceeds the target's AC, the ship hits its target, inflicting damage as indicated on the ship statistics table to the target, as well as minimum damage to the ramming ship. A ship outfitted with an actual ram siege engine inflicts an additional 3d6 points of damage to the target (the ramming vessel suffers no additional damage).

Sinking

A ship gains the sinking condition if its hit points are reduced to 0 or fewer. A sinking ship cannot move or attack, and it sinks completely 10 rounds after it gains the sinking condition. Each hit on a sinking ship that inflicts damage reduces the remaining time for it to sink by 1 round per 25 points of damage inflicted. A *fabricate* spell can repair a sinking ship, repairing a number of hit points equal to 4d12 + your spellcasting ability modifier. If the ship's hit points are raised above 0 by this repair, the ship loses the sinking condition. Generally, non-magical repairs take too long to save a ship from sinking once it begins to go down.



Ship Statistics

A vast variety of boats and ships exist in the real world, from small rafts and longboats to intimidating galleons and swift galleys. To represent the numerous distinctions of shape and size that exist between water-going vessels, **Table 4-2** describes several standard ship sizes and their respective statistics. Just as the cultures of the real world have created and adapted hundreds of different types of seafaring vessels, races in fantasy worlds might create their own strange ships. GMs might use or alter the statistics below to suit the needs of their creations and describe such conveyances however they please. All ships have the following traits:

Table 4-2: Simple Ship Statistics

Ship Type	AC	HP	Base Save	Maximum Speed	Arms	Ram	Squares	Crew
Keelboat	12	60	+4	30 feet*	1	2d6+6	2	4/15+100
Longship	14	75	+5	60 feet*	1	4d6+18	3	50/75+100
Sailing ship	15	125	+6	60 feet* (sails only)	2	3d6+12	3	20/50+120
Warship	18	175	+7	60 feet*	3	3d6+12	4	60/80+160
Galley	16	200	+8	90 feet*	4	6d6+24	4	200/250+200

Ship Type: This is a general category that lists the ship's basic type.

AC: The ship's base Armor Class. To calculate a ship's actual AC, add the captain's Wisdom modifier to the ship's base AC.

hp: The ship's total hit points. In addition, all ships have a damage threshold based on their construction material (damage threshold 5 for most wooden ships). At 0 or fewer hit points, a ship gains the sinking condition as described above.

Base Save: The ship's base save modifier. All of a ship's saving throws have the same value. To determine a ship's actual saving throw modifiers, add the captain's Wisdom modifier to this base value.

Maximum Speed: The ship's maximum tactical speed in combat. An asterisk indicates the ship has sails and can move at double speed when it moves in the same direction as the wind. A ship with only sails can only move if there is some wind.

Arms: The number of siege weapons such as catapults or ballistae that can be fitted on the ship. A ram uses one of these slots, and only one ram may be fitted to a ship.

Ram: The amount of damage the ship inflicts on a successful ramming attack (without a ram siege engine).

Squares: The number of squares the ship takes up on the battle mat. A ship's width is always considered to be one square.

Crew: The first number lists the minimum crew complement the ship needs to function normally, excluding those needed to make use of the vessel's weapons. The second value lists the ship's maximum crew plus additional soldiers or passengers. A ship without its minimum crew complement can only move, change speed, change direction, or ram if its captain makes a DC 12 Charisma (Persuasion or Intimidation) check. Crew in excess of the minimum have no effect on movement, but they can replace fallen crewmembers or man additional weapons.

Advanced Ship-To-Ship Combat

When ships themselves become a part of a battle, combat becomes unusual. The following rules are not meant to accurately simulate all of the complexities of ship-to-ship combat; rather, they represent an attempt to strike a balance between verisimilitude and ease and speed of play during combat and can be applied to a vessel of any size, from a simple dinghy to a multi-deck man-o'-war. It is important to note that while ships can be attacked in combat, it is difficult to significantly damage such large vehicles. In addition, a captured ship is usually worth more as a prize to be towed or sailed home than sunk to the bottom of the sea. As a result, most ship-to-ship combat ends when the crew of one ship boards another to fight the enemy crew in hand-to-hand combat (see **Boarding and Grappling**).

Ship Basics

The following overview presents more extensive rules for ship-to-ship combat. All ships use these rules for movement and combat.

Pilots

A ship requires two things to keep it moving—a pilot and a means of propulsion. A pilot is a creature with an Intelligence score of 3 or higher who is physically able to use the ship's control device. A ship's captain is often (but not always) the pilot. The pilot uses the control device and her Wisdom to control the ship. Without a pilot, a ship will not move or will continue moving in a straight line, depending on the ship's state when it becomes pilotless.

Crews

Most ships require a crew. A ship without a full crew complement, but with at least half its crew gains disadvantage on all sailing checks. A ship needs at least half its crew complement in order to be piloted at all. If more than half of a ship's crew is killed, restrained, incapacitated, stunned, or rendered unconscious, the ship can only take the "uncontrolled" action. Crew members can take no action while the ship is in motion except to aid in that ship's movement. Any crew required to operate siege engines are in addition to those crew needed to operate the ship.

Size and Space

Ships have sizes and spaces different from creature sizes and spaces. In order to play out ship-to-ship combat on a battle mat, a single square on the map corresponds to 30 feet of distance, rather than 5 feet. Most ships are long and thin; rather than taking up a space of an equal number of squares per side like creatures do, a ship's width is always considered to be one square.

Facing and Movement

Ships do not move like creatures, even when they use creatures for propulsion. They tend to move in the direction of their forward facing and do so quickly.

Facing: Unlike creatures, ships have a forward facing. Usually one of the shorter sides of a ship serves as the ship's forward facing. Facing represents the effect of

inertia on vehicles. Ships move best when moving in the direction of their forward facing, and it takes time and skill to move them in other directions. When piloted correctly, ships can move straight ahead, diagonally, or a mix of both within the same movement. Skilled pilots can make a ship zigzag in a forward direction with ease.

Movement: Ships have a maximum speed and an acceleration listing. The maximum speed is the fastest rate the ship can travel per round (though a wind-propelled ship sailing in the direction of the wind can double this speed). A ship cannot usually start at its maximum speed. Each round, the pilot can attempt to accelerate the ship or decelerate it by a rate equal to its acceleration (see the Movement section in Ships in Combat). The rate at which a ship is currently moving is called its current speed.

Edge of the Map: When playing out ship-to-ship combat on a Flip-Mat or battle mat, the edge of the map forms an artificial boundary—on the open sea, there is no edge of the map. As a result, if a ship moves off the edge of the map, you can extend the map with a new blank Flip-Mat or battle mat or reposition the ships so they have room to maneuver.

Waterborne Movement: Travel over long distances across seas or oceans uses waterborne movement, measured in miles per hour or day. For muscle-propelled ships, a day represents 10 hours of rowing. For a wind-propelled sailing ship, it represents 24 hours. Waterborne speeds for the most common ship types can be found under Vessels and Vessel Customization.

Sailing Check

To control a ship in combat, a pilot must make a sailing check to determine the maneuverability and speed of the ship that round. The ship's propulsion determines what skill is used for the sailing check (see **Propulsion and Sailing Skills**). If a ship is using two means of propulsion at the same time, such as wind and muscle, the pilot chooses which skill to use, and takes a –2 penalty on all sailing checks. Outside of combat, the base DC for all sailing checks is DC 5. In combat, the base DC for all sailing checks is DC 15. A ship without a full crew complement, but with at least half its crew, gains disadvantage.

Help: Just as with other skills, a character can spend an action to use the Help action. This represents an extra pair of eyes observing the enemy, giving orders to the crew, or simply helpful advice. Only one character can use the Help action to help a pilot on a single sailing check.

Controlling a Ship Outside of Combat: Since piloting a ship outside of combat is easily accomplished and often lacks serious repercussions, sailing checks are not normally needed. Almost every character can do it with relative ease; the DCs are given only to adjudicate special situations that may come up in your game.

Control Devices

Every vehicle has a control device for steering. A control device is typically an object with object immunities and resistances and with its own statistics. The following are some of the typical control devices for ships, plus their usual Armor Class, hit points, and hardness. When a control device is reduced to half hp, all sailing checks gain disadvantage. When a control device is destroyed, a ship cannot be piloted until the control device is repaired.

Table 4-3: Control Devices

CONTROL DEVICE	AC	HIT POINTS	THRESHOLD
*Oars**	12	10 per oar	5
Steering wheel	10	25	5
Tiller	10	25	5
*Magically treated***	—	×2	×2

* Oars are treated as at half hp if at least half the oars on a ship are destroyed.

** More information on magically treated control devices can be found in Ship Modifications.

Propulsion and Sailing Skills

Every vehicle has a means of propulsion. Boats and ships are propelled by currents, muscle, wind, or all three forces. The method of propulsion typically affects the speed and maneuverability of a ship, but more importantly, determines the required skill needed to control the ship. Controlling a ship takes common sense, awareness, intuition, and often some amount of skill in the ship's means of propulsion. In the case of wind or current propulsion, it is about using the current and tools like sails, oars, or a rudder to move the ship. In the case of muscle propulsion, it is about guiding creatures to move the ship. The following are the general methods of ship propulsion, along with the skills typically needed to pilot ships propelled by the specified means.

Current: All boats and ships can use water currents for propulsion, but ships that only rely on currents for propulsion are somewhat limited. These vehicles can only move in the direction and at the speed of a current unless they also employ some other means of propulsion or manipulation, and thus often have an additional form of propulsion, such as muscle in the case of a rowboat, or wind in the case of a sailing ship. A current-propelled ship requires a Wisdom check, adding one's proficiency bonus if proficient in the ship's helm.



A current-propelled ship's maximum speed depends on the speed of the current (often as high as 120 feet). The acceleration of a current-propelled ship is 30 feet.

Muscle: Muscle-propelled ships use oars and rowers to push the ship forward. Sailing skills for muscle-propelled ships tend to be Persuasion, Intimidation, or Animal Handling, depending on the intelligence and attitude of the creatures supplying the muscle for the propulsion.

For intelligent creatures, use Persuasion if the creatures providing the propulsion have an attitude of indifferent, or friendly. If the creatures providing the propulsion are friendly, Diplomacy sailing checks are made with advantage. An average crew is considered indifferent, though a particularly loyal crew might be considered friendly. Intimidation is used for intelligent creatures with an attitude of hostile, such as captive rowers on a slave galley. Animal Handling is used if the creatures providing the propulsion are not intelligent.

The maximum speed and acceleration of a muscle-propelled ship depends on the number of creatures providing the propulsion, but most muscle-propelled ship have a maximum speed of 30 feet and an acceleration of 30 feet. Larger muscle-propelled ships with many rowers have a maximum speed of 60 feet and an acceleration of 30 feet.

Oars: All muscle-propelled ships require the use of oars. Oars have their own statistics.

Wind: Wind-propelled ships use sails to harness the power of the wind for propulsion. A wind-propelled ship requires a Wisdom check for the sailing check, on which ship's helm proficiency applies.

Small wind-propelled ships can move at a maximum speed of 30 feet. Larger ships that are also muscle-propelled often have a maximum speed of 60 feet when using only wind propulsion. Large ships with multiple masts and many sails can have maximum speeds of up to 90 feet. The acceleration of a wind-propelled ship is 30 feet.

All wind-propelled ships can move twice their normal maximum speed when moving in the direction of the wind. A ship using wind propulsion cannot move in the opposite direction from the wind.

Sails and Rigging: All wind-propelled ships require the use of sails and rigging. To move at full speed, a ship requires 10 5-foot squares of sails per mast per square of the ship. For example, a 3-square ship with three masts requires 90 squares of sails. Sails have their own statistics.

Mixed Means of Propulsion: Some ships use multiple forms of propulsion. Multiple methods of propulsion add flexibility and can work in concert to create faster movement. If a ship has two means of propulsion, such as wind and muscle, it generally adds its two maximum speeds together to determine its maximum speed. Acceleration remains the same. Nothing is added for a third form of propulsion, except for the flexibility of having a back-up form of propulsion. A ship with multiple methods of propulsion often requires a large crew to get it going and keep it moving.

Evasion and Pursuit

On the wide, open sea, one ship can spot another from miles away, making it virtually impossible to surprise another ship. If both ships want to engage in combat, the ships close with one another and begin ship-to-ship combat normally. If one ship wants to avoid combat, however, a chase ensues. At the GM's discretion, a faster ship can always catch a slower ship, but even slow ships can take advantage of favorable winds, currents, or coastal terrain to make good their escape.

When two ships first encounter one another, the pilots of the two ships must make three opposed sailing checks. Whichever pilot wins at least two out of three of the opposed checks is victorious. If the pursuing ship wins, it catches up to the fleeing ship and ship-to-ship combat begins. If the fleeing ship wins, it escapes. If the result is a tie, the pilots should begin a new series of three opposed checks.

Means of Propulsion

The following are some of the various means of propulsion for ships, plus their base Armor Class, hit points, and hardness. To calculate the actual AC of a ship's propulsion, add the current pilot's sailing skill modifier to the base AC. When a means of propulsion gains the broken condition, the ship's maximum speed is halved, and the ship can no longer gain the upper hand until the propulsion is repaired or replaced. If the ship is in motion, and is traveling faster than its new maximum speed, it automatically decelerates to its new maximum speed.

Oars: Oars are often weaker than the vessels they propel and are difficult to replace. Destroying a ship's oars is a good way to capture a vessel. If a ship's oars reach half hp, the ship's maximum speed is halved when using muscle propulsion. If all of a ship's oars are destroyed, the ship can no longer use muscle propulsion and must rely on current and/or wind propulsion only.

Sails and Rigging: Sails (including the rigging that controls them) are often weaker than the vessels they propel, though they are relatively easy to repair. Destroying a ship's sails is a good way to capture a vessel. Sails take double the normal damage from acid and fire attacks (multiply the damage roll by 2). If all of a ship's sails are destroyed, the ship can no longer use wind propulsion and must rely on current or muscle propulsion only.

Table 4-4: Propulsion

Propulsion	Base AC	Hit Points	Hardness
Oars	12	10 per oar	5
Sails	6	4 per 5-ft. square	0
*Magically treated**	—	×2	×2

* More information on magically treated means of propulsion can be found in the Ship Modifications section. Such chases can take days, as one ship struggles to outmaneuver the other. At the GM's discretion, roll 1d4 to determine the number of days a chase lasts.

Withdrawing: Once in ship-to-ship combat, a ship can withdraw from combat by simply moving off the edge of the battle mat, ending ship-to-ship combat immediately if the other ships involved do not choose to pursue. At the GM's discretion, the ship has either escaped completely, or the two ships can go back to the evasion and pursuit rules above.

Ships In Combat

The following are the rules for how ships act in the combat round. Once at least two ships are ready to engage in combat, you can use a large map grid, whether printed paper or a dry-erase or wet-erase battle mat, with each square corresponding to 30 feet of distance (see Size and Space).

Determine which ship is the attacker and which is the defender. As pirates, the PCs will usually be the attacking ship, and their opponent will usually be the defending ship (though the tables might be turned in specific encounters). Represent each ship by using markers that take up the appropriate number of squares, or use the counters provided at the end of this book.

To establish the position of the ships on the battle mat, roll 1d4 to determine the ships' heading (the direction they are facing). Since both ships are coming out of a chase, they are both assumed to have the same heading. A roll of 1 is north, 2 is east, 3 is south, and 4 is west. Place the defending ship as close to the center of the map as possible on the correct heading.

Next, roll 1d8 to determine the bearing of the attacking ship (its position relative to the other ship). Follow the guidelines for missed splash weapons, with a roll of 1 indicating north, and counting squares clockwise for a roll of 2 through 8 to determine the bearing. In some cases, this will put the attacking ship ahead of the defending ship—this simply means the attacking ship overshot its quarry as the chase came to a close.

Finally, roll 1d4+2 to determine the number of squares on the battle mat between the two ships. Place the attacking ship on the map at the appropriate bearing and distance from the opposing ship. Unless otherwise detailed in an encounter, assume that each ship begins combat with a speed of 30 feet. Any siege engines carried on a ship are likewise assumed to be loaded at the beginning of combat.

Wind: If any of the ships in the battle rely on sails and wind to move, randomly determine what direction the wind is blowing by rolling 1d4 and using the same guidelines for determining heading.

Initiative

When combat begins, the pilot of a ship should roll initiative as normal—the ship moves at the start of its pilot's turn. If a ship has no pilot, it moves on the turn of the last creature that was its pilot, or on a turn determined by the GM. If they wish to take actions in combat, the PCs (and important NPCs involved in the combat) should roll initiative at this time as well.



The Upper Hand

At the beginning of every round, each pilot makes an opposed sailing check to determine who has the upper hand that round. This represents the vagaries of luck, skill, and the environment, whether catching a favorable gust of wind, taking advantage of a fast current, sliding down the back of a large wave, or disrupting an opposing ship's wind with your own ship's "dirty air." The pilot who succeeds at the check gains the upper hand and can immediately reposition her ship by one square in any direction as a free action. For every 5 by which the successful pilot's check exceeds the opposing pilot's check, the pilot with the upper hand can reposition her ship by an additional square. On a tie, neither pilot gains the upper hand.

Alternatively, the pilot who wins the upper hand can change the heading of her ship by 90 degrees. For every 5 by which the successful pilot's check exceeds the opposing pilot's check, the pilot with the upper hand can change the heading of her ship by an additional 90 degrees.

A ship that is upwind of another ship (closer to the direction of the wind) is said to "hold the weather gage," and gains a +2 bonus on the opposed check to gain the upper hand.

Movement

At the start of a pilot's turn, she can take any of the following sailing actions (except the "uncontrolled" action) by making a sailing check to control the ship. The pilot must take whatever action is required before doing anything else that turn. Just as in normal combat, a pilot can perform a standard action and a move action each round. Once the pilot has selected an action, or takes some other action forcing the ship to become uncontrolled, the ship moves. If a ship has less than half its crew or has no pilot, or if the pilot takes no action, takes some other action instead of piloting the ship, or delays or readies an action, the ship takes the "uncontrolled" action.

Full Ahead (action): With a successful sailing check, the ship's current speed increases by its acceleration (usually 30 feet), but no higher than its maximum speed. The ship can move forward or forward diagonally. In other words, each time a ship enters a new 30-foot square, it can choose any of its forward-facing squares—the one directly in front or either of the squares directly forward and diagonal. This allows the ship to swerve. A pilot who fails her sailing check does not accelerate and can only move into a square directly in front of the ship's forward facing.

Hard to Port or Hard to Starboard (action): The pilot can turn the ship while it moves forward at its current speed. With a successful sailing check, the pilot can change the ship's forward facing either left (port) or right (starboard) by 90 degrees at any point during the ship's movement. Do this by pivoting the ship so that the rear square of the ship takes the place of the ship's former forward-facing square. If a ship's current speed is twice its acceleration, the pilot takes a –3 penalty on the sailing check. If a ship's current speed is three times its acceleration, the pilot takes a –6 penalty on the sailing check. If its current speed is four or more times its acceleration, the pilot takes a –10 penalty. On a failed check, the ship does not turn, but can be moved forward diagonally during its movement. Note: A wind-propelled ship that turns into the wind (its forward

facing is pointed in the opposite direction from the wind) is said to be "in irons" and takes the uncontrolled action until its pilot turns it to face another direction.

Heave To (action): With a successful sailing check, the ship's current speed decreases by 30 feet. On a failed check, the ship does not decelerate. Either way, the ship can move forward on its current facing and can move forward diagonally. If deceleration reduces a ship's speed to 0, some amount of inertia will continue to move the ship forward. The ship moves forward (either directly forward or forward diagonally) 1d4×30 feet before coming to a complete stop.

Make Way (action): With a successful sailing check, a pilot can make a tricky or difficult maneuver that forces an enemy pilot to react. The result of this sailing check then becomes the DC of the enemy pilot's next sailing check. On a failed check, the ship's speed remains constant, but the ship cannot move forward diagonally, and the enemy pilot makes his next sailing check at the normal DC.

Stay the Course (move): With a successful sailing check, the pilot can move the ship forward on its current facing at its current speed, and it can move directly forward or forward diagonally. Failing the check keeps the speed constant, but the ship can only move directly forward, not forward diagonally.

Full Astern (move and action): With a successful sailing check, the pilot can move the ship backward at a speed of 30 feet, moving either directly backward (the reverse of its forward facing) or backward diagonally. On a failed check, it does not move backward. A ship may only be moved in reverse if its current speed is 0.

Uncontrolled (no action): When the pilot does nothing, if there is no pilot, or if the ship has less than half its crew, the ship is uncontrolled. An uncontrolled ship does nothing except take the uncontrolled action until it stops or someone becomes its new pilot. An uncontrolled ship moves forward only (it cannot move forward diagonally) and automatically decelerates by 30 feet. Even if a ship does nothing, it can still perform ramming maneuvers (see Ramming).



Attacks

Ships typically don't have attacks and do not threaten any area around them, though some ships can be fitted with rams. Some ships also carry siege engines. Provided that the ship has enough additional crew to operate them, these siege engines can make attacks. While individuals aboard a ship generally don't play a significant role in ship-to-ship combat, important characters such as PCs might still become involved if they wish to fire siege engines or if an enemy ship is in range of their ranged attacks or spells. When attacking a ship, you can attack the ship's structure, occupants, propulsion, or control device. You can also attempt to grapple and board a ship. In addition, a ship can make a ramming maneuver or shearing maneuver as part of its movement.

Attacking the Structure: This is an attack against the ship itself. If the attack is successful, the ship takes damage normally.

Attacking an Occupant: This is a normal attack against a ship's occupant—any creature that is a passenger, pilot, crew, or providing propulsion on a ship. Occupants get half cover (+2 to AC and Dexterity saving throws) or greater against attacks coming from outside of the ship. Occupants in a forecastle or sterncastle have three-quarters cover (+5 to AC and Dexterity saving throws), while those inside a port or hatch have total cover (can't be targeted). In general, once combat begins among the occupants of two ships (such as when boarding), ship-to-ship combat should be replaced with shipboard combat.

Attacking Propulsion: A ship's means of propulsion usually has its own set of statistics, while creatures propelling a ship use their own statistics. See Attacking an Occupant above if crew members providing propulsion are attacked. Individual ship stat blocks detail their means of propulsion.

Attacking the Control Device: A ship's control device is an object with its own statistics. When a control device is destroyed, the ship can no longer be piloted.

Attacking a Siege Engine: Siege engines mounted on a ship have their own statistics. Siege engines benefit from cover as occupants on a ship.

Broadsides: Some ships can carry a large number of siege engines. Rather than bog down ship-to-ship combat with numerous individual attack rolls, siege engines can be fired in "broadsides." All siege engines of the same type on a single side of the ship can fire at once. Broadside attacks can only be used to attack the structure of a ship or propulsion. Make a single attack roll for all of the siege engines in the broadside. If the attack roll is successful, all the weapons hit their target. If the attack roll fails, all the weapons miss. On a successful attack roll, take the average damage of a single weapon and multiply it by the number of weapons in the broadside to determine the total damage dealt.

For example, a sailing ship with a bank of 10 light catapults on its port side fires a broadside attack. A single light catapult deals 4d10 points of damage, for an average of 22 points of damage. If the attack hits, the broadside deals 22 × 10, or 220 points of damage.



Grappling and Boarding

When the crew of one ship wishes to board an enemy ship and attack its crew, they must first grapple the other ship. To grapple, the two ships must be within 30 feet of one another (in other words, they must be in adjacent squares on the battle mat). If both pilots want to grapple, grappling is automatically successful. The two crews throw out grappling lines and draw the ships together. If both ships are reduced to a speed of 0 as the result of a ramming maneuver, they are also considered grappled.

If only one pilot wants to grapple, she must make a sailing check against the target ship's AC plus the opposing captain's sailing check modifier. If the check is successful, the target ship is grappled. On the next round, the two ships are moved adjacent to one another, and the speed of both ships is reduced to 0. If a ship has less than its full crew complement, the pilot gains disadvantage on her check to grapple.

Breaking a Grapple: The pilot of a grappled ship can attempt to break the grapple by making a sailing check with a DC equal to the sailing check made to initiate the grapple. If the check is successful, the crew has cut the grappling lines and the freed ship may now move as normal.

Boarding: Once two ships are grappled, a crew can board the other ship. The pilot with the highest initiative can choose whether to board the opposing ship with her crew first or wait for the opposing crew to board her ship. Characters boarding an opposing ship grant advantage on attack rolls against themselves for the first round of combat, due to the difficulty of climbing over the ships' rails and finding footing on the enemy deck. Characters using a corvus to board another ship do not grant advantage on attack rolls.

Ramming

To ram a target, a ship must move at least 30 feet and end with its forward square in a square adjacent to the target. The ship's pilot must make a sailing check against the target's AC plus the target's pilot's sailing check modifier. If the check is successful, the ship hits its target, dealing its ramming damage to the target. The ramming ship takes half that damage. A ship's base ramming damage is listed in its stat block. If the pilot's sailing check exceeds the target's CMD by 5 or more, the target takes twice the ship's ramming damage. If the combat maneuver check exceeds the target's sailing check by 10 or more, the target takes twice the ship's ramming damage and the target's speed is immediately reduced to 0. Regardless of the result of the check, the ramming ship's speed is reduced to 0.

If a ship collides with another ship or a solid object (an immobile structure with a damage threshold of 5 or more), it also makes a ramming maneuver, regardless of the pilot's intent. There is no sailing check for this ramming maneuver; its effects happen automatically. When a ship makes a ramming maneuver against a solid object, to determine how much damage both the solid object and the ship take, allow the ship to enter the solid object's space. The ship will only travel through that space if the damage is enough to destroy the solid object; in all other cases, the ship takes the damage and its speed is immediately reduced to 0 as it comes to a sudden stop directly in front of the solid object.

A ship can be outfitted with a ram on its forward facing. A ship equipped with a ram deals an additional 2d8 points of damage with a ramming maneuver and ignores the damage for the first square of a solid object it enters, and all damage from ramming creatures or other objects (such as other ships). A ram can be added

to a Large ship for 50 gp, a Huge ship for 100 gp, a Gargantuan ship for 300 gp, and a Colossal ship for 1,000 gp.

If a ship has less than its full crew complement, but has at least half its crew, the pilot gains disadvantage on his check to make a ramming maneuver. A ship without at least half its crew complement cannot make a ramming maneuver.

Combat After Boarding

Ship-to-ship combat assumes that the PCs are more interested in capturing enemy ships than in sinking them. After all, if you sink a ship, you can't plunder its cargo, ransom its crew and passengers, and sell (or use) the ship yourself. Once a ship has been boarded, ship-to-ship combat ends and shipboard combat begins on whichever ship was boarded first.

Shipboard combat is normally a battle between the "primaries" of the two ships—usually meaning that the PCs fight the enemy ship's captain and any other major NPCs on the enemy ship in normal combat. Meanwhile, the two ships' crews are assumed to be fighting each other in the background.

Whoever wins the "primary" combat (either the PCs or the enemy NPCs) wins the entire battle. In other words, a ship's crew is victorious over an enemy crew if their captain defeats the enemy captain. While a ship's crew will likely take losses in a battle, it is assumed that enough members of the defeated crew join the victorious crew to replenish any losses. This keeps the PCs from having to play out combat between large numbers of low-level opponents, and from needing to track exactly how many casualties their crew takes in each battle.

The PCs earn normal XP for the foes they defeat in shipboard combat. In most circumstances, the ship-to-ship battle just serves as a prelude to the main combat. If, however, the PCs decided to fight out an entire ship-to-ship battle and they sink or destroy a ship without ever fighting the ship's captain and NPCs, then they earn XP based on the captain's challenge rating (as the captain is the only one piloting the enemy ship in ship-to-ship combat).

Shearing

A ship may attempt to shear off the oars of an opposing ship, if the target ship uses oars for muscle propulsion. To attempt a shearing maneuver, a ship must be adjacent to the target's forward or rear square and move along the side of the target for a number of adjacent squares equal to the target ship's number of squares. The ship's pilot must make an opposed sailing check against the target. If the check is successful, the ship shears the target's oars. The target's oars take damage that reduces their hit points to half their maximum hit point total and gain the broken condition, thus reducing the ship's maximum speed by half and preventing its pilot from gaining the upper hand. If the target ship is in motion, and is traveling faster than its new maximum speed, it automatically decelerates to its new maximum speed. A ship that does not use oars for muscle propulsion is unaffected by a shearing maneuver.

If a ship has less than its full crew complement, but has at least half its crew, the pilot gains disadvantage on her sailing check to make a shearing maneuver. A ship without at least half its crew complement cannot make a shearing maneuver.

Taking Control of a Ship

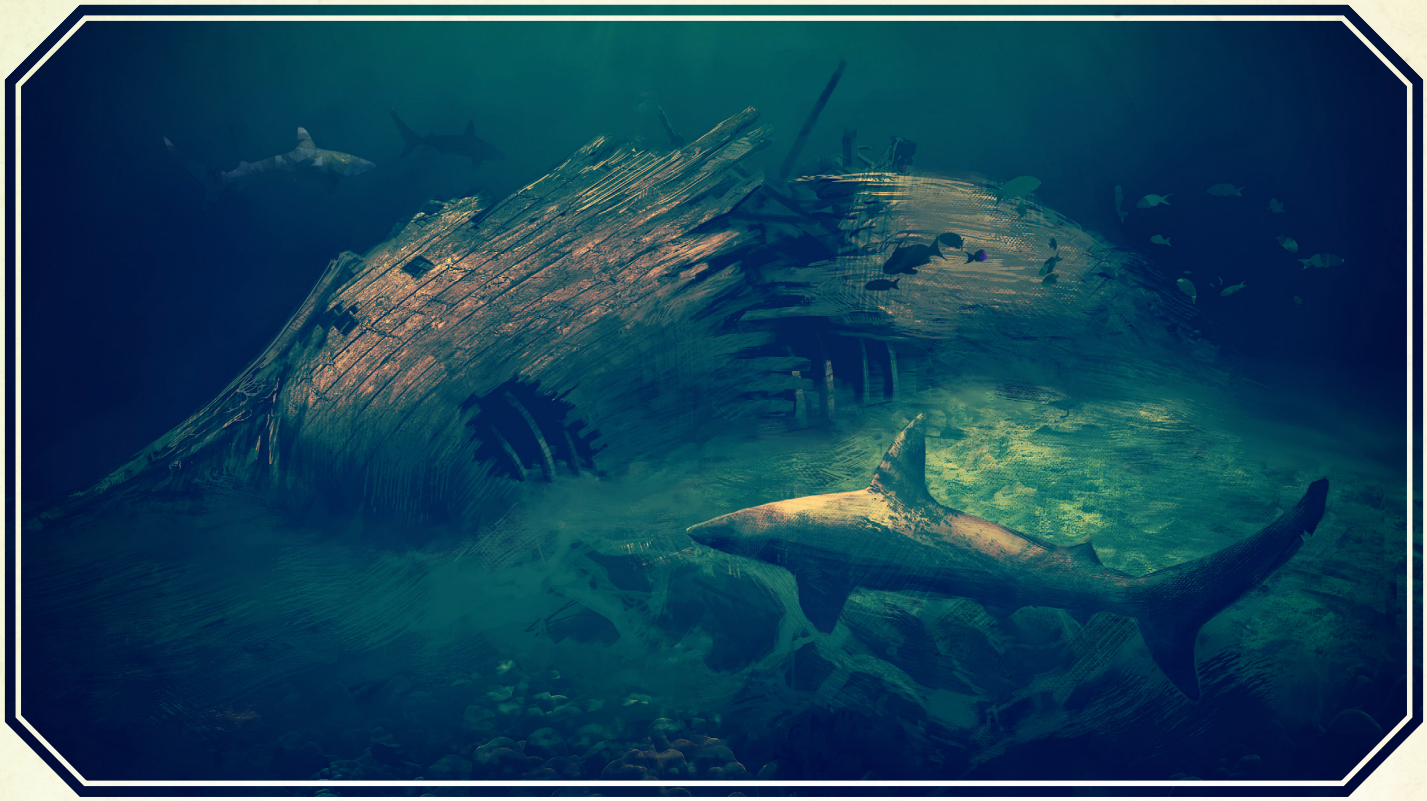
If a ship has no pilot, another creature can take control of the ship as long as the creature is adjacent to the ship's control device and makes a sailing check as a bonus action. The ship's pilot can always give over control to another adjacent creature as a free action. If a creature wants to take control of a ship from another forcefully, it must kill the pilot or otherwise remove the pilot from the control device. When a new creature becomes the pilot, the ship moves on the new pilot's turn, but not on the new pilot's first turn after taking control of the ship.

Damaging a Ship

Ships have hit points and hardness based on their primary components. Most ships are made of wood (15 hit points per 5-foot-square, damage threshold 5). When a ship is reduced to below half its hit points, it gains the broken condition. When it reaches 0 hit points, it gains the sinking condition.

Broken Condition: When a ship takes enough damage to put it at half hp, it is considered broken and it takes a –2 penalty to AC, on sailing checks, and saving throws. If a ship or its means of propulsion becomes broken, the ship's maximum speed is halved, and the ship can no longer gain the upper hand until repaired. If the ship is in motion and traveling faster than its new maximum speed, it automatically decelerates to its new maximum speed.

Sinking Condition: A ship that is reduced to 0 or fewer hit points gains the sinking condition. A sinking ship cannot move or attack, and it sinks completely 10 rounds after it gains the sinking condition. Each additional hit on a sinking ship that deals more than 25 points of damage reduces the remaining time for it to sink by 1 round. A ship that sinks completely drops to the bottom of the body of water and is considered destroyed. A destroyed ship cannot be repaired—it is so significantly damaged it cannot even be used for scrap material. Magic can repair a sinking ship if the ship's hit points are raised above 0, at which point the ship loses the sinking condition. Generally, nonmagical repairs take too long to save a ship from sinking once it begins to go down.



Repairing a Ship

The fastest and easiest way to repair a ship is with spells. *Mending* is not powerful enough to meaningfully affect an object as large as a ship (though it can be used to repair small objects on board a ship, such as ropes, windows, chains, and the like), but *fabricate* repairs 4d12 points of damage plus your spellcasting ability modifier. In addition, more mundane methods can also be used to repair ships. Because of their specialized construction, ships (as well as oars and sails) usually require the Craft (ships) skill to repair. Depending on the nature of the damage, carpenter's tools or weaver's tools or other tools or skills, can be used to repair ships with the GM's approval. In general, a day's worth of work by a single person using the appropriate skill to repair a ship requires 10 gp of raw materials and a DC 10 skill check, and repairs 10 points of damage on a success, or 5 hit points on a failure. New oars can be purchased for 2 gp each.

Fire

Fire is an ever-present danger on every wooden ship, but while most ships are not in danger of going up in flames from a dropped torch or lantern, alchemical or magical fires can be much more dangerous. Note that many instantaneous fire spells do not automatically catch a ship on fire, but those that deal fire damage over multiple rounds have a better chance of causing a fire on board a ship (see Magic).

When a ship takes fire damage (such as from Alchemist's fire, flaming arrows, certain spells, and other effects at the GM's discretion), it must immediately make a Constitution saving throw (DC equals damage dealt) or catch fire. Unless an attack specifically targets a ship's means of propulsion (such as sails), it is assumed that such attacks affect the structure of a ship itself.

Once a ship has caught fire, it automatically takes 2d6 points of fire damage per round (ignoring damage threshold) as the fire spreads. The ship's crew can attempt to extinguish the flames as an action for the entire crew, allowing the ship to make a Dexterity saving throw (DC 10 + the number of rounds the ship has been on fire). A successful saving throw means the fire has been put out. A failed saving throw results in the ship taking the normal 2d6 points of fire damage for the round.

A ship must take the "uncontrolled" action each round that its crew attempts to put out a fire, as they are not sailing the ship at this time.

Creatures can attack ships with spells. Ships are objects, so spells that can only target creatures have no effect on ships. However, because a ship is actively crewed and piloted, it can make saving throws against spell effects. Ships are immune to most spells that require a mental (Intelligence, Wisdom, Charisma) saving throw. A ship without cannot make saving throws.

The effects of some spells on ships can be determined normally. However, certain spells have different effects in naval combat. The effects of these spells are detailed on in the **Spell Effects in Naval Combat** section. GMs can use these examples as guidelines for determining how other spells not listed here affect ships. For the

most part, these effects only apply during ship-to-ship combat, not during normal combat aboard a ship, though some affects (such as starting fires), could still apply, at the GM's discretion.

Naval Siege Weapons

Siege weapons (also called siege engines) assault structures and people from a distance by propelling ammunition in some fashion. All siege engines in a pirate campaign use the following basic rules, unless stated otherwise in an individual siege engine description.

Proficiency: Siege engines are martial weapons. A character able to gain proficiency with martial weapons can become proficient with one kind of siege weapon with proficiency. A creature with the Siege Engineer feat is proficient with all siege engines.

NEW FEAT: Siege Engineer

Long trained with siege engines, you gain the following benefits:

- Increase your Intelligence score by 1, to a maximum of 20.
- When you fire a siege weapon, it does not suffer a mishap on a roll of 1.
- When you aim a siege weapon, you gain advantage on any intelligence checks to aim.

Crew: The sheer size of a siege engine often necessitates a crew for its use. One person of that crew is the crew leader. Usually the crew leader controls the movement of a siege engine or designates its targets; sometimes the crew leader does both. Often the crew leader is required to take actions and make specific checks for a siege engine to function. The rest of the crew members are required to spend actions and make checks for a siege engine to function. The crew of a siege engine is in addition to the crew needed to operate the ship.

Magical Siege Engines: Siege engines can be enchanted like any other weapon, and their ammunition can be enchanted as well. However, not all enchantments lend themselves as well to catapult stones as they do to arrows. A *cannonball of slaying* should be a very rare and esoteric item, if it exists at all.

Disabling Siege Engines: A siege engine is a difficult device to disable, requiring 2d4 rounds of effort and a DC 15 Dexterity check with thieves' tools to do so. When a siege engine is disabled, it either doesn't work or is sabotaged and stops working after 1d4 minutes of use.

Repairing Siege Engines: Repairing a broken or disabled siege engine requires a DC 15 Intelligence check. It takes 10 minutes to fix the device, and the check can be retried if the fix fails.

Defense and Hit Points: All siege engines are objects, typically crafted out of wood. A siege engines typically has an AC of 15. and a further penalty based on its size. Each type of siege engine has its own hit points.

Assembling Siege Engines: Siege engines can be broken down for storage or transport and can be reassembled on a ship's deck. A Large siege engine requires 1 hour and four workers to assemble. A Huge siege engine requires 2 hours and six workers to assemble. Each assembly



worker must make a DC 10 Intelligence. If an assembly worker fails, he makes no progress towards assembly, but assembly is not set back in any way. Assembly can be performed with at least half the required number of workers by doubling the time required. If fewer than half are available, the siege engine cannot be assembled.

Firing Siege Engines

Siege engines hurl massive projectiles in one of two ways: direct fire or indirect fire. Both take a number of actions to load or aim, and the basic rules are described below.

Load Ammunition: In order for a siege engine to fire, it must be loaded with ammunition. Loading ammunition takes a number of actions depending on the siege engine. For example, a heavy ballista loaded by two creatures takes 1 round to load the siege weapon, since the creatures each take one of the two necessary actions to do so.

Aiming a Siege Engine: Siege engines must be aimed in order to attack a desired target. Aiming takes a number of actions depending on the siege engine. Aiming a siege engine with a diminished crew doubles the amount of time it takes to aim the siege engine. Each time a new target is chosen as the target of a siege engine's attack, that siege engine must be aimed anew. For example, a light catapult aimed by one creature would have to spend a turn aiming the catapult in order to fire it on the next round, since a light catapult takes an action actions to aim. If the same light catapult were instead crewed by two creatures, one could spend an action aiming it and the remaining creature could fire it using their own action.

Direct-Fire Siege Engines: Direct-fire weapons launch their projectiles on a relatively flat trajectory, allowing them to more easily target creatures or pummel barriers directly in front of them.

A direct-fire weapon uses a normal ranged attack roll based on the siege engine. The crew may take advantage of any relevant feats or abilities. The crew takes a -2 penalty on the attack roll for each size category difference between them and the siege weapon. However, each crew member beyond the first reduces this penalty by 2 as long as they are no more than 3 sizes smaller. For example, a Huge ballista fired by a Medium creature that is part of a crew of two (one more than the minimum number of crew members required) takes only a –2 penalty on attack rolls, and a crew of three would negate the penalty altogether.

Indirect-Fire Siege Engines: Indirect-fire weapons launch projectiles in high arcs toward their targets. They typically lob heavier missiles and payloads than direct-fire weapons, but they are harder to aim accurately. Indirect-fire weapons can bypass many forms of fortification, delivering their payloads of solid shot, scatter shot, or even disease-ridden offal to targets on other ships.

Indirect Attack: To fire an indirect-fire siege engine, the crew leader makes an Intelligence check to target with a DC set by the siege engine. A PC commanding the siege weapon that has proficiency with siege weapons can add their proficiency bonus on this check. This check uses the appropriate modifiers from Table: Indirect Attack Check Modifiers. If the check succeeds, the ammunition of the indirect attack hits the square the siege engine was aimed at, dealing the indicated damage or effect to any object or creature within the area of its attack. Creatures may get a saving throw to limit the effect of the attack; this is typically based on the type of ammunition used.

If the attack misses the intended square, roll 1d8 to determine in what direction the shot veers. A roll of 1 indicates the ammunition falls short (toward the siege engine), with rolls of 2 through 8 counting squares clockwise around the target square. Roll 1d4 for every 200 ft. at which the attack was made, rounding up (1d4 if the target square is within the first 200 ft., 2d4 if the target square is within 400 ft., and so on). The total is the number of squares by which the attack misses. The ammunition deals its damage and any other effects in the square it lands on.

Table 4-5: Indirect Attack Check Modifiers

CONDITION	MODIFIER
No line of sight to target square	–6
Successive shots	+2* (crew can see where most recent miss landed)
** Cumulative +2 per previous miss (maximum +10)*	
Successive shots	+1* (crew can't see where most recent missed shot landed, but observer is providing feedback)
** Cumulative +1 per previous miss (maximum +5)*	
Successive shots after a hit	+10

Critical Hits: Siege engines can score critical hits as normal. For the purposes of relevant abilities or feats, the character firing the siege engine is the character who scores the critical hit.

Mishaps and Misfires: Rolling a natural 1 on an attack roll with a direct-fire siege engine or a targeting check made by an indirect-fire siege engine produces a mishap. Usually a mishap gives disadvantage to attack rolls until the siege engine is repaired out of combat for several hours, with a second mishap rendering it inoperable.

If the creature that serves as crew leader has the Siege Engineer feat, that creature does not generate a mishap on a natural 1 when firing the siege engine.

Certain siege engines also misfire on a roll of 1. Misfires usually also happen alongside mishaps (unless the crew leader has the Siege Engineer feat or other relevant ability).

Siege Engine Qualities

The siege engine table is presented in the following format:

Cost: This value is the siege engine's cost in gold pieces (gp). The cost includes gear needed to work the engine as well as gear for upkeep. Typical ammunition costs and weights are given in the siege engine descriptions.

Damage: This entry gives the damage typically dealt by the siege engine. Unlike normal ranged weapons, siege engines deal full damage to objects. Siege engines do not deal sneak attack damage or any other kind of precision damage.

Range: Any attack made closer than the first range number given suffers disadvantage. A siege engine cannot attack beyond the second range number.

Type: Like weapons, siege engines are classified according to the type of damage they deal: B for bludgeoning, P for piercing, or S for slashing. Some siege engines deal energy damage. In those cases, the type of energy damage is listed instead.

Crew: This column gives the number of Medium creatures needed to properly operate the siege engine.

Aim: This column gives the number of actions required to aim a siege engine. If the siege engine is being controlled by less than its normal crew complement, the number of actions it takes for the crew to aim the siege engine is doubled.

Load: This column gives the number of actions required to load a siege engine.

Table 4-6: Siege Weapon Statistics

Ships can mount Large or Huge siege engines; Gargantuan siege engines are included here for the purpose of shore-based fortifications that might be armed with such weapons to defend against attacks from enemy ships.

Direct Fire Engines

LARGE	COST	DMG	RANGE	TYPE[1]	CREW	AIM	LOAD	SPEED
Cannon	6,000 gp	6d6	100 ft.	B and P	2	1	1	10 ft.
HUGE	**COST**	**DMG**	**RANGE**	**TYPE[1]**	**CREW**	**AIM**	**LOAD**	**SPEED**
Ballista, heavy	800 gp	4d10	200/800 ft.	P	3	1	2	0 ft.
Cannon, fiend's mouth	9,000 gp	12d10	600/2400 ft.	B and P	4	2	2	0 ft.
Firedrake	4,000 gp	6d6	–	fire	3	1	2	10 ft.
GARGANTUAN	**COST**	**DMG**	**RANGE**	**TYPE[1]**	**CREW**	**AIM**	**LOAD**	**SPEED**
Ballista, gate breaker	1,200 gp	6d10	200/800 ft.	P	4	1	3	0 ft.
Firewyrm	6,000 gp	6d6	–	fire	4	1	3	0 ft.

Indirect Fire Engines

LARGE	COST	DMG	RANGE	TYPE[1]	CREW	AIM	LOAD	SPEED
Bombard, light	6,000 gp	4d10	600/2400 ft.	B and P	2	1	1	10 ft.
Catapult, light	550 gp	4d10	120/480 ft.	B	2	1	1	10 ft.
Trebuchet, light	800 gp	4d6	200/800 ft.	B	2	1	1	0 ft.
HUGE	**COST**	**DMG**	**RANGE**	**TYPE[1]**	**CREW**	**AIM**	**LOAD**	**SPEED**
Bombard, standard	8,000 gp	6d10	600/2400 ft.	B and P	3	1	2	0 ft.
Catapult, standard	800 gp	6d10	120/480 ft.	B	3	1	2	0 ft.
Springal, arrow	1,000 gp	3d8	150/600 ft.	P	3	1	2	0 ft.
Springal, rocket	6,000 gp	3d10	150/600 ft.	fire	3	1	2	0 ft.
Trebuchet, standard	1,000 gp	6d10	200/800 ft.	B	3	1	2	0 ft.
GARGANTUAN	**COST**	**DMG**	**RANGE**	**TYPE[1]**	**CREW**	**AIM**	**LOAD**	**SPEED**
Bombard, heavy	16,000 gp	8d10	600/2400 ft.	B and P	4	1	3	0 ft.
Catapult, heavy	1,000 gp	8d10	120/480 ft.	B	4	1	3	0 ft.
Trebuchet, heavy	1,500 gp	8d10	200/800 ft.	B	4	1	3	0 ft.

[1] A weapon with two types of damage is both types (split evenly) if the entry specifies "and."

Other

COST	DMG	RANGE	TYPE	CREW	AIM	LOAD
Corvus	100 gp	—	—	—	1	1



Siege Weapon Descriptions

The following siege engines are available for use on board ships and in shore fortifications where their defenders may return fire to ships attacking them from the water. Bombards, cannon, and rocket springals are gunpowder weapons, and so their availability depends on whether the campaign features firearms and similar gunpowder technology. In a more purely medieval-style campaign, such weapons might be unknown, or might be an exclusive secret held by a far-off island nation or a society of mad tinkers.

Ballista

A ballista resembles a massive crossbow, and its power is provided by twisted skeins of animal sinew used as torsion springs driving a pair of adjustable arms. A cord attached to both arms is winched back and a projectile is loaded into a grooved slider for release. Ballistae are direct-fire siege engines.

Heavy Ballista

Huge object
Armor Class: 15
Hit Points: 75
Damage Immunities: poison, psychic
Bolt. *Ranged Weapon Attack:* +8 to hit, range 200/800 ft., one target. *Hit:* 22 (4d10) piercing damage.

These Huge siege engines are commonly used as castle defenses, as well as on large warships. It requires two actions to load, one action to aim, and one action to fire.

Gatebreaker Ballista

Gargantuan object
Armor Class: 15
Hit Points: 125
Damage Immunities: poison, psychic
Bolt. *Ranged Weapon Attack:* +8 to hit, range 200/800 ft., one target. *Hit:* 33 (6d10) piercing damage.

This massive ballista fires specially weighted quarrels with blunt metal tips. These are used as long-range battering rams, shot at walls or the gates of castles. It requires three actions to load, one action to aim, and one action to fire.

Bombard

Resembling either large cauldrons or more traditional cannons, these firearms lob their ammunition in an arc in order to deliver their deadly payloads over troops or castle walls. Bombards are normally fired indirectly but also can be fired as direct-fire siege engines. When they are used for direct fire, they disadvantage on attack rolls and have their range halved. Bombards have a misfire chance.

Light Bombard

Large object
Armor Class: 15
Hit Points: 50
Damage Immunities: poison, psychic
Bombard Ball. *Ranged Weapon Attack:* +6 to hit, range 600/2400 ft., one target. *Hit:* 22 (4d10) bludgeoning damage.

These bombards resemble cauldrons attached to swivels. They often are mounted into the ground or into the stone of castle walls because of the mighty power of their recoil. They require one action to load, one action to aim, and one action to fire. Aiming requires a DC 9 Intelligence check. On a natural roll of 1, the bombard misfires and must be cleared (2 actions) before being reloaded.

Standard Bombard

Huge object
Armor Class: 15
Hit Points: 75
Damage Immunities: poison, psychic
Bombard Ball. *Ranged Weapon Attack:* +8 to hit, range 600/2400 ft., one target. *Hit:* 33 (6d10) bludgeoning damage.

These bombards feature the greatest diversity of forms. Many take the cauldron shape of the light bombard, but they may also take the forms of more traditional cannons, albeit featuring stabilizing mechanisms that allow them to fire at a much steeper incline. They require two actions to load, one action to aim, and one action to fire. Aiming requires a DC 12 Intelligence check. On a natural roll of 1, the bombard misfires and must be cleared (2 actions) before being reloaded.



Heavy Bombard

Gargantuan object
Armor Class: 15
Hit Points: 125
Damage Immunities: poison, psychic
Bombard Ball. *Ranged Weapon Attack:* +10 to hit, range 600/2400 ft., one target. *Hit:* 44 (8d10) bludgeoning damage.

These massive siege engines are often fixed to positions on high hilltops or atop massive keeps, raining death down on a valley or strait. Often these firearms come in two pieces connected by a screw mechanism. The bombard is unscrewed to be loaded, and then the main part of the muzzle is screwed back on to the barrel section in order to be fired. Heavy bombards are too large and powerful to mount on vehicles. They require three actions to load, one action to aim, and one action to fire. Aiming requires a DC 15 Intelligence check. On a natural roll of 1, the bombard misfires and must be cleared (2 actions) before being reloaded.

Cannon

Cannons are crafted of metal—some are cast in one piece, others welded with iron bands—and mounted either in the ground or on wooden frames. Cannons use black powder to propel their projectiles with great force.

Fiend's Mouth Cannon

Gargantuan object
Armor Class: 19
Hit Points: 125
Damage Immunities: poison, psychic
Cannon Ball. *Ranged Weapon Attack:* +10 to hit, range 600/2400 ft., one target. *Hit:* 66 (12d10) bludgeoning damage.

These massive cannons are usually crafted in multiple pieces, and sometimes feature the heads of demons, devils, or other fiends at their mouths. Like normal canons, they propel their projectiles with great force. A fiend's mouth cannon has a misfire chance. Fiend's mouth cannon balls cost 45 gp and weigh 30 pounds each.

Catapults

Catapults are stone-throwing siege engines powered by winched arms that run through torsion skeins and hold their payload in a cup that swings up and over the weapon when released. Catapults can hurl a variety of different types of ammunition (the damage given is for stone projectiles; other types of ammunition can be found in the Special Siege Engine Ammunition section, below). Catapults are indirect-fire siege engines.

Light Catapult

Large object
Armor Class: 15
Hit Points: 50
Damage Immunities: poison, psychic
Catapult Stone. *Ranged Weapon Attack:* +6 to hit, range 120/480 ft., one target. *Hit:* 22 (4d10) bludgeoning damage.

These catapults are Large and often mounted on wheels. The targeting DC of a light catapult is 9. Light catapult stones cost 10 gp and weigh 50 pounds each.

Standard Catapult

Huge object
Armor Class: 15
Hit Points: 75
Damage Immunities: poison, psychic
Catapult Ball. *Ranged Weapon Attack:* +8 to hit, range 120/480 ft., one target. *Hit:* 33 (6d10) bludgeoning damage.

These Huge catapults are too large to be transported in one piece and require assembly. Standard catapult stones cost 15 gp and weigh 75 pounds each. They require two actions to load, one action to aim, and one action to fire. Aiming requires a DC 12 Intelligence check.

Heavy Catapult

Gargantuan object
Armor Class: 15
Hit Points: 125
Damage Immunities: poison, psychic
Catapult Ball. *Ranged Weapon Attack:* +10 to hit, range 120/480 ft., one target. *Hit:* 44 (8d10) bludgeoning damage.

These Gargantuan catapults are too large to be transported in one piece and require assembly. Heavy catapult stones cost 25 gp and weigh 100 pounds each. They require two actions to load, one action to aim, and one action to fire. Aiming requires a DC 15 Intelligence check.

Corvus

A corvus is a boarding device that features a hinged counterweight system for mounting a bridge vertically on the side of a ship, with a hooked end to grab onto a target ship. A corvus is usually 10 feet wide and 15 feet long. It has a damage threshold of 5 and 10 hit points per square. Using a corvus requires a DC 10 Intelligence check as an action, provided the corvus is in the correct position, which is within the length of the corvus and adjacent to another ship. If the check fails, the corvus fails to catch on the target and must be reset (an action). Once a corvus is attached, it takes a Strength check as an action to dislodge the corvus. Alternatively, if the corvus is attached to a ship, the pilot of either ship can make a sailing check as an action to dislodge the corvus (a check that succeeds by 5 or more destroys the corvus). The base DC for either of these checks is 10, and the DC increases by 2 for every Small or Medium creature currently standing on the corvus. If a corvus is disengaged while creatures are standing on it, those creatures must make a DC 15 Dexterity saving throw or fall. Succeeding at the saving throw allows them to move to the nearest area of safe ground, but such movement provokes opportunity attacks. A corvus cannot be armored. A corvus does not count toward a ship's maximum number of siege engines.

Firedrake

These Huge siege engines are often mounted on wheels. This apparatus fires gouts of Alchemist's fire in either a 60-foot line or a 30-foot cone (siege crew leader's choice). Targets in the area take 6d6 points of fire damage (DC 13 Dexterity save for half damage); those who fail their saves also catch on fire. A firedrake with the broken condition that suffers a further mishap explodes, dealing its damage to all creatures within a 20-foot-radius burst (DC 13 Dexterity save for half damage). Firedrakes have a damage threshold of 10 and 75 hit points. One use of firedrake ammunition costs 200 gp and weighs 20 pounds.

Firewyrm

This siege engine is a larger version of the firedrake. A firewyrm is too large to be transported to the battlefield in one piece and must be assembled once the component parts reach the battlefield. A firewyrm fires its gout of flame in either a 120-foot line or a 60-foot cone (crew leader's choice). Targets in the area take 6d6 points of fire damage (DC 18 Dexterity save halves). Those who fail their saves catch on fire. A firewyrm with the broken condition that suffers a further mishap explodes, dealing its damage to all creatures within a 30-foot radius (DC 18 Dexterity save halves). Firewyrms have a damage threshold of 10 and 125 hit points. One use of firewyrm ammunition costs 400 gp and weighs 40 pounds.

Springal

A springal uses a torsion-cranked composite paddle to strike a firing rack containing multiple arrows, which rain down in an arc over a burst area. Springals are indirect-fire siege engines that affect the targeted square and a 15-foot radius around that square.

Arrow Springal

Huge object
Armor Class: 15
Hit Points: 75
Damage Immunities: poison, psychic
Arrows. *Ranged Weapon Attack:* +8 to hit, range 150/600 ft., one target and all targets within 15 ft. *Hit:* 13 (3d8) piercing damage.

This springal propels a group of arrows that rains down on the targeted square and in a 15-foot burst around that square. One use of arrow springal ammunition costs 20 gp and weighs 10 pounds.

Rocket Springal

Huge object
Armor Class: 15
Hit Points: 75
Damage Immunities: poison, psychic
Rockets. *Ranged Weapon Attack:* +8 to hit, range 150/600 ft., one target and all targets within 15 ft. *Hit:* 16 (3d10) fire damage.

This highly volatile springal propels a group of black-powder rockets that rain down on the targeted square and in a 15-foot burst around the area. If the rocket springal misfires, it explodes, dealing its damage in a 20-foot blast around the springal. This explosion destroys the rocket springal. One use of rocket springal ammunition costs 500 gp and weighs 30 pounds.

Trebuchet

Trebuchets are similar in form to catapults, with the payload placed into a basket, cup, or sling at the end of a long lever, and a counterweight (often with crew or animals pulling attached ropes) close to the fulcrum. The leverage imparted by a trebuchet allows it to hurl massive missiles. Trebuchets are too bulky to move on wheels or vehicles and must be assembled on the battlefield.

Light Trebuchet

Large object
Armor Class: 15
Hit Points: 50
Damage Immunities: poison, psychic
Trebuchet Stone. *Ranged Weapon Attack:* +6 to hit, range 200/800 ft., one target. *Hit:* 22 (4d10) bludgeoning damage.

These Large siege engines typically hurl large stones indirectly at a target (targeting DC 9). A light trebuchet's ammunition scatters on contact, dealing full damage to the target square and half its damage to creatures and objects within 5 feet of the target square (creatures can make a DC 12 Dexterity save to halve the damage again). One use of light trebuchet stones costs 15 gp and weighs 60 pounds.

STANDARD TREBUCHET

Huge object
Armor Class: 15
Hit Points: 50
Damage Immunities: poison, psychic
Trebuchet Stone. *Ranged Weapon Attack:* +8 to hit, range 200/800 ft., one target. *Hit:* 33 (6d10) bludgeoning damage.

These Huge siege engines typically hurl large stones indirectly at a target (targeting DC 12). A standard trebuchet's ammunition scatters on contact, dealing full damage to the target square and half its damage to creatures and objects within 5 feet of the target square (creatures can make a DC 14 Dexterity save to halve the damage again). One use of trebuchet stones costs 30 gp and weighs 110 pounds.

HEAVY TREBUCHET

Gargantuan object
Armor Class: 15
Hit Points: 125
Damage Immunities: poison, psychic
Trebuchet Stone. *Ranged Weapon Attack:* +10 to hit, range 200/800 ft., one target. *Hit:* 44 (8d10) bludgeoning damage.

These Gargantuan siege engines typically hurl large stones indirectly at a target (targeting DC 15). A heavy trebuchet's ammunition scatters on contact, dealing full damage to the target square and half its damage to creatures and objects within 30 feet of the target square (creatures can make a DC 16 Dexterity save to halve the damage again). One use of heavy trebuchet stones costs 40 gp and weighs 120 pounds.

Special Siege Engine Ammunition

The following kinds of ammunition can be used in select types of indirect-fire siege engines. The ammunition description specifies which types of siege engines can use the special ammunition. The costs and weights on Table: Special Siege Engine Ammunition are for individual uses of special ammunition.

Table 4-7: Special Siege Engine Ammunition

Ammunition	Cost	Weight
Alchemist's fire	200 gp	10 lbs.
Chain shot	50 gp	30 lbs.
Liquid ice	400 gp	20 lbs.
Plague bundle	80 gp	20 lbs.
Smoke shot	250 gp	20 lbs.

Alchemist's Fire: This is either a hard, ceramic container of alchemist's fire that can be used as ammunition in catapults, or a ceramic bulb of alchemist's fire mounted on the tip of a ballista bolt to be fired from ballistae. When it hits its target square, it deals 4d6 points of fire damage to each creature and wooden structure within 5 feet of the target space, and each creature must make a DC 16 Dexterity saving throw or catch on fire (wooden objects automatically catch on fire). Every creature and wooden object within the area between 5 and 30 feet of the target space must make a DC 16 Dexterity saving throw or take half the fire damage but does not catch on fire. On a natural 1 on the attack roll, this ammunition explodes before it is launched, dealing its damage to the siege engine and all nearby creatures and wooden objects as if one of the spaces of the siege engine (crew leader's choice) were the target square. This alchemical fire ignores the damage threshold of wooden objects.

Chain Shot: Made of two small catapult stones chained together, this ammunition can be fired from catapults. Chain shot is especially good at tearing through sails and rigging, dealing double its normal damage to that form of propulsion. It deals normal damage to a creature, and if hit, the creature must succeed at a DC 15 Constitution saving throw or be knocked prone. Chain shot is relatively ineffective against ships themselves, dealing only 2d6 points of damage for a light catapult, or 4d6 points of damage for a standard catapult.

Liquid Ice: This hard, ceramic canister filled with alchemical liquid ice can be used as ammunition in catapults. When it hits its target square, it deals 4d6 points of cold damage to each creature within 5 feet of the target space, and each creature must make a DC 15 Constitution saving throw or become restrained for 1 round. Every creature within the area between 5 and 30 feet of the target space must make a DC 15 Constitution saving throw or take half damage. On a siege engine mishap, this ammunition explodes before it is launched, dealing its damage to all nearby creatures as if one of the spaces of the siege engine (crew leader's choice) were the target square.

Plague Bundle: This hard, ceramic canister is filled with a noxious mass of diseased carrion and offal that can be used as ammunition for a catapult. It deals only half damage, but every creature hit by it is exposed to sewer plague. A GM might allow a plague bundle to inflict other diseases.

Smoke Shot: This hard ceramic sphere contains two alchemical substances separated by a thin barrier, much like a smoke pellet in larger form. It can be used as ammunition in catapults. When smoke shot hits the target space, it deals 2d6 points of bludgeoning damage to any creature in that space, and the substances mingle and then create an area of foul but harmless yellow smoke radiating 30 feet from the target square. Treat the effect as a *fog cloud* spell. On a natural 1 on the attack roll, the ammunition explodes before it is launched. Its effect is centered on one of the spaces of the siege engine (crew leader's choice).

Shore Bombardment

While most of the rules for siege engines given above are intended to facilitate ship-to-ship combat, ships armed with siege engines also can attack fortifications or buildings on land, pounding them to rubble and demoralizing their defenders to the point of surrender. The following rules give the statistics for various buildings and barriers that are often the targets of siege engine attacks. They are split up into three different categories: buildings, gates, and walls.

When any of these structures reach 50% hp, their damage threshold is halved.

Buildings

Buildings are sizable structures with many hit points. When a building is reduced to half its hit points, it is broken—it still stands, but only partially. It can be easily entered, and for all intents and purposes it has been breached. Reducing a building to 0 hit points completely destroys that building. Creatures inside the building suffer the effects of a cave-in.

All these building statistics assume that the structure's inside is somewhat hollow but sturdily built, with enough space for its occupants to walk around inside. Flimsy buildings have half the hit points of the buildings detailed in Table: Buildings. Buildings can be magically treated, like dungeon walls and doors can. Doing so doubles their hardness and hit points. Magically treating a building costs 5,000 gp for a Large building, 10,000 gp for a Huge building, 20,000 gp for a Gargantuan building, and 40,000 gp for a Colossal building.

For larger buildings, put together multiple buildings of these sizes and add the hit points together. The damage threshold is subtracted from the damage dealt by any attack (minimum 0).

Table 4-8: Buildings

Material	AC	Threshold	Hit Points		
			Large	Huge	Gargantuan
Wood	15	5	120	270	960
Stone	17	8	200	450	1,600
Iron or steel	19	10	400	900	3.200
Adamantine	23	20	560	1,260	4,480

Gates

Gates serve as the entrances and exits to fortified structures and are typically the weakest spots in any fortification's defenses. Gates are at least Large but can be as large as Colossal. It typically takes three moves and actions to open or close a Large gate (up to three creatures can work together to close a Large gate as a move and an action), and larger gates typically take at least a minute to close or open.

Gates can be magically treated. Doing so doubles the hardness and hit points. Magically treating a gate costs 2,000 gp for a Large gate, 4,000 gp for a Huge gate, 8,000 gp for a Gargantuan gate, and 16,000 gp for a Colossal gate. A spellcaster with the Craft Magic Arms and Armor feat can magically treat gates.

Gates can be attacked and damaged, or they can become broken as a result of ramming. When a gate reaches 50% hp, it is effectively breached, and can be moved through as if it were an opening one size smaller. The gate's damage threshold is subtracted from damage dealt by any attack (minimum 0).

Table 4-9: Gates Hit Points

Material	AC	Threshold	Hit Points		
			Large	Huge	Gargantuan
Wood	5	60	135	240	
Stone	8	100	225	400	
Iron or steel	24	10	200	500	800
Adamantine	48	20	280	630	1,120

Walls

The walls that guard castles and cities are sturdy fortifications, usually constructed in a series of 5-foot squares. A square of wall has an AC of 5, and damage threshold and hit points equal to its type.

Squares of walls can be magically treated. Doing so doubles the damage threshold and hit points. Magically treating wall squares costs 500 gp per wall square.

Destroying a section of wall allows it to become breached. When a square of wall is breached, any sections directly above it fall onto the missing section of walls. Doing this reduces the falling wall section to half its current hit point total –1. A wall's damage threshold is subtracted from damage dealt by any attack (minimum 0).

Table 4-10: Walls

Material	Damage Threshold	Hit Points per 5-foot Square
Wood	5	30
Stone	8	45
Iron or steel	10	90
Adamantine	20	120



Spell Effects in Naval Combat

Creatures can attack ships with spells. Ships are objects, so spells that can only target creatures have no effect on ships. However, because a ship is actively crewed and piloted, it can make saving throws against spell effects. Ships are immune to most spells that require a mental (Intelligence, Wisdom, Charisma) save. A ship without a crew is considered an unattended object and cannot make saving throws.

The effects of most spells on ships can be determined normally. However, certain spells have different effects in naval combat. The effects of these spells are detailed on the following page. GMs can use these examples as guidelines for determining how other spells not listed here affect ships. For the most part, these effects only apply during ship-to-ship combat, not during normal combat aboard a ship, though some affects (such as starting fires), could still apply, at the GM's discretion.

Animate Objects: A ship under the control of a pilot cannot be animated with this spell without the pilot's consent. An animated ship moves as the caster directs. It needs no crew other than the caster, who is considered the ship's pilot. An animated ship's statistics, such as its hit points, do not change.

Black Tentacles: This spell can be cast on the surface of the water or on a ship's deck. The tentacles do not attack ships.

Blade Barrier, Cloudkill, Fog Cloud, Pyrotechnics, Stinking Cloud, Storm of Vengeance: The effects created by these spells do not move with a ship.

Call Lightning, Chain Lightning, Lightning Bolt, Scorching Ray, Storm of Vengeance: These spells do not start fires on a ship.

Control Water: A ship cannot leave the area affected by this spell and must take the "uncontrolled" action for the duration of the spell.

Control Winds: The area of winds created by this spell does not move with a ship.

Delayed Blast Fireball, Fireball, Flame Arrows, Flame Blade, Flaming Sphere, Meteor Swarm, Produce Flame: These spells can start fires on a ship.

Dimension Door, Teleport: Because ships are constantly in motion, the caster of teleportation spells must have line of sight to teleport onto a ship. Otherwise, a caster must scry upon a particular ship first, then immediately teleport to the scryed destination. Any delay in casting means the ship has moved from its scryed location and the spell fails.

Disintegrate: This spell deals normal damage to a ship or fortification and ignores the damage threshold of the target.

Earthquake: This spell has no effect in the deep waters of the ocean.

Fabricate: The materials created by this spell can be used to repair a ship.

Fire Storm, Flame Strike: These spells do not start fires on a ship unless the ship rolls a natural 1 on its saving throw against fire damage.

Forcecage, Wall of Force: The effects of these spells move with a ship if they are anchored to it. Otherwise, they do not move with a ship, and a ship running into them makes a ramming maneuver.

Gaseous Form: A creature in gaseous form does not move with a ship.

Globe of Invulnerability, Tiny Hut, Wall of Ice, Wall of Thorns: The effects created by these spells move with a ship.

Magnificent Mansion, Rope Trick: The entrances to the extradimensional spaces created by these spells do not move with a ship.

Magic Weapon: These spells also affect siege engines and siege engine ammunition.

Mirage Arcana: Ships are considered structures for the purposes of this spell.

Ice Storm, Sleet Storm: The sleet, snow, and ice created by these spells do not move with a ship, but the deck is considered icy. These spells also allow a ship to make an additional saving throw to extinguish fires.

Incendiary Cloud: The cloud created by this spell does not move with a ship, but the caster can concentrate to move the cloud along with a ship. This spell can start fires on a ship.

Passwall: A ship can make a Constitution save to negate the effects of this spell. A ship affected by this spell gains the sinking condition, but the ship is restored to its normal condition when the spell ends (though a sunken ship remains sunk).

Prismatic Spray, Prismatic Wall: These spells do not start fires on a ship unless the ship passes through the spell effect and rolls a natural 1 on its saving throw against fire damage. A prismatic wall moves with a ship if it is anchored to the ship. Otherwise, it does not move with a ship.

Reverse Gravity: A ship must fit entirely within the spell's area to be affected by this spell, though creatures and objects on a ship's deck are affected normally. If an entire ship is affected and falls back down more than 50 feet, the pilot must succeed at a DC 20 sailing check when the ship lands or it gains the sinking condition.

Sunbeam, Sunburst: These spells deal only half damage to ships.

Wall of Fire: A *wall of fire* cast on the deck of a ship moves with the ship and can start on-board fires. Otherwise, the wall does not move with the ship, and does not start on-board fires.

Whirlwind: Most ships are too large to be affected by this spell, but loose objects and creatures on the ship's deck may still be affected.

Wind Wall: The effects of this spell move with a ship if it is anchored to the ship.

Cargo and Plunder

Ships are large vehicles and besides their crew can carry large amounts of valuable cargo, but there's a difference between the value of that cargo and a simple cache of gold pieces. Typically, there are trade goods, foodstuffs, spices, and valuables of a more mundane sort. Such takes can fetch significant prices, but when capturing a ship and seizing its cargo characters may be more interested in looting than the specifics of what they loot, so assigning an abstract value to this plunder provides a way for parties to track their plunder without getting bogged down by lists of commonplace cargo and their values down to the copper piece. Aside from streamlining the collection of riches, this system also allows characters to pay off crew members and spread their wealth with more appealing dispensations of loot than whatever was aboard the last merchant ship or royal treasury they robbed.

It is largely up to you to decide what cargo your characters receive when they capture a ship, conquer an enemy's hideout, or find a significant treasure, there's the potential for a portion of that wealth to translate into plunder. In this sense, **cargo** and **plunder** are basically synonymous and interchangeable terms. When you buy it for yourself, it's **cargo**; when you take it from someone else, it's **plunder**. In either case, it means more than five wicker baskets, a barrel of pickled herring, three short swords, and chest full of fine clothing; it's a generalization of a much larger assortment of valuable but generally trade-focused goods, helping to avoid bookkeeping on lists of random goods. A cargo ship carrying construction timber, dyed linens, crates of sugar, animal furs, and various other goods is a ship full of cargo. Plundering this cargo is not meant to serve as a replacement for more standard forms of treasure, such as potions or magical items. It is meant to serve as a useful shorthand for what varied mundane treasures are discovered and can be sold for values in gold.

Buying and Selling Cargo. A unit of cargo is large and bulky, but its exact size and weight can vary according to its contents. A good rule of thumb is about one heavy wagonload of goods constitutes one unit of cargo. One typical unit of cargo is worth 500 gp. The characters must spend 1 day for each point of cargo they want to buy or plunder they want to sell and convert into its gold piece value. It is up to you to decide the maximum amount of cargo that can be bought or sold at any given settlement. A hamlet in the mountains might not have the resources to buy 5 units of cargo from the characters. Likewise, that same hamlet might not be able to sell the characters more than 1 or 2 units of cargo in the form of animal furs or lumber.



Crews and Plunder. If your PCs are engaged in piracy or privateering, pirate crews can be paid in shares of the ship's plunder, rather than a daily wage of coin. To simplify the bookkeeping of wages for an entire crew, characters should deduct 1 plunder from their total each time they sell cargo to represent the shares of plunder paid out to the crew. It is up to you to decide how a crew reacts if the characters decide not to pay them plunder on a regular basis. Plunder can also be used as a simplified way to pay members of an organization in campaigns that are not nautical, at your discretion.

Ship Statistics

A vast variety of boats and ships exist in the real world, from small rafts and longboats to intimidating galleons and swift galleys. To represent the numerous distinctions of shape and size that exist between water-going vessels, the following stat blocks categorize several standard ship sizes and their respective statistics, including all water vehicles that characters can purchase. GMs can use or alter the statistics below to create new ships for specific cultures or races to suit the needs of their individual campaigns. All ships have the following traits.

Name: The name or type of the ship.

Size and Type: The size and type of the ship.

Squares: The number of 30-foot squares the ship takes up on the battle mat, followed by the ship's actual dimensions. A ship's width is always considered to be one square.

Cost: The ship's cost in gp. Sometimes the description or the weapons section provides possible modifications for the ships. These are not included in the cost of the ship, nor are additions like rams or siege engines.

AC and Damage threshold: The ship's base Armor Class and damage threshold, based on its size, defenses, and its construction material (hardness 5 for most wooden ships). To calculate the ship's actual AC, add the current pilot's sailing skill modifier (or Wisdom modifier, if she is using that ability to drive the ship) to the ship's base AC. If the ship is not in motion, it has an effective Dexterity of 0 (–5 penalty to AC), and an additional –2 penalty to its AC.

hp: The ship's total hit points. At 0 or fewer hit points, a ship gains the sinking condition. A ship that sinks completely is considered destroyed. Ships do not have ability scores and are immune to ability score damage or drain. They are also immune to bleed damage. Unlike other objects, ships do not take half damage from energy attacks, but do take half damage from all ranged weapons except siege engines. This line also lists the total hit points for the ship's oars and sails, if any.

Base Save: The ship's base saving throw modifier. All of the ship's saving throws have the same value. To determine a ship's actual saving throw modifiers, add half the pilot's sailing skill modifier (or half the pilot's Wisdom modifier) to the ship's base saving throw. A ship is immune to most effects that require a mental (Intelligence, Wisdom, or Charisma) saving throw (though pilots, crew members, and passengers typically are not).

Maximum Speed: This is the fastest that a ship can move. When a ship has more than one means of propulsion, it may also have more than one maximum speed. If a ship has sails, it can move at double its maximum wind propulsion speed when it moves in the direction of the wind.

Acceleration: This is how fast a ship can increase its speed each round. It also determines the maximum amount a ship can safely decelerate each round.

Ramming Damage: The base damage dealt by the ship on a successful ramming attack (without a ram).

Propulsion: The types of propulsion used by the ship.

Sailing Check: The skills typically used to make a sailing check with this type of ship.

Control Device: The typical control device the pilot uses to steer the ship.

Means of Propulsion: The actual means and amount of propulsion used to move the ship.

Crew: This is the minimum number of crew members needed to move the ship, in addition to the pilot. If a ship uses muscle propulsion, the number and size of creatures providing the propulsion are listed here as well. Any crew required to operate a ship's siege engines is in addition to this number.

Decks: The usual number of decks on a ship and any important information about those decks is given in this section.

Cargo/Passengers: The amount of cargo (in tons) a ship can hold, as well as the number of non-crew passengers it can carry. If using the abstract **Cargo and Plunder** rules above, one unit of typical cargo weighs one ton.

Galley

Colossal ship
Squares 4 (20 ft. by 130 ft.)
Cost 30,000 gp

Defense

AC 2; **Damage threshold** 5
hp 1,560 (oars 1,400, sails 320)
Base Save +8

Offense

Maximum Speed 60 ft. (muscle), 60 ft. (wind), or 120 ft. (muscle and wind); **Acceleration** 30 ft.
Ramming Damage 8d8

Statistics

Propulsion muscle, wind, or current

Sailing Check Charisma (Persuasion or Intimidation) (when using muscle); Intelligence using ship's helm (when using wind or current)
Control Device tiller
Means of Propulsion 140 oars, 80 squares of sails (two masts)
Crew 200 (60+140 Medium rowers)
Decks 3
Cargo/Passengers 150 tons/250 passengers

One of the largest sailing ships on the sea, a galley has 70 oars on either side. A galley can be any large ship that primarily relies on oars for propulsion, but also contains one to three masts with sails. Galleys typically stick close to the coast, as long ocean voyages are risky in such vessels. This stat block can be used to represent a variety of historical galleys, from biremes and triremes to galliots and dromonds.

Weapons: Up to 40 Large direct-fire siege engines in banks of 20 positioned on the port and starboard sides of the ship, or up to 12 Huge direct-fire siege engines in banks of six on the port and starboard sides of the ship. These siege engines may only fire out the sides of the ship that they are positioned on and cannot fire toward. the forward or aft sides of the ship. These siege engines cannot be used while the galley is being rowed.

For an additional 8,000 gp, a galley can be fitted with a ram and castles with firing platforms fore, aft, and amidships. Each of these firing platforms can hold a single Large or Huge direct-fire or indirect-fire siege engine. Siege engines on the fore and aft firing platforms can be swiveled to fire out the sides of the ship or either forward or aft, depending on their position. A siege engine on the amidships can be swiveled to fire out either side of the ship.



Junk

Colossal ship
Squares 3 (20 ft. by 75 ft.)
Cost 15,000 gp

Defense

AC 2; **Damage threshold** 5
hp 900 (sails 360)
Base Save +6

Offense

Maximum Speed 90 ft. (wind); **Acceleration** 30 ft.
Ramming Damage 8d8

Statistics

Propulsion wind or current
Sailing Check Intelligence using ship's helm
Control Device tiller
Means of Propulsion 90 squares of sails (three masts)
Crew 10
Decks 2
Cargo/Passengers 100 tons/100 passengers

This flat-bottomed sailing ship has two or three masts with junk-rigged sails, allowing it to be easily sailed by a small crew. Junks typically have a high poop deck and a flat bottom with no keel, and so rely on daggerboards, leeboards, or large rudders for stability. A junk's hull is divided into several watertight compartments, like a stalk of bamboo, which strengthen the hull and slow flooding. Junks are capable of ocean travel and have a waterborne speed of 2 miles per hour or 48 miles per day.

Weapons: Up to 12 Large direct-fire or indirect-fire siege engines in banks of six positioned on the port and starboard sides of the ship, or up to four Huge direct-fire siege engines in banks of two on the port and starboard sides of the ship. These siege engines may only fire out the sides of the ship that they are positioned on and cannot fire toward the forward or aft sides of the ship. In addition, up to two Large direct-fire or indirect-fire siege engines may be positioned one each on the forward and aft sides of the ship (one Huge direct-fire or indirect-fire siege engine may be positioned on the aft side of the ship instead, but the forward side can only fit a Large siege weapon). These siege engines can be swiveled to fire out either side of the ship, or either forward or aft, depending on their position.



Keelboat

Gargantuan ship
Squares 2 (15 ft. by 50 ft.)
Cost 3,000 gp

Defense

AC 6; **Damage threshold** 5
hp 600 (oars 80, sails 80)
Base Save +4

Offense

Maximum Speed 30 ft. (muscle), 30 ft. (wind), or 60 ft. (muscle and wind); **Acceleration** 30 ft.
Ramming Damage 4d8

STATISTICS

Propulsion muscle, wind, or current
Sailing Check Charisma (Persuasion or Intimidation) (when using muscle); Intelligence using ship's helm (when using wind or current)
Control Device tiller
Means of Propulsion 8 oars, 20 squares of sails (one mast)
Crew 15 (7+8 Medium rowers)
Decks 1
Cargo/Passengers 50 tons/100 passengers

This flat-bottomed ship has a few oars to supplement its single mast with a square sail. It can make both sea and river voyages. Keelboats are designed to carry cargo, rather than for fighting. Types of keelboats include the cog, hoy, hulk, karve, and knarr.

Weapons: One Large direct-fire or indirect-fire siege engine positioned on the forward or aft side of the ship. This siege engine can be swiveled to fire out either side of the ship, or either forward or aft, depending on its position.

LONGSHIP

Colossal ship
Squares 3 (15 ft. by 75 ft.)
Cost 10,000 gp

DEFENSE

AC 2; **Damage threshold** 5
hp 675 (oars 400, sails 120)
Base Save +5

OFFENSE

Maximum Speed 30 ft. (muscle), 60 ft. (wind), or 90 ft. (muscle and wind); **Acceleration** 30 ft.
Ramming Damage 8d8

STATISTICS

Propulsion muscle, wind, or current
Sailing Check Charisma (Persuasion or Intimidation) (when using muscle); Intelligence using ship's helm (when using wind or current)
Control Device tiller
Means of Propulsion 40 oars, 30 squares of sails (one mast)
Crew 50 (10+40 Medium rowers)
Decks 1 (with small cargo area under the deck)
Cargo/Passengers 50 tons/100 passengers

This long and relatively narrow boat has a single mast with a square sail and 40 oars. It can traverse lakes, oceans, and deep rivers. This stat block can be used to represent Norse longships such as the karvi, snekkja, and skei, as well as the balinger and birlinn.

Weapons: Up to two Large direct-fire or indirect-fire siege engines positioned one each on the forward and aft sides of the ship. These siege engines can be swiveled to fire out either side of the ship, or either forward or aft, depending on their position.

RAFT

Large ship
Squares 1 (10 ft. by 10 ft.)
Cost —

DEFENSE

AC 9; **Damage threshold** 5
hp 30 (oars 20)
Base Save +0

OFFENSE

Maximum Speed 30 ft. (muscle); Acceleration 30 ft.
Ramming Damage 1d8

STATISTICS

Propulsion muscle or current
Sailing Check Charisma (Persuasion or Intimidation) (when using muscle); Intelligence using ship's helm (when using wind or current)
Control Device oars
Means of Propulsion 2 oars
Crew 1 (the pilot, who is also a rower, plus up to 3 additional Medium rowers)
Decks 1
Cargo/Passengers 1,000 pounds/up to 3 passengers (a raft can carry a total of 4 Medium creatures, either as crew or passengers)

The most basic and primitive type of ship, a raft is a simple, flat boat with no hull, often made oflogs lashed together, using two to four oars for propulsion. Rafts are not designed for ocean travel. A raft cannot carry any siege engines.

ROWBOAT

Large ship
Squares 1 (5 ft. by 10 ft.)
Cost 50 gp

DEFENSE

AC 9; **Damage threshold** 5
hp 60 (oars 20)
Base Save +1

OFFENSE

Maximum Speed 30 ft. (muscle); **Acceleration** 30 ft.
Ramming Damage 1d8

STATISTICS

Propulsion muscle or current
Sailing Check Charisma (Persuasion or Intimidation) (when using muscle); Intelligence using ship's helm (when using wind or current)
Control Device oars
Means of Propulsion 2 to 4 oars
Crew 1 (the pilot, who is also a rower, plus up to 1 additional Medium rower)
Decks 1
Cargo/Passengers 1,000 pounds/up to 3 passengers (a rowboat can carry a total of 4 Medium creatures, either as crew or passengers)

This small boat has two to four oars and is primarily used to ferry a few passengers across small areas of water such as a harbor, stream, or small lake. Larger ships use rowboats as tenders or lifeboats. A rowboat cannot carry any siege engines. This stat block can be used to represent any of a number small open boats propelled by oars, such as dinghies, dories, skiffs, and wherries.



Sailing Ship

Colossal ship
Squares 3 (30 ft. by 90 ft.)
Cost 10,000 gp

Defense

AC 2; **Damage threshold** 5
hp 1,620 (sails 360)
Base Save +6

Offense

Maximum Speed 90 ft. (wind); **Acceleration** 30 ft.
Ramming Damage 8d8

Statistics

Propulsion wind or current
Sailing Check Intelligence with ship's helm
Control Device steering wheel
Means of Propulsion 90 squares of sails (three masts)
Crew 20
Decks 2 or 3
Cargo/Passengers 150 tons/120 passengers

This massive sailing ship has one to four masts (usually two or three) with either square or lateen sails. Often they have raised forecastles and sterncastles. Sailing ships are primarily used for ocean travel. Most merchant ships, and many military and pirate vessels are sailing ships of one type or another. Sailing ships come in a variety of different designs, including barques, brigantines, caravels, carracks, larger cogs, frigates, galleons, schooners, sloops, and xebecs. A sailing ship with four masts and outfitted with siege engines is often known as a man-o'-war.

Weapons: Up to 20 Large direct-fire siege engines in banks of 10 positioned on the port and starboard sides of the ship, or up to six Huge direct-fire siege engines in banks of three on the port and starboard sides of the ship. These siege engines may only fire out the sides of the ship that they are positioned on and cannot fire toward the forward or aft sides of the ship. In addition, up to two Large or one Huge direct-fire or indirect-fire siege engine may be positioned on both the forecastle and sterncastle of the ship. These siege engines can be swiveled to fire out the sides of the ship or either forward or aft, depending on their position.

Ship's Boat

Large ship
Squares 1 (10 ft. by 20 ft.)
Cost 500 gp

Defense

AC 9; **Damage threshold** 5
hp 120 (oars 60, sails 40)
Base Save +2

Offense

Maximum Speed 30 ft. (muscle or wind);
Acceleration 30 ft.
Ramming Damage 1d8

Statistics

Propulsion muscle, wind, or current
Sailing Check Charisma (Persuasion or Intimidation) (when using muscle); Intelligence using ship's helm (when using wind or current)
Control Device oars
Means of Propulsion 6 oars, 10 squares of sails (one mast)
Crew 4 to 10 Medium rowers
Decks 1
Cargo/Passengers 2 tons/up to 12 passengers (depending on size, a ship's boat can carry up to a total of 16 Medium creatures, either as crew or passengers)

Ship's boats are usually carried on the decks of larger ships to use as tenders to ferry passengers and cargo from ship to shore or between ships. Some ship's boats are reserved for the use of officers, while others are used as landing craft or to carry boarding parties. An average ship's boat is 16 to 24 feet long (though the largest ship's boats can be upward of 30 feet long) and has anywhere from four to 10 oars as well as a single mast with a square or lateen sail. A ship's boat has a waterborne speed of 2 miles per hour or 20 miles per day. A ship's boat cannot carry any siege engines. This stat block can be used to represent any of several types of ship's boats, such as cutters, gigs, jolly boats, launches, longboats, or pinnaces, as well as other small, open boats such as faerings, sampans, and whaleboats.



Warship

Colossal ship
Squares 4 (20 ft. by 100 ft.)
Cost 25,000 gp

DEFENSE

AC 2; **Damage threshold** 10
hp 1,200 (oars 600, sails 320)
Base Save +7

OFFENSE

Maximum Speed 60 ft. (muscle), 30 ft. (wind), or 90 ft. (muscle and wind); **Acceleration** 30 ft.
Ramming Damage 8d8

STATISTICS

Propulsion muscle, wind, or current
Sailing Check Charisma (Persuasion or Intimidation) (when using muscle); Intelligence using ship's helm (when using wind or current)
Control Device tiller
Means of Propulsion 60 oars, 40 squares of magically treated sails (one mast)
Crew 80 (20+60 Medium rowers)
Decks 2
Cargo/Passengers 50 tons/160 passengers

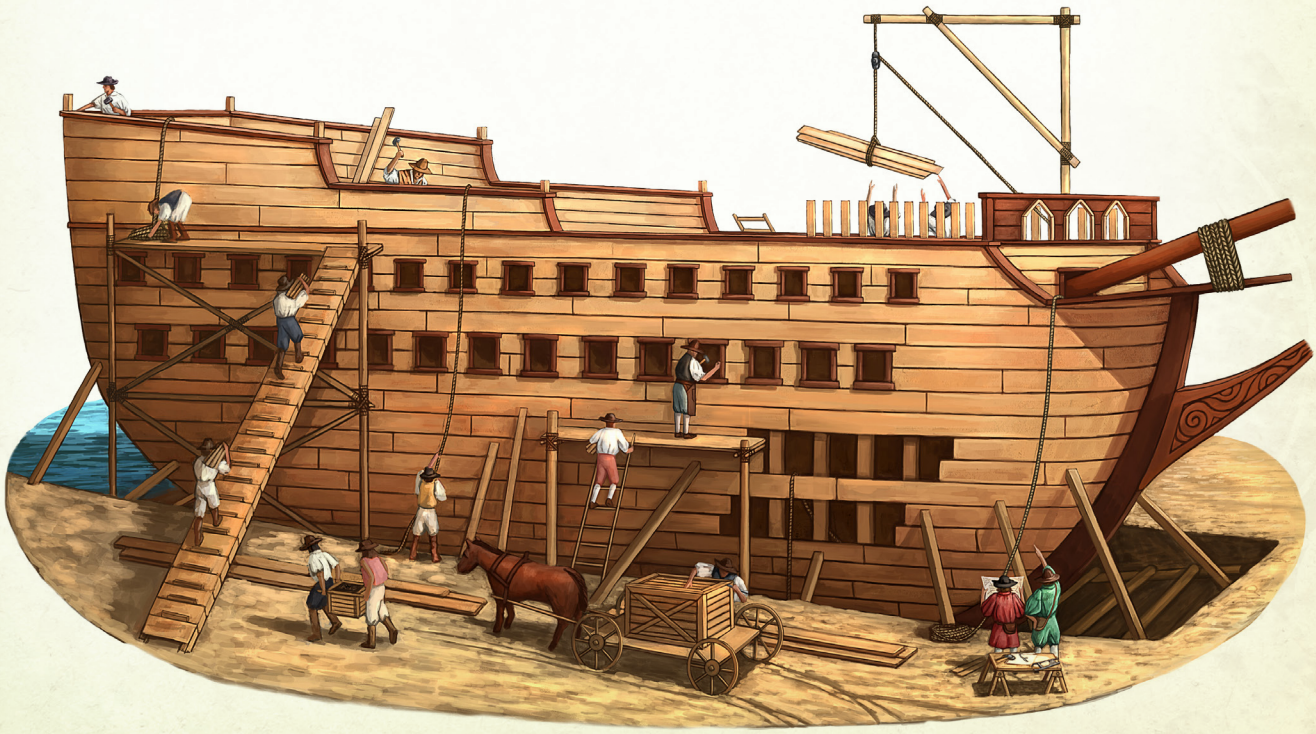
This ship is crafted of reinforced wood with a single mast and magically treated sails, although oars can also propel it. A warship is used for short-distance forays and troop deployment, as it does not have cargo space to carry supplies for large numbers of passengers over a long distance. Like galleys, warships are not designed for sea voyages and tend to stick close to the coast. A warship is not used for cargo. The largest Norse longships, called drekar or drakkar, as well as very large galleys such as galleasses and lantern galleys, are all considered warships.

Weapons: Up to 20 Large direct-fire siege engines in banks of 10 are positioned on the port and starboard sides of the ship, or up to six Huge direct-fire siege engines in banks of three on the ship's port and starboard sides. These siege engines may only fire out the sides of the ship that they are positioned on and cannot fire toward the forward or aft sides of the ship. These siege engines cannot be used while the warship is being rowed.

For an additional 8,000 gp, a warship can be fitted with a ram and castles with firing platforms fore, aft, and amidships. Each of these firing platforms can hold a single Large or Huge direct-fire or indirect-fire siege engine. Siege engines on the fore and aft firing platforms can be swiveled to fire out the sides of the ship or either forward or aft, depending on their position. A siege engine on the amidships can be swiveled to fire out either side of the ship.

Ship Modifications

Not all ships are created equally. Players looking for a ship that is faster, tougher, or more agile might consider adding modifications to their vessels. Each of the following ship improvements must be planned, built, or installed (as appropriate) by someone an Intelligence check using appropriate artisan's tools (carpenters for woodwork, smiths for metalwork and so forth). In order to alter a ship with one of the following modifications, the shipwright must make a skill check, with the final DC dependent upon the overall complexity of the desired modification. A failed check means that this particular shipbuilder is unable to install that feature, though 1/2 of the cost of the feature is nonetheless expended on wasted parts. Another shipwright must be consulted to complete the work, but the DC for his check is increased by 2 if any previous modifications were made by another shipwright (different builders have different techniques).



Ship Improvements

The following ship improvements can be added to a ship.

Additional Crew Quarters

The ship's sailors have more space to sleep and eat.

Benefit: The ship may support 10% more passengers, but its cargo capacity is decreased by 10%.

Requirements: Intelligence DC 12; **Cost:** 20% of base ship cost

Armor Plating

Your hull is reinforced so that attacks may bounce right off.

Benefit: By attaching metal plates to the ship, the hull's hit points are increased by +15% and its damage threshold is increased by +4. This modification reduces a ship's cargo capacity by 15%. The armor plating slows the ship, imposing a –1 penalty on all sailing checks. The ship's tactical speed in ship-to-ship combat is not affected, but its waterborne speed is reduced by 20%.

Requirements: Intelligence DC 18; **Cost:** 30% of base ship cost

Broad Rudder

Your wide rudder makes your ship more maneuverable.

Benefit: A wide rudder makes a ship nimbler, granting a +1 bonus on all sailing checks.

Requirements: Intelligence DC 8; **Cost:** 500 gp

Concealed Weapon Port

Your ship hides the danger it poses with cleverly disguised weapons.

Benefit: The ship's belowdecks area undergoes major reconstruction in order to house Large direct-fire siege engines, such as light ballistae or cannons, if they are in use in the campaign. A concealed weapon port can only be recognized on a successful DC 15 Perception check. Each concealed port reduces a ship's cargo capacity by 5 tons, in addition to the space required by the weapon itself.

Requirements: Intelligence DC 8; **Cost:** 100 gp per port (in addition to the cost of the weapons)

Extended Keel

The ship's keel is longer than usual for a vessel of its type.

Benefit: The ship's measurements from bow to stern are 10% longer than normal, though cargo capacity is not appreciably affected. The ship is more stable and grants a +1 bonus on all sailing checks. This improvement must be installed at the time of the ship's construction and cannot be added later.

Requirements: Intelligence DC 9; **Cost:** 10% of base ship cost

Figurehead

Some ships sport fanciful carvings on their bowsprits.

Benefit: This modification is strictly cosmetic, with no real impact on game play. Players are encouraged to design their own custom figureheads, such as dolphins, mermaids, and other such creatures of myth.

Requirements: Intelligence DC 8; **Cost:** 100–1,000 gp, depending on the port and the craftsman

Glass Bottom

The bottom of the ship is inset with wide windows, permitting those inside to gaze into the ocean.

Benefit: This has no effect on ship performance, other than making the ship's bottom only as strong as thick glass

Requirements: Intelligence DC 12; **Cost:** 5% of base ship cost

Increased Cargo Capacity

An efficient remodeling of the ship's layout means more room for the ship's stores.

Benefit: The ship's cargo capacity is increased by 10%.

Requirements: Intelligence DC 13; **Cost:** 15% of base ship cost

Magically Treated Control Device

Your tiller or other control mechanism is resilient and hard to damage.

Benefit: The ship's steering wheel or tiller is magically treated, doubling its hit points and damage threshold. This improvement can only be added by a spellcaster capable of ritual casting.

Requirements: Ritual spellcaster, Intelligence DC 15; **Cost:** 1,000 gp

Magically Treated Hull

Your hull is enchanted to be incredibly strong.

Benefit: The ship's hull is magically treated, doubling the ship's hit points and damage threshold. This improvement can only be added by a spellcaster capable of ritual casting.

Requirements: Ritual spellcaster, Intelligence DC 18; **Cost:** 4,500 gp per square of ship

Magically Treated Oars

Your oars are enchanted to be nearly unbreakable.

Benefit: The ship's oars are magically treated, doubling their hit points and damage threshold. This improvement can only be added by a spellcaster capable of ritual casting.

Requirements: Ritual spellcaster, Intelligence DC 8; **Cost:** 100 gp per oar

Magically Treated Sails

Your sails are enchanted to be especially durable.

Benefit: The ship's sails are magically treated, doubling their hit points and threshold. This improvement can only be added by a spellcaster capable of ritual casting.

Requirements: Ritual spellcaster, Intelligence DC 15; **Cost:** 500 gp per 5-foot-square of sails

Movable Deck

The features of the ship's decks are designed to be moved in order to disguise the ship as an altogether different vessel.

Benefit: After pulling up dozens of kingpins, the crew can slide the sterncastle forward on hidden rails, rearrange the position of the masts, extend the gunwales, lower the poop deck, transfer the ship's wheel, and make other cosmetic changes such as a new figurehead and different-colored sails. The secret pins, levers, and tracks can only be found with a DC 20 Perception check during a close examination of the ship.

Requirements: Intelligence DC 18; **Cost:** 40% of base ship cost

Narrow Hull

The ship has been intentionally designed with a slenderer hull, enabling it to slip through smaller spaces.

Benefit: The ship's beam (width) is decreased by 20%, and cargo capacity is reduced by 10%. However, the ship gains a +2 bonus on all sailing checks. This improvement must be installed at the time of the ship's construction and cannot be added later.

Requirements: Intelligence DC 22; **Cost:** 15% of base ship cost

Ram

The ship bears a standard ram, usually sheathed in bronze or iron, mounted on its bow.

Benefit: A ship equipped with a ram deals an additional 2d8 points of damage with a ramming maneuver and ignores the damage for the first square it enters of a solid object, and all damage from ramming creatures or other objects (such as other ships).

Requirements: Intelligence DC 8; **Cost:** 50 gp (Large ship), 100 gp (Huge ship), 300 gp (Gargantuan ship), or 1,000 gp (Colossal ship)

Rapid-Deploy Sails

The ship's rigging undergoes a wholesale change as improvements in engineering enable the sails to be raised and lowered much faster than normal.

Benefit: Any sail adjustments can be made in half the normal time, granting a +1 bonus on all sailing checks.

Requirements: Intelligence DC 15; **Cost:** 10% of base ship cost

Silk Sails

Few ship improvements are as beautiful as the addition of silk sails. These sails can be designed in whatever color the player desires; they are often embroidered with striking images of the sea. Such sails are usually imported from faraway lands. Silk sails give the ship superior rates of movement, as they capture and displace the wind more efficiently.

Benefit: A ship with silk sails gains a +1 bonus on opposed sailing checks to gain the upper hand. The ship's tactical speed in ship-to-ship combat is not affected, but its waterborne speed is increased by 10%.

Requirements: Intelligence DC 10; **Cost:** 15% of base ship cost

Smuggling Compartments

The ship's bulkheads are modified so that gaps between them can serve as hidden cargo storage areas.

Benefit: This does not change a ship's cargo capacity. A smuggling compartment can hold anything that fits within a 5-foot cubic space. If you are using the plunder rules, in general, two smuggling compartments are required to hold 1 point of plunder. A DC 20 Perception check is required to locate smuggling compartments in a search of the ship.

Requirements: Intelligence DC 11; **Cost:** 500 gp per 5-foot-square compartment

Sturdy Hull

The ship's body has had additional supports and layers of wood added to it, making it thicker and more resilient.

Benefit: The hull's damage threshold is increased by 2, but the ship's cargo capacity is reduced by 10%.

Requirements: Intelligence DC 8; **Cost:** 10% of base ship cost

Wooden Plating

For protection during naval combat, this ship has received additional wooden planks nailed to its hull.

Benefit: The hull's hit points are increased by 5% and its damage threshold is increased by 2. However, this reduces cargo capacity by 10% as extra room must be made inside for beams to support the reinforcements. The ship's tactical speed in ship-to-ship combat is not affected, but its waterborne speed is reduced by 10%.

Requirements: Intelligence DC 15; **Cost:** 20% of base ship cost

Sample Modified Sailing Ship



Pirate brig (sailing ship)

Colossal ship
Squares 3 (30 ft. by 100 ft.)
Cost 14,500 gp
Initiative +8

DEFENSE

AC 16; **Damage threshold** 5
hp 1,620 (sails 240)
Base Save +13

OFFENSE

Maximum Speed 90 ft. (wind); **Acceleration** 30 ft.
Ranged 6 light ballistae +10 (3d8), 4 light catapults +15 (4d6)
Ramming Damage 10d8

STATISTICS

Propulsion wind or current
Sailing Check Intelligence using ship's helm
Control Device steering wheel
Means of Propulsion 60 squares of sails (two masts)
Decks 3
Cargo/Passengers 150 tons/120 passengers

CREW

Captain NE female human rogue 11
Other Crew CN female dwarf bard 5
First Mate CN male human sorcerer 8
CN male human rogue 2
NE female half-orc barbarian 6
N male human rogue 6
45 pirate cutthroats (CE human fighter 6)

EQUIPMENT

Armaments 6 light ballistae (port and starboard) with 200 light ballista bolts; 4 light catapults (fore and aft) with 50 light catapult stones and 10 alchemist's fire canisters
Modifications ram, rapid-deploy sails, silk sails, 2 smuggling compartments
Cargo 4 units of cargo

Fleet Battles

Historically speaking, battles at sea were nearly as important as battles on land just because of the outsized importance that control of the waterways has always had on commerce, communication, and transport. Cities and fortifications sprang up around water both to take advantage of the natural barriers they provide but also to deny free passage to their rivals. Control of the waters, whether on rivers, lakes, or ocean sea-lanes, is a critically important element in a holistic view of warfare.

Naval engagements are a much closer approximation in a fantasy RPG to their real-world equivalents, with the primary anachronisms being the decision of whether to incorporate gunpowder weapons and how to integrate magical artillery alongside weapons powered by tension and torsion. More tellingly, of course, naval combat requires the integration of traditional ships under oar and sail and the crews and soldiers that inhabit their decks with savage sea monsters of every description. The presence of water-breathing sentient races and monsters also brings the realities of submarine warfare into play in an RPG campaign in an analogous way to the elevation of aerial combat through various elevation levels. A battle at sea may take place primarily at the surface, but it may be joined on multiple levels by battles in the heavens above and the deeps below.

For players and GMs who wish to integrate fleet battles and naval combat into a broader uniform system for building and managing kingdoms of their own, building up their militaries, and engaging in large-scale warfare, the rules presented in **Chapter 3** deal specifically with naval combat above and below the waves, integrating it with mass combat on land and in the air and with siege warfare; however, the rules presented there depend on the use for the other products in that line. While those rules are engaging and exciting in their own right, not all GMs and players want that level of detail. The fleet rules here occupy a middle space, between fully detailed military expeditions between rival nations using the ***Kingdoms*** rules and its expansions, but that are larger than a skirmish between just a few ships, which are best handled with the ship-to-ship combat rules in the previous section. If you want to be able to pull together a short series of fleet battles without a ton of prep time, these rules are for you.

Fleet Basics

A fleet consists of multiple ships organized under a single admiral. A fleet is made up of squadrons, each led by a commodore. Each individual ship in a fleet is crewed by a captain and her crew. For the sake of simplicity, all ships in a squadron should be of the same ship type, such as a longship, junk, sailing ship, or warship. Each squadron must have at least one ship, with a maximum number of ships equal to 3 + the commodore's Charisma modifier. Likewise, the fleet as a whole must have at least one squadron and can have a maximum number of squadrons equal to 3 + the admiral's Charisma modifier. A character with a Charisma modifier of -3 or worse cannot serve as a commodore or admiral. If using rules such as Fame or Infamy for PCs in a nautical campaign, as described in the ***Pirate Campaign Compendium*** from Legendary Games, the PCs (or specific NPCs with a Fame or Infamy score) can use this score divided by 10 plus their chosen admiral's Charisma modifier.

Command Bonus: Many rolls in fleet combat use a simple statistic for admirals or commodores called their Command Bonus, which has a base equal to the commander's proficiency bonus (if any) with water vehicles, or a base of 1 for every 5 Hit Dice or levels if the commander is not proficient with them. To this base the command bonus is increased by 1 for each of the following that apply: Intelligence modifier +2 or greater, Wisdom modifier +2 or greater, Charisma modifier +2 or higher, or each background, feat, class feature, or similar characteristic that is relevant to ships, sailing, or the ocean, at the GM's discretion.

Command Checks: A Command Check is determined by rolling 1d20 and adding the Command Bonus, plus any other relevant modifiers based on flagship boons or other factors determined by the GM.

Fleets

A fleet is represented in text as a stat block, as follows:

Name: This lists the fleet's name.

XP: This lists the number of experience points earned by the PCs for defeating the fleet. Experience point awards for defeating a fleet should be tailored to match a Challenge roughly equal to the party's average level at the time the battle took place. For particularly tough or easy battles, the GM can adjust this award upward or downward as she sees fit.

Admiral: This lists the name of the fleet's admiral, followed by the admiral's proficiency bonus for driving water vehicles and the fleet's initiative modifier.

Flagship: This lists the name of the fleet's flagship.

Significant Characters and Boons: This lists the fleet's significant characters, their location in the fleet, and the boons they provide to the fleet.

Squadrons

The second half of a fleet stat block lists the fleet's individual squadrons. The entries below are repeated for each of the fleet's squadrons. Some fleets may have all unique squadrons (this is likely to be the case for the PCs' fleet) while others might simply have



multiple essentially identical squadrons (as far as game statistics go).

Configuration: This lists the number and type of ships in the squadron.

Commodore: This lists the name of that squadron's commodore, the commodore's Charisma modifier, and her proficiency bonus for driving water vehicles.

Hits: The amount of damage a squadron can take before all of its ships sink.

Morale: This lists the squadron's morale score.

Defense Value: This lists the squadron's Defense Value (DV)—essentially, the DC of any attack against the squadron in order to cause significant damage. A squadron's Defense Value is equal to 10 + the commodore's command bonus + any miscellaneous modifiers granted by flagship boons.

Attack Value: This lists the squadron's attack roll modifier.

Damage: This lists the damage the squadron deals on a successful hit.

Morale Check: This lists the squadron's morale check modifier.

Terminology

Listed below are key terms for describing fleet battles.

Admiral: Commander of a single fleet. An admiral influences a fleet's morale score and determines the fleet's maximum size.

Battle Phase: Period during which each squadron attacks the enemy fleet.

Captain: Commander of a single ship.

Commodore: Commander of a single squadron. A commodore primarily influences a squadron's Attack Value and Defense Value.

Disabled: A ship that has taken an amount of damage equal to its hits is disabled. A disabled ship does not count toward its squadron's damage rolls or the squadron's number of hits. A ship that takes further damage while it is disabled sinks.

Flagship: The ship in a fleet on which that fleet's admiral is located.

Fleet: A number of squadrons that are commanded by a single admiral.

Hits: Every ship in a squadron takes up a certain number of squares—this number represents the number of times the ship can be damaged during fleet combat before becoming disabled and is referred to as its hits.

As long as the amount of damage a ship has taken does not equal its number of hits, the damage is automatically repaired at the end of the fleet battle. A squadron has a number of hits equal to the sum of its ships' hits.

Morale: Every squadron has a morale score ranging from 1 to a maximum of 10. When a squadron's morale score drops to 0, that squadron mutinies and is lost.

Morale Check: This check is made during the rout phase of a fleet battle and requires rolling a d20 and adding the squadron's morale check modifier. This check determines whether a squadron mutinies and is removed from play.

Round: A round consists of a battle phase and a rout phase. A single round of mass naval conflict generally accounts for 10 minutes of open warfare in game time.

Rout Phase: Period after a battle phase when each squadron must make a morale check to avoid mutiny.

Ship: A single ship in a fleet, which is commanded by a single captain.

Significant Character: A PC (in the case of a player fleet) or a named unique NPC (in the case of a GM-controlled fleet) whose presence in a fleet grants additional boons and bonuses.

Squadron: A number of similar ships commanded by a single commodore.

Sunken: When a ship sinks, it is removed entirely from a fleet. A new ship must be purchased or recruited to replace it. Survival of any characters on a sunken ship is subject to the GM's discretion and how quickly and successfully the PCs undertake rescue attempts (in the case of a player fleet).

Building a Fleet

The point of these rules is not to create multiple small fleets under PC control, but rather to create one single large fleet—as such, any one party might only ever control a single fleet at a time in a typical nautical or pirate campaign, though if desired you could create a number of squadrons which might operate independently if the campaign demanded it. In this way, the heroes might fight a rival pirate lord's fleet in one area of the campaign while their allies fought off an invading flotilla sent by a hostile nation or merchant consortium, with those squadrons recombining into a large fleet or trading squadrons between them for later actions. Generally speaking, though, much as a party of heroes tends to stick together during the course of an adventure rather than separating and pursuing their own subplots independently, so too should they stick together when running fleet battles. Regardless of how you organize fleets, use the following steps to get the fleet organized.

Step 1—Fleet Name, Home Port, and Flagship: The name the PCs choose for their fleet and the names of their home port and the fleet's flagship have no effect on the fleet's statistics—these are purely flavor elements.

Step 2—Select an Admiral: A fleet can have only one admiral. Whether this is a PC or an NPC ally is in large part irrelevant, but you should explain to the PCs that a fleet admiral should have a strong mental ability scores (especially Charisma) and should possess skills, talents, or knowledge about ships and the sea. Note that non-admiral PCs can still bolster a fleet by granting flagship boons (see Step 4). Record the admiral's name and his or her command bonus on the sheet.

Step 3—Determine Maximum Squadrons: A single fleet can consist of a maximum number of squadrons equal to the party's Fame or Infamy score divided by 10 (rounded down)—this initial value is increased or decreased by the admiral's Charisma modifier. For NPC fleets, this maximum is 3 + the admiral's Charisma modifier.

Step 4—Assign Significant Characters: Each fleet possesses a number of significant characters—either PCs (in the case of a player-controlled fleet) or unique, named NPCs (in the case of a GM-controlled fleet). Record the names of the significant characters here, as well as their location in the fleet (either on the fleet's flagship, or in a squadron). If a significant character is an admiral, he must be located on the flagship—if a significant character is a commodore, she must be located in the squadron she commands. Finally, each significant character grants the fleet a boon—record that significant character's boon here. See *Flagship Boons* on below for more details.

Step 5—Begin Recruiting Squadrons: Each squadron recruited has its own statistics to go along with it, but if the PCs wish to build up their own squadrons from scratch, they can do that as well (although this is fantastically expensive—it's generally faster and easier to recruit existing squadrons of allies or hired mercenaries).

Ship Types

A ship possesses a number of hits equal to the number of squares it takes up based on its size. Those totals are reprinted here for sake of ease in determining a squadron's hits.

1 Hit per Ship: Raft, rowboat, ship's boat

2 Hits per Ship: Keelboat

3 Hits per Ship: Junk, longship, sailing ship

4 Hits per Ship: Galley, warshipx

Creating a Squadron

A squadron consists of a number of individual ships, each commanded by a captain. The squadron (and its captains) are in turn commanded by a single commodore. A squadron can have no more ships than its commodore's Charisma modifier + 3. Each squadron and its statistics is listed in its fleet's stat block under a separate subheading.

Step 1—Name the Squadron: Record the squadron's name at the top of the box—this name can be whatever you want.

Step 2—Determine the Configuration: Record the number of ships in the squadron, along with the type of ships in the squadron. Record how many hits each ship contributes to that squadron's total hits. Ship type determines how many hits each ship contributes. All ships in a squadron must be the same type of ship. The types of ships available for use in a fleet are listed in the sidebar, including the hits for each ship of that type.

Step 3—Select Commodore: List the name of the squadron's commodore, along with her Charisma modifier and Profession (sailor) skill modifier. An admiral can never serve as a commodore. If a commodore is also a significant character (either a PC or a significant named NPC), that squadron gains a +2 bonus on all attack rolls, damage rolls, and morale checks. (As a general rule, most NPC fleets should have 2–4 significant named NPCs serving as commodores.)

Step 4—Determine Hits: A squadron's hits equals the number of ships in the squadron multiplied by the number of hits each ship contributes. For example, a squadron of five rafts would have only 5 hits (since a raft is only a 1-hit ship), whereas a squadron of five warships would have 20 hits (since a warship is a 4-hit ship). This number is temporarily reduced by disabled ships and permanently reduced by sunken ships.

Step 5—Determine Morale: Morale for each squadron fluctuates during a battle. A newly created or recruited squadron has a starting morale score of 3. A typical NPC fleet's squadron has a starting morale score of 3 points. Inexperienced crews or sailors press-ganged or enslaved into service might have a lower starting morale of 2 or even 1, while veteran or elite crews might have a morale score of 4 or 5. If a squadron's morale score is ever reduced to 0, the squadron mutinies and is lost—it cannot be "repaired" in this case and can only be replaced by a new squadron. A single squadron's morale score can never be higher than 10.

Special: If using the Infamy rules in the *Pirate Campaign Compendium*, a newly consigned squadron's morale is equal to the party's Infamy score divided by 10 (round down), with a minimum morale score of 1 and a maximum score of 10.

Step 6—Determine Defense Value: A squadron's Defense Value (DV) is equal to 10 + the commodore's Command Bonus, further increased by some flagship boons.

Step 7—Determine Attack Value: A squadron's Attack Value is equal to its commodore's Command Bonus. This value can be increased by flagship boons or the presence of a significant commodore.

Step 8—Determine Damage: A squadron deals 1d6 points of damage to a fleet on a successful attack, plus an additional point of damage per ship in the squadron. This damage can be further modified by flagship boons and the presence of significant commodores.

Step 9—Determine Morale Check: A squadron's base morale check is equal to its commodore's Charisma modifier, further modified by flagship boons and the presence of significant commodores. Each time that squadron has a ship become disabled, add +1 to its loss count. Each time a squadron has a ship sink, add +1 to its loss count. Each time an entire squadron is destroyed or mutinies, add +1 to each surviving squadron's loss count. A squadron's total morale check is equal to its base check minus its loss count.

Flagships and Significant Characters

A flagship is the ship on which the fleet's admiral is located. A flagship moves around during a fleet battle, issuing orders and providing support as needed, but does not itself belong to a specific squadron. A flagship cannot be damaged or sunk during a fleet battle and is generally regarded as a prize or trophy of any conflict. See the *Victory* section for more details on the fate of a flagship once a fleet battle is resolved.

A flagship's primary purpose in a fleet is to grant boons to the fleet. Boons are advantages granted by the fleet's significant characters. For a party-controlled fleet, each PC counts as a significant character. A GM-controlled fleet's significant characters are unique NPCs—a GM-controlled fleet generally has four significant characters.

A fleet gains one boon for each significant character who travels with the fleet. If the significant character associated with a particular boon is not present in the fleet (either because that character was elsewhere at the time of the battle or because that character's squadron was destroyed), the fleet does not gain that boon.

Flagship Boons

Flagship boons must be chosen when the fleet is created, and once chosen, they cannot generally be changed. Adding a new significant character to the group allows a new boon to be selected, but otherwise, you must decommission the current flagship and place a new flagship in command of the fleet in order to be able to pick different boons. Decommissioning a flagship in this way deals 1d4 points of damage to each squadron's morale score—which can result in the need to replace squadrons if mutinies result from this morale damage. The available flagship boons are as follows. A boon cannot be taken more than once for a fleet unless otherwise noted.

Advanced Tactics: At the start of a battle phase, select a squadron. That squadron gains a +2 bonus to its Attack Value. Whenever that squadron deals damage during that battle phase, you can determine which enemy ships take the damage, rather than the damaged fleet doing so. *Requirement:* Significant character with a proficiency bonus of at least +5 with water vehicles and at least 4 of the following: siege weapons, Intelligence (History), Intelligence (Nature), Wisdom (Insight), Wisdom (Perception), Wisdom (Survival), Charisma (Deception), or Charisma (Intimidation).

Defensive Tactics: At the start of a battle phase, select a squadron. That squadron gains a +2 bonus to its Defense Value for that battle phase. *Requirement:* None. *Special:* This boon may be taken multiple times. Each time it is taken, you may add a +2 bonus to a different squadron at the start of the battle phase. (This bonus does not stack if it is placed on the same squadron.)

Divine Protection: At the start of a battle phase, select a squadron in the fleet. That squadron takes 1 fewer point of damage than it normally would when attacked by a squadron in the other fleet. *Requirement:* Significant character with the channel divinity or lay on hands class feature. *Special:* This boon may be taken multiple times. Each time it is taken, it must be applied to a different squadron at the start of the battle phase. (This bonus does not stack if it is placed on the same squadron multiple times.)

Loyalty: Whenever you recruit a new squadron, all squadrons gain a +2 bonus on morale checks (this bonus does not stack if multiple squadrons are recruited). *Requirement:* Significant character with a Charisma score of 15 or higher.

Magical Artillery: All squadrons gain a +1 bonus on damage rolls and a +1 bonus on morale checks. *Requirement:* Significant character capable of casting at least one 6th-level spell.

Overwhelming: The fleet's maximum number of squadrons increases by 1. If this boon is lost, the squadron with the lowest morale (determined randomly if multiple squadrons have equally low morale) immediately mutinies. *Requirement:* Significant character with Charisma score of 15 or higher. *Special:* This boon may be taken multiple times—its effects stack.

Reckless Maneuver: At the start of a battle phase, select a squadron in the fleet. That squadron gains a +4 to its Attack Value for that round, but these maneuvers leave it open to attacks. The selected squadron takes a –2 penalty to its Defense Value until it acts in the next battle phase. *Requirement:* None. *Special:* This boon may be taken multiple times. Each time it is taken, it must be applied to a different squadron at the start of the battle phase. (This bonus does not stack if it is placed on the same squadron multiple times.)

Remorseless Advance: At the start of a battle phase, select a squadron. That squadron gains a +2 bonus on attack rolls and damage rolls for the duration of that battle phase.

Its morale increases by +1 at the start of the battle phase. Requirement: Significant character with a proficiency bonus of +4 or greater with all martial weapons.

Swift Repairs: At the end of a battle phase, roll 1d6. You may remove this amount of damage from any combination of non-sunken ships from any single squadron, including disabled ships. *Requirement:* Significant character capable of casting at least one 4th-level spell.

Swift to Battle: The admiral gains a +4 bonus on Command Bonus checks made to determine initiative. *Requirement:* None. *Special:* This boon may be taken multiple times—its effects stack.

Vengeance: The first time one of the fleet's ships sinks in a battle phase, all allied squadrons become overwhelmed with a need for vengeance and gain a +2 bonus on attack rolls and morale checks for the rest of that battle phase. *Requirement:* None.

Running Fleet Battles

A fleet battle begins as a result of two fleets encountering each other on the high seas. During a mass naval conflict, players do not draw upon their characters' abilities—instead, they use their fleet's squadrons to make attacks against the enemy, with their characters serving as commanders on the ships. A mass naval combat plays out over the course of multiple rounds, with each round consisting of a battle phase and a rout phase. At the start of a combat, place each fleet's ships on the table as representations for the attack, using any tokens, miniature ships, or other similar markers you wish. For each squadron, place a number of appropriately sized ship counters on the table so that they are adjacent to each other. For ease of reference, you can use a card (of any kind) to indicate each squadron, with a number of counters on that card equal to the number of ships in the squadron. Alternately, a square of graph paper with the name of the squadron at its top and a number of rows marked to indicate the ships in the squadron, so that squares of the graph paper or tally marks can be used to indicate damage to the ships in battle (see below). Actual placement on the table is irrelevant as the placement of ships in the battle is purely abstract using these rules. The allocation of damage represents the ships maneuvering and shifting position during the battle.

Battle Phase

At the start of a battle phase, each fleet's admiral makes a Command check to determine initiative. The admiral whose result is higher gains the upper hand in that battle phase, which grants all of his squadrons a +1 bonus on attack rolls. This Command check is repeated at the start of each battle phase. Each fleet then takes turns making attacks with their squadrons. The winner of the initiative roll gets to make the first attack, using any one of his squadrons. The other fleet then makes its first attack, using any one of its squadrons. Attacks with squadrons go back and forth during the battle phase until all squadrons able to attack have done so—a single squadron can only attack once per battle phase. If one fleet has more squadrons than the other, the additional squadrons attack at the end of the battle phase after the other fleet has used up all of its attacks for that round.

Attacking: When you attack with a squadron, pick one of the enemy fleet's squadrons as your target. Roll 1d20 and add that squadron's attack value. If the result equals or exceeds the enemy squadron's Defense Value, you deal damage as appropriate for your squadron. If you miss, you still deal 1d4–1 points of damage (damage from a miss can never be increased by any other effect). This damage is an abstract combination of siege weapons, ramming, spellcasting, missile fire, and even boarding actions against enemy crews.

Assigning Damage: The damaged fleet normally gets to assign its damage by marking (either by crossing out of by placing a marker such as a die, penny, or some other counter) the amount of damage on the targeted squadron. This damage doesn't all have to be on the same ship—you can spread it out in any way you wish among all of the non-sunken ships in your squadron.

Critical Hits and Fumbles: A natural 20 on an attack roll always hits and allows you to assign damage to the enemy as you wish, rather than allowing the defender to allocate it (you do not deal double damage with a critical hit, though). A natural 1 always misses entirely (and results in no damage at all to the enemy fleet). Every time a squadron scores a critical hit, its morale score increases by 1; each time it rolls a fumble, its morale score decreases by 1.

Effects of Damage: Each point of damage reduces a squadron's total hits. When a particular ship takes an amount of damage equal to its hits, it becomes disabled. A disabled ship does not count toward its squadron's damage rolls when it attacks, and it increases that squadron's loss count by +1. A ship that takes damage while it is disabled sinks and is removed entirely from the fleet, increasing that squadron's loss count by an additional +1.

Losing a Squadron: Each time you lose an entire squadron (as a result of either damage or mutiny), increase the loss count for each surviving squadron by +1.

Abandoning Ship: For simplicity's sake, you can assume that a commodore's ship is the last to sink in any squadron. Note that not all characters on a sinking ship automatically perish. Typically, a ship sinks slowly enough that officers and crew can abandon ship, and there's usually ship's boats and other pieces of wreckage to grab onto. Once a battle is over, you can assume that any significant characters who were on a sinking ship

survive, either by escaping in a boat, by clinging to flotsam, or by fleeing via magical means. The ultimate fate of a significant character on a sunken ship depends more on the results of the actual battle itself. If the imperiled character's fleet wins, she can be rescued after the battle, but if her fleet loses, the best she may be able to look forward to is capture by the enemy—more often, such victims are merely left to perish via the countless methods the sea presents for death.

Rout Phase

A rout phase occurs after each battle phase. At this point, each surviving squadron must succeed at a DC 10 morale check by rolling 1d20 and adding its morale check modifier. Failure indicates that the squadron takes 1d4 points of damage to its morale score. A squadron whose morale score is reduced to 0 immediately mutinies and is removed from play. Mutinied squadrons that have fled can be brought back into the fleet later if the admiral of the fleet survives and can persuade them to rejoin.

Fleeing a Battle: At the end of a rout phase, an admiral can attempt to flee the battle entirely. When he does so, the other fleet immediately gets one free attack using any one of its squadrons and can target any one of the fleeing fleet's squadrons. The fleeing admiral makes Command check with a –4 penalty, opposed by the other admiral's Command check. If the fleeing admiral's check result is higher, his fleet escapes; otherwise, every squadron in the fleeing admiral's fleet takes 1 point of morale damage and the battle continues into a new round.

Special Rules

These fleet battle rules are intentionally abstract, so a great many special cases and unusual situations are not addressed in the interest of simplicity and playability. However, if you wish to incorporate some additional rules, you can include the following.

Creatures as Ships: In most cases, you should use the ship-to-ship combat rules to deal with sea creatures attacking ships and vice versa. However, in an exotic scenario with large numbers of large aquatic creatures that were either intelligent enough to behave tactically or could be controlled by magic or other means, you could treat Huge or larger creatures as if they were ships, with each creature being able to take a number of hits equal to its hit points divided by 100 (rounding down; hence, creatures with fewer than 100 hit points should not be treated as ships. Squadrons made up of creatures with strong attack abilities, such as a dragon turtle's breath weapon, are treated as if you had the **magical artillery** boon. You can assign other boons that fit the theme and abilities of such creatures, such as granting a squadron of krakens the **advanced tactics** boon due to both their high Intelligence and their siege monster ability that makes their attacks especially devastating to ships and similar objects.

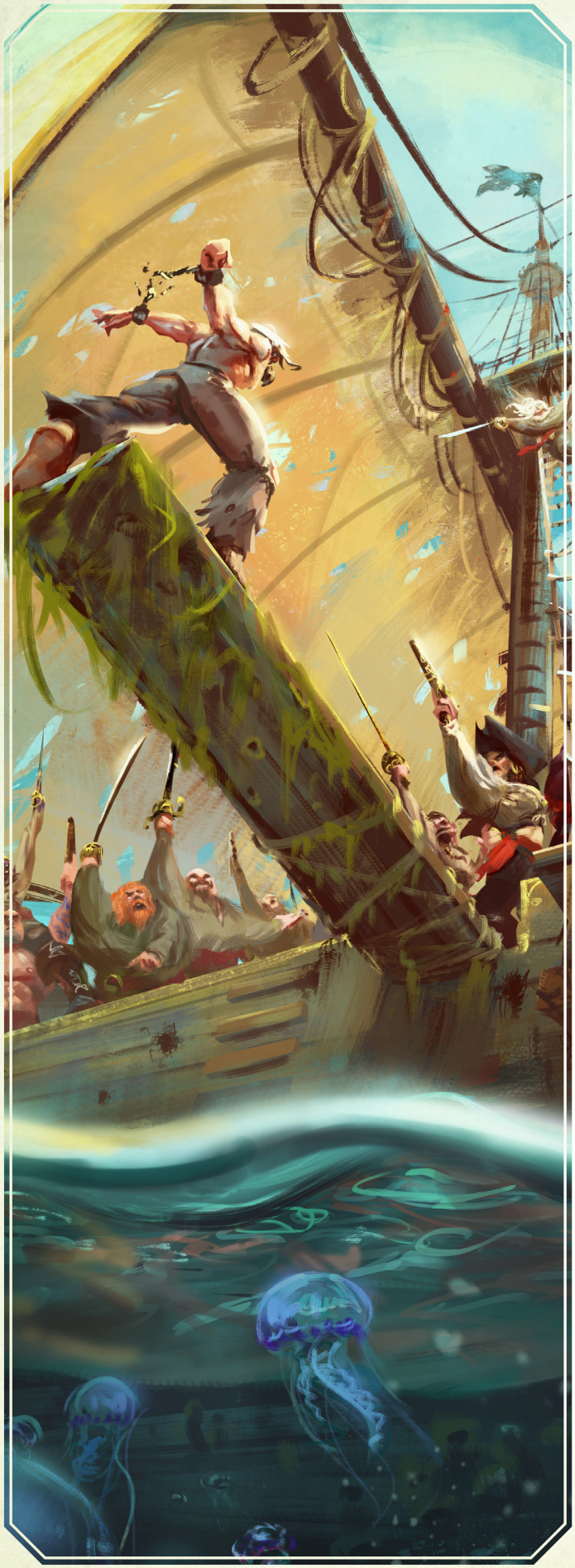


Shore Fortifications: Fleet combat assumes an engagement on the high seas, but if one fleet is defending a port, you could allow a portion of the fleet to remain sheltered within the harbor. Possession of the harbor could grant one squadron the benefits of the **defensive tactics** or **swift repairs** boon (or even both, for a dedicated naval base). A squadron in the harbor, however, may be either unable to attack or may have disadvantage on Command rolls made to attack.

In addition, for a battle near shore you could designate shore fortifications as a special type of squadron. Wooden forts can take 2 hits (with a +1 bonus to DV), while stone forts can take 6 hits (with a +3 bonus to DV). Forts may be purely defensive, offering shelter and forcing their destruction before the harbor or city they protect can be attacked directly. However, most shore forts are armed with siege weapons and soldiers. Still, their range is limited and they are unable to move, so a short fort squadron cannot attack a squadron of ships unless that squadron attacks the forts first, indicating that they have come close enough that the forts can return fire.

Time: The amount of time each turn of a fleet battle takes is abstract, but if tracking time is important due to other events occurring at the same time, including a fleet action going on in the background so to speak while PCs are adventuring nearby, each turn (including both rout and battle phase) can be treated as taking 1d4 hours.

Wind and Weather: The effects of high winds or severe weather generally are not addressed by these



rules either, as they are assumed to affect both fleets equally. If that is not the case and such conditions offer an advantage to one side or the other, you may add a +2 bonus on Command checks to determine initiative during a battle phase, and an additional +1 bonus on Command checks made to attack.

In addition, in conditions of fog, darkness, or heavy weather that similarly obscures vision, ships or squadrons gain advantage on Command checks made to flee from battle.

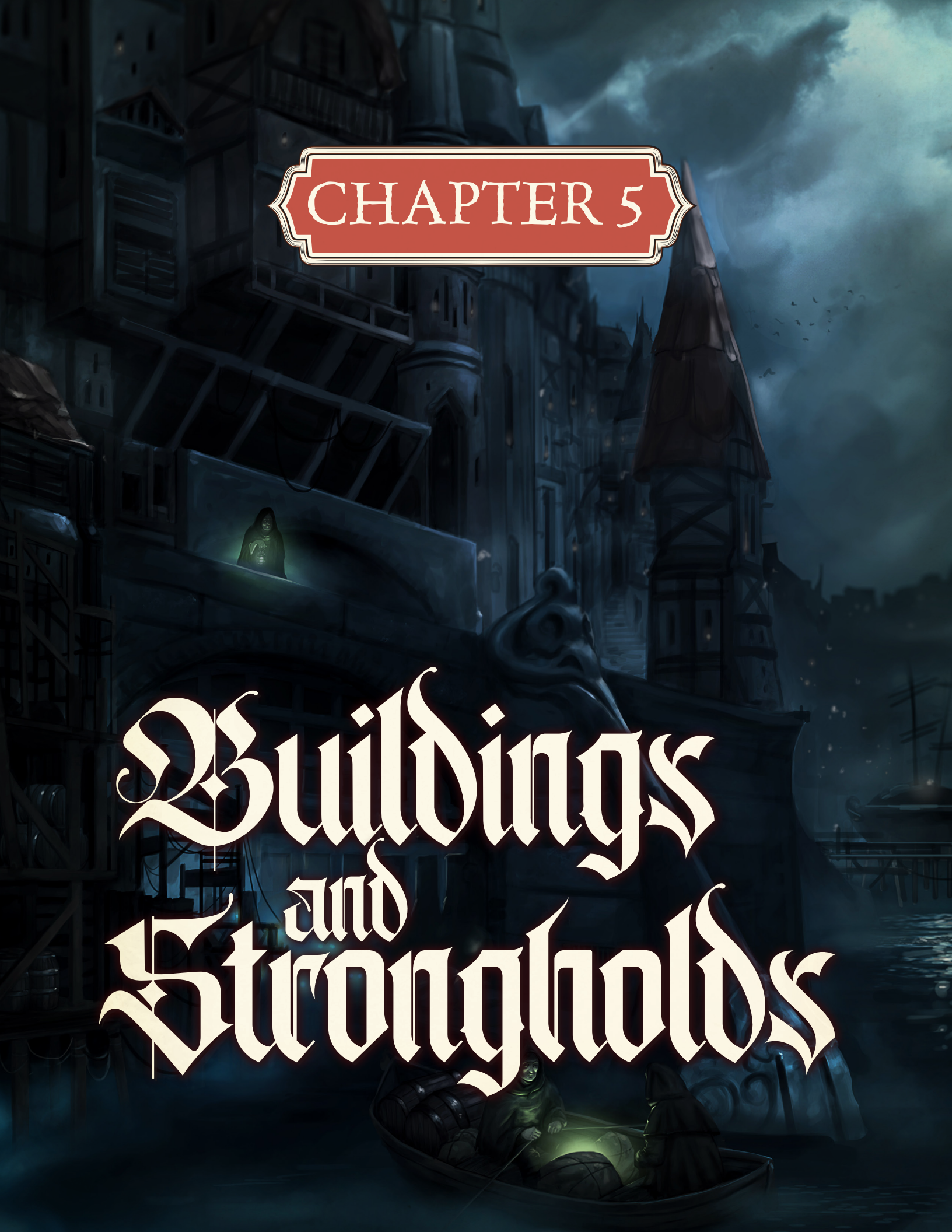
Victory

A fleet wins a battle once all of the enemy's ships are removed from play, either by disabling or sinking all the ships in play or by causing squadrons to mutiny and flee. When victory is secured, the enemy fleet's flagship is rendered defenseless, allowing the victors to board the flagship at once.

PC Defeat: If the PCs are defeated, the repercussions of that defeat depend on the course of the adventure you wish to create. In general, the enemy captures the PCs' flagship and seeks to take them captive or execute them. Allies or NPCs on their crew are considered to have surrendered or been overcome by their enemies and defeated in combat. You could play out a boarding action on board the PCs' flagship, assuming that PCs have taken 1d6 x 10% of their hit points in damage throughout the course of the battle. If the PCs surrender or escape before their fleet is destroyed, every squadron in their fleet takes 1d8 points of damage to its morale score, in most cases causing their fleet to disband. Squadrons that do not mutiny may keep fighting even without the PCs in command or may flee and seek shelter with allies remaining loyal to the PCs (and perhaps even trying to recruit other mutinied crews to reform the fleet and seek to effect a ransom or rescue).

PC Victory: If the PCs win the battle, they capture the enemy flagship. In most cases, the fleet's commanders refuse to go down without a fight. At this point, the PCs resolve the conflict by engaging in shipboard combat against the enemy, but because of their recent triumph, all PCs and their allies gain a +2 bonus on attack rolls, skill checks, and saving throws made during this shipboard combat.

Each surviving squadron gains 1d4 points of morale with a fleet victory, minus 1 point for every ship in that squadron that was sunk during battle (minimum 0 morale gain). After a battle, any damage to non-disabled ships are repaired at the rate of 1 hit per hour as the crew works to recover from the battle. disabled ships must be towed back to a harbor for repairs (unless the fleet has the **Swift Repairs** boon). A disabled ship is reduced to 5% of its total hit points. Sunken ships and ships that fled a battle after their squadron was reduced to 0 morale cannot be repaired—they must be replaced.


CHAPTER 5
Buildings and Strongholds

Your heroes may wish to create castles and strongholds, or even just build a house, inn, tavern, or other cozy home base for themselves, but without the need to diverge into a separate subsystem like the Kingdom and War rules in Chapters 1 and 2. The rules in this chapter do offer advice for bridging the gap between those systems and the standard 5E rules for adventurers, but they are primarily rooted in gameplay at the player character level, with a wealth of detail for the kinds of buildings they'd like to create, whether a lowly shack in the smallest hamlet, or a mighty castle protecting an important trade route. It also connects building construction into an expansive treatment of siege weapons of all types that can be used to assault the fortresses built by your PCs or by the PCs to bring down the strongholds of their enemies!

Rooms and Buildings

Rooms are the core of the building system, and there are a wide variety of room types which allow the creation of almost any building possible.

Room Features

Rooms are defined by their type, the quality of their furnishings, their construction materials, and any augmentations which have been applied to the room.

Type

This determines the purpose of the room and the typical contents.

Furnishings

The quality of furnishings in a room are typically indicative of the wealth of the owner and can have a drastic impact on the room's ability to earn capital. The different quality levels are Destitute, Poor, Average, Wealthy, and Extravagant.

If a character has rooms with lower quality furnishings than their standard of living, they apply a -1 penalty per level of difference to all Persuasion skill checks against characters who know of the room, as people assume they're just 'flashing cash' rather than making a long-term effort to integrate into the community. Conversely, if a character has rooms with higher quality furnishings than their standard of living, they apply a -1 penalty per level of difference to all Deception skill checks against characters who know of the room, as people assume they're lying about more than just how wealthy they are.

Table 5-1: Furnishing Quality

Quality	Cost*
Squalid	-200gp; -3 days
Poor	-100gp; -2 days
Average	-
Wealthy	+300gp; +20 days
Aristocratic	+600gp; +20 days



Materials

Rooms are assumed to be made of wood (wooden walls, wooden floors, wooden ceiling), but there are a wide variety of alternative options available, ranging from paper or hide, all the way to solid adamantine.

The following table provides details of the various materials from which a room can be constructed. A wall segment is a 10-foot-by-10-foot section of wall with the appropriate thickness. A room's floor and ceiling are constructed of the same material as the walls, and do not factor into the cost of the room.

Material: The material the walls of the building are constructed from.

Thickness: A wall constructed of this material is typically this thick.

Hardness: The hardness of the material

HP (HP per inch): The number of hit points a wall of typical thickness has, as well as the hit points per inch of thickness for the material, if a wall of differing thickness is used.

Cost (gp/lb): The cost in gp of 1 lb of the material.

Cost (gp/wall segment): The cost in gp of a single 10' x 10' wall segment.

Time Factor: The time cost of the room is multiplied by this factor. Materials that are harder to obtain or take more time to turn into a useful form for building generally have a higher time factor.

Table 5-2: Wall Materials Cost

Material	Thickness (ft)*	Damage Threshold	HP (HP per inch)	Cost (gp/lb)	Cost (gp/wall segment)	Labor Factor	Time Factor
Paper	0.0025	0	1 (12)	2.5	0.25	1	1
Glass	0.04	2	1 (2)	1	640	2	1
Viridium$	0.04	7	7 (15)	40	25600	2	2
Viridium (magically strengthened)	0.04	7	7 (15)	290	185600	2	2
Cloth	0.02	0	3 (15)	0.1	1.11	1	1
Darkleaf Cloth	0.02	10	5 (20)	375	4160	1	1
Griffon Mane	0.02	0	6 (30)	250	2775	1	1
Hide	0.04	2	7 (15)	0.006	32.4	1	1
Angelskin	0.04	5	3 (5)	100	21600	1	1
Dragonhide	0.04	10	5 (10)	9	1944	1	1
Eelhide	0.04	2	3 (5)	120	25920	1	1
Sod	1	7	60 (5)	-	-	1	2
Thatch	1	3	96 (8)	0.01	1.25	1	1
Wood	0.5	5	60 (10)	0.005	10	1	1
Darkwood	0.5	5	60 (10)	80	80000	1	1
Greenwood	0.5	5	60 (10)	50	100000	1	1
Whipwood	0.5	5	90 (15)	125	250000	2	3
Wyroot	0.08	5	10 (10)	250	40000	1	1
Unworked Stone	5	8	900 (15)	-	-	-	-
Hewn Stone	3	8	540 (15)	-	-	1	1
Drystone wall	1	8	90 (8)	-	-	2	1
Thin Masonry	0.5	8	45 (8)	0.05	255	2	1
Masonry	1	8	90 (8)	0.05	850	2	2
Superior Masonry	1	8	90 (8)	0.05	850	3	2
Reinforced Masonry	1	8	180 (15)	0.075	1350	2	3
Blood Crystal	0.08	10	10 (10)	500	600000	2	2
Iron	0.25	10	90 (30)	0.1	1225	1	3
Lead	0.02	3	7 (30)	0.05	71	1	1
Adamantine	0.08	20	40 (40)	300	1225000	3	3
Alchemical Silver	0.08	8	10 (10)	10	55675	2	3
Elysian Bronze	0.08	10	30 (30)	100	556750	2	3
Fire-forged Steel	0.08	10	30 (30)	75	417562.5	2	3
Frost-forged Steel	0.08	10	30 (30)	75	417562.5	2	3
Living Steel	0.08	15	35 (35)	50	278375	3	3
Mithral	0.08	15	30 (30)	500†	1952000	2	3
Force Field	-	30	20 (-)	-	40,000	1	1
*Magically Treated***	-	x2	x2‡	x2	x2	-	

*: 0.25 feet is 3 inches, 0.08 feet is 1 inch, 0.04 feet is 1/2 inch, 0.02 feet is 1/4 inch, 0.0025 is 1/32 inch

**: This may be applied to any of the other wall types.

$: Viridium is an extremely dangerous building material. Unless the wall is also a composite wall made of lead, anyone who stays inside the room for 24 hours contracts leprosy (no save). This time does not have to be consecutive.

†: Mithral weighs half as much as iron, and costs 500gp per lb of an equivalent iron object.

‡: Or an additional 50 hit points, whichever is greater

Note: Materials without a cost are generally not obtainable by trade and must be obtained from the natural environment.

Room Augmentations

Rooms may be constructed with various additional features which improve the function of the room.



Doors

Doors in a building are usually simple wooden doors, with one or more good wooden doors leading to the outside (these do not cost anything). In addition to the fortification augmentation, individual doors may be upgraded for the cost of 1/4 the cost of a wall section of the door's material. Larger doors may be constructed to accommodate larger creatures and objects, and the cost increases based on the space of a creature that may fit through without squeezing, x4 for Large, x9 for Huge, and x16 for Gargantuan.

Door, Concealed

Benefit a door which is not obviously a door

Create 60 gp; **Time** 2 days

Size none

A less sophisticated version of the Secret Door augmentation, a concealed door is in plain view but isn't what it appears to be. Examples of this include a hinged bookcase, or a door which exactly matches the wooden panelling of the room. Normally when a Concealed Door is discovered, it is possible to open it with no special effort (unless it's locked). Like Secret Doors, if a Concealed Door is concealed from both sides, it must be paid for separately for each side. A concealed door requires a DC 10 Wisdom (Perception) check to identify. Every 60 gold above the base cost of the augmentation adds +1 to the DC, to a maximum of 20.

Door, Secret

Benefit a hidden door with a hidden opening mechanism

Create 100 gp; **Time** 3 days

Size none

A Secret Door is a hidden exit from a room, generally requiring manipulation of a mechanism in another part of the room. Examples of this include a hidden button inside the bust of a famous bard on the table opening a sliding door behind a bookcase, or the almost ubiquitous tilting a book to open a door nearby. For the cost listed above the Secret Door is only secret from one side – if the other side is also to be a secret door, it must be paid for separately. A DC 10 Wisdom (Perception) check can find a secret door, and another DC 10 Wisdom (Perception) check will find the opening mechanism. Every 100 gp above the base cost increases the DC of both checks by +1, to a maximum of 20.

Fortification, Improved

Benefit increase room's durability

Create 600 gp; **Time** 30 days

Size As original room

This augmentation can be applied to any room, heavily reinforcing walls, adding iron-bound doors, and treating materials to resist fire. All walls have their damage threshold increased by +5, doors are iron doors (damage threshold 10, 60 hit points), and the walls and floors gain fire resistance.

Furnishings

Furnishings are a separate feature of a room, rather than an augmentation, see Furnishings (above).

Spell

Spells with a duration greater than instantaneous can be set to affect entire rooms. Treat these as wondrous items but the effects of the spell do not extend beyond the room, and automatically affect all creatures inside the room (saving throws still apply, and only need to be checked when a creature first enters the room – if the creature leaves and re-enters the room, make any saving throw again).

Prices and availability for each spell is subject to GM discretion.

Conditional Spells: In addition to having spells which are permanently in place within rooms, it is also possible to have a spell augmentation that triggers only when certain conditions are met. Conditional spell

augmentations cost twice as much as a normal spell augmentation, but the owner can select the triggering conditions per the *contingency* spell and may specify who or what is and is not affected by the augmentation. Once selected, the trigger conditions and targets may not be changed.

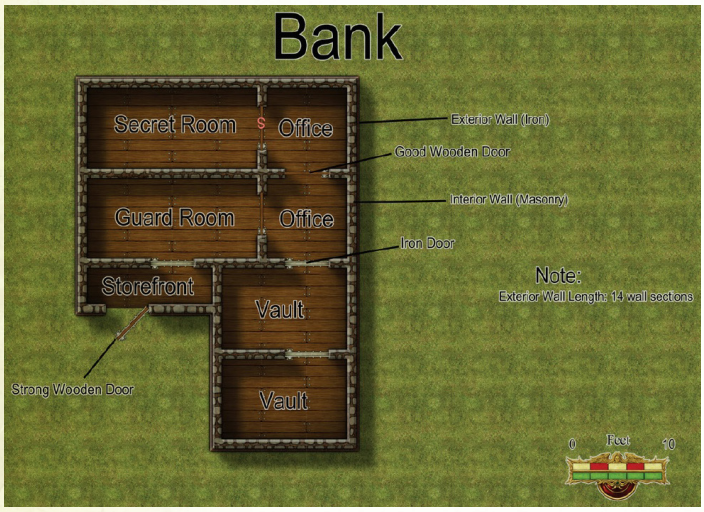
Trap

See the *DMG* for trap rules. Costs and construction times for traps are up to the GM.

Buildings

Buildings are combinations of rooms which are physically connected. The term "building" in these rules applies to the entire collection of rooms as a whole. Like rooms, buildings can be constructed of different materials, typically more durable than the interior construction. Further, buildings may have augmentations which apply to the entire building.

Diagram 1



Calculating the Approximate Size of a Building

Many players will want to precisely map out the exact detail of their buildings, the placement of each room within it, which floor the rooms are on, and where the hallways and corridors run. Some would rather estimate the precise details, rather than getting involved in that level of detail.

Method To Calculate Approximite Size

Sum the squares used for all rooms on one floor of the building, multiply by 4, and take the square root of that number, rounding up to the nearest whole number. This is the number of 10' wall sections the build.

Example: Rhys has decided to get into commerce, but rather than a bank, he's looking to set up his own guild, so he's designing a guildhall. Looking that building up, he sees that a basic guildhall has 1 common room, 1 kitchen, 1 lavatory, 2 offices, 1 secret room, 1 sitting room, 2 storages and 3 workstations. Rhys doesn't want to precisely plan the layout, but decides that every room is going to be very largely. He decides his building will be 99 squares. Multiplying that by 4 is 396, and the square root of that is 19.899, rounding up to 20.

Building Features

Buildings as a whole are classified by the material of the exterior construction, the type of windows, and their augmentations. It is also possible for buildings to have defensive fortifications (see *Fortifications*, p.208)

Materials

The exterior walls of a building may be constructed of the same materials as the interior walls, but it is common for the outside of a building to be made of stronger materials than the inside.

New Rooms

These new room types are included to expand the options for buildings and to tie them into the rules for attacking and defending buildings in Part 2.

Exterior Wall

Cost: Special

This "room" provides no benefit to the building beyond protection from attack and the environment. It should only be used if the exterior wall of the building is made of a different material to the interior walls, and is considered to be a composite wall (see below). If the player would rather not have the additional protection of a composite wall, they may reduce the cost of the exterior wall by the cost of the interior walls it replaces.

To simplify matters, each floor of a building is considered to have the same material on all sides. This material may differ from floor to floor (such as stone at ground level and wood above). The only restriction being that the hit points of a supporting wall must equal or exceed the total hit points of all the wall sections directly above it.

Roof

Cost: Special

This room functions like an Exterior Wall room, but covers the top of the building. Treat it as a composite wall (see below) made of the roof material and the material of whatever room is underneath the roof section (if a roof section spans two rooms of differing material, use the stronger material). A roof does not count against the hit points needed to support walls.

A roof provides protection from the environment and indirect fire attacks.

Exterior Wall and Roof Augmentations

Buildings can be constructed with a number of augmentations:

Battlement: The top of a building may be crenelated with merlons to provide cover to defenders (anywhere from half cover to total cover, depending on the creature's size and position). This cover does not apply against creatures on or above the structure. This adds 10% to the cost of a roof.

Battlement, Embrasure: This battlement features pierced merlons and hinged shutters between them that provide three quarters cover to defenders (total cover if prone). This adds 15% to the cost of a roof.

Battlement, Parapet: This uncrenelated lip or railing of stone provides half cover to defenders atop a wall (three quarters cover if prone). This adds 5% to the cost of a roof.

Buttress: The interior of the structure is architecturally reinforced, increasing its hit points by 10%. This increases the cost of the exterior wall by 25%

Hoardings: Roofed shelters added to a battlement to give protection and cover against attacks from above. Hoardings function as an additional roof section that sits above a structure or wall, providing total cover from attacks from above. A hoarding must be breached or destroyed before a building's own roof can be attacked. Hoardings are a separate Roof room which are not considered a composite wall.

Reinforced Core: Masonry or stone may include a core of metal plating or rebar. This strengthens the wall's structure, increasing hp and SP by 25% and also blocks spells that cannot penetrate metal. This adds 25% to the cost of the exterior wall.

Splay: The base of the structure is reinforced with a sloping glacis to deflect incoming attacks. Any melee attack or direct fire ranged attack against the structure's bottom section inflicts half damage. If the structure becomes damaged, melee attack damage is reduced by only 25%. If the structure is breached, the splay provides no further protection. This adds 10% to the cost of the exterior wall.

Composite Walls

To allow taller and more elaborate constructions, composite walls (made of layers of different materials) may also be constructed, which has the double advantage of being able to support heavier walls above and provide more defense against attack. To construct a composite wall, simply treat the exterior wall of the building as if it is made of each of the materials (and each must be paid for) and add together their hit points to determine how much they can support.

Windows

Windows on a building serve two primary purposes – to let in light, and to allow those inside the building to see out. They also allow those outside the building to see in, but when it comes to building defense, that is something of an unintended consequence.

For the purposes of most effects and game rules, windows are treated as a 5-foot by 5-foot vertical square, though the window is not necessarily that large in reality – at the GM's discretion, smaller windows may have different game effects.

Windows can be added to any building, and are usually one of the following types, though it is possible for a window to have more than one type (for example, glass windows with shutters and blinds are possible). There is not usually a cost for including windows as part of as building's construction (except glass windows, as noted in their description), but the GM may wish to add a small cost if a player decides to add new windows to an existing building.

Glass Windows

Glass windows allow light to pass through while offering protection from weather to the room. A single glass window costs 160 gp, while all other window types can be added free to a building. Glass windows prevent weather effects from entering the building, and do not block light. Glass windows do not block line of sight, but block line of effect. Glass windows have an AC of 5, damage threshold of 2 and 1 hit point. Glass windows are automatically destroyed by any siege weapon attack which strikes the wall segment they are on. Treat the window as an Open window until it can be repaired.

Shuttered Windows

A shuttered window has sturdy wooden screens which can be opened or closed depending on the needs and desires of the inhabitants. They can be locked from the inside to prevent them being opened by unscrupulous individuals (a dexterity check at DC 10 will unlock most shutters). When closed they prevent weather effects passing into the building, but also block light. Closed shutters block line of sight, line of effect, and have an AC of 5, damage threshold 5, and 3 hit points. A window with shutters which are not closed is treated as an Open window (see below).

Open Windows

Open windows are simple holes in the exterior walls of a building. They do not block weather effects or light, and do not block line of sight or line of effect. A character standing next to an open window has half cover from attacks from the other side, and passing through an open window is considered moving through difficult terrain.

Defensive Windows

Arrow slits (often tall narrow openings wider on the interior than the exterior) provide three quarters cover to anyone standing at the opening on the inside of the building but the level of light from outside is reduced by one step (to a minimum of darkness). Defensive windows do not block weather effects entering the building. They do not block line of sight or line of effect.

Curtains/Blinds

Curtains are fabric hangings used to cover window openings from the inside. Blinds are horizontal or vertical strips of material (cloth or wood being the most common) that serve a similar purpose. The primary effect of curtains and blinds is to block line of sight and light from passing through the window, so are less frequently seen on shuttered windows than other types. Curtains or blinds may be added to any window type with no extra cost.

Building Augmentations

The possible list of augmentations for buildings as a whole are almost limitless. Below are some of the most common augmentations.

Mobile Buildings

This building can move, either by walking, rolling, hovering, flying, swimming, teleporting, or even across the planes. The following table shows the base speed of each movement type, how much it costs to add the type of movement to a building, and any additional information or restrictions which apply to the type of movement. A building may have multiple movement types added, each one must be paid for separately, but only one may be used at any one time. It is also possible to increase the speed of a movement type, with the cost of each additional 10 feet of movement given in the table.

Table 5-3: Mobile Building Cost and Speed

TYPE	BASE SPEED	COST	SPEED INCREASE (+10 FEET)	NOTES
Walking	30 ft.	70,000 gp	30,000 gp	Cannot enter water greater in depth than the height of the building. A suitably powerful spellcaster must participate in construction.
Rolling	40 ft.	85,000 gp	50,000 gp	Cannot enter water greater in depth than half the height of the building. A suitably powerful spellcaster must participate in construction.
Hovering	0 ft.	30,000 gp	N/A	Does not reduce speed due to terrain and may pass over water. Maximum altitude is 30 feet. A suitably powerful spellcaster must participate in construction.
Flying	30 ft.	100,000 gp	60,000 gp	Clumsy maneuverability, may hover at any altitude. A suitably powerful spellcaster must participate in construction.
Swimming	30 ft.	70,000 gp	30,000 gp	Floats on the surface of the water unless the building has the environmentally sealed augmentation. A suitably powerful spellcaster must participate in construction.
Teleporting	Special	448,000 gp	N/A	Teleport the entire structure as *teleport* 1/day.
Planar-travel	Special	200,000 gp	N/A	Teleport the entire structure as *plane shift* 1/day.



Concealed

Benefit the building isn't usually noticed by casual observers

Create 640 gp **Time** 32 days

This building is hidden from view, whether through *invisibility* or more mundane means (such as being cleverly designed to look like the surrounding terrain). A DC 15 Wisdom (Perception) check will allow someone to notice that the building is there, otherwise it goes unnoticed. Every additional 640 gp increases the DC by +1 to a maximum of 25.

Dimension-locked

Benefit teleportation into and out of the building is impossible

Create 128,000 gp; **Time** 128 days

It is not possible to use spells to teleport into or out of this building (it is possible to teleport from one place to another within the building, however). Any augmentation providing a teleportation effect (such as a *teleportation circle*) that allows travel outside the building costs 50% more than normal. This extra cost must be paid, even if this augmentation is added later.

Disguised

Benefit this building appears to be something it isn't

Create 300 gp; **Time** 60 days

This building appears to be something else, usually another kind of building. A DC 12 Intelligence check is required to determine the actual purpose of the building.

Dumbwaiter

Benefit small items may be easily moved from floor to floor without someone having to carry them

Create 12,000 for magical or 220 gp for mechanical; **Time** 12 days

A dumbwaiter is a small elevator system commonly used to transport food or small items between floors of a building. A tiny or smaller creature can fit into a dumbwaiter's compartment without difficulty, but larger creatures are unable to do so (however they may be able to use the shafts for hidden movement within the building).

A mechanical dumbwaiter requires maintenance, just like an elevator, costing 2 goods and 5 labor (70 gp) every 6 months. Replacement of the system, if needed, takes 2 days.

Elevator

Benefit a method moving from one floor of the building to another without using stairs

Create 240 magic (24,000 gp) or 15 goods, 30 labor (450 gp); **Time** 24 days

This represents either a mechanical (pulleys, ropes or cables) or a magical (levitation or flying) elevator system. An elevator takes 1 round to ascend or descend a single floor (multiple floors take multiple rounds, and an action to select a destination.

A mechanical escalator system requires regular maintenance to ensure it keeps running smoothly. Every 6 months, 150 gp must be spent on maintenance, or there is a cumulative 5% chance per month that the system will break and require replacement for the full cost. Replacement in this manner takes 4 days.

Environmentally Sealed

Benefit effects, weather, and spells cannot penetrate the building.

Create 200,000 gp; **Time** 200 days

An environmentally sealed building functions like an environmentally stable one, but also prevents any environmental effects penetrating the building. This means that the exterior of the building (including any windows) blocks line of effect for all conjuration spells and prevents such spells effects from entering the building unless physically carried by a living creature. This means that (for example) cloudkill spells cannot pass through open windows, and the building provides air for the inhabitants even underwater or in a vacuum.

Environmentally Stable

Benefit the interior of the building is comfortable, regardless of outside conditions

Create 8,000 gp; **Time** 8 days

The building magically maintains a comfortable temperature and climate for the inhabitants, regardless of the environmental conditions outside.

Extra-dimensional

Benefit the building exists on a plane of its own.

Create 19,000 gp; **Time** 1 day

This building is in its own demi-plane. The entrance to the building must clearly be a doorway or archway, and the entrance must not be accessible from any other direction (for example, the doorway to the demi-plane could be the front door to a large blue box but couldn't be the archway at one end of an alley). Passing through the door transports any creature into the demiplane.

Spell

Like rooms, buildings may have a spell augmentation. This costs twice as much as a room augmentation of the same spell, but a building may only have a single spell augmentation applied to it. This limitation does not prevent all rooms in the building being given the same spell augmentations. Anyone inside the building is affected by the spell augmentation when they enter the building, with spell resistance and any saving throws being attempted once when the creature first enters. The effect ends immediately when a creature leaves the building.

Fortified Buildings

Fortifications are defensive constructions that help the defenders of a building when it is under attack. They do not provide any benefits to the rooms within the building but affect how the building is used in siege warfare or if an army (or even a group of adventurers) attack it. The rules in this subsection describe creating fortifications. The creation costs assume using hired labor.

Permanent vs. Temporary Fortifications: Fortifications can be permanently emplaced, in which case they always provide their benefits and drawbacks, or temporary, which speeds their construction significantly, but also reduces their effect – each type of fortification has separate statistics depending on whether it is permanent or temporary.

Difficult Terrain

Permanent

Create 100 gp; **Time** 4 days

Temporary

Create 40 gp; **Time** 1 day

Most often a temporary fortification when a known attack is imminent, difficult terrain slows the advance of attackers and makes it impossible to make effective charges. It can take many forms, such as digging up the ground, scattering rubble around, or placing sharp plants in the way. Regardless of the exact method chosen, the effect on attackers is the same. Each difficult terrain fortification affects a 10-foot by 10-foot area and makes it difficult terrain for attackers.

Having a section of permanent difficult terrain that cannot be easily avoided on the approach to a building reduces the furnishings quality of all rooms in the building by 1 step.

Moat

Create 120 gp; **Time** 2 days

A moat is a trench (see above) that has been made effectively watertight and filled with water. A moat may only be constructed as a permanent fortification. Moats are usually significantly wider than they are deep, and can be built to house dangerous wildlife and plants

A moat can be avoided in the same way a trench can.

Rampart

Create 20 gp; **Time** 1 day

A wall of packed earth, a rampart is half the height but the same thickness as a normal wall. It has double the hit points of a sod wall and is immune to damage from ranged siege weapons. A rampart may include a palisade, a wooden wall atop it with half the normal height, hp, and SP of a normal wooden wall.

Switchback

Benefit attackers must travel further to get to the entrance of the building

Permanent

Create 500; **Time** 5 days

Temporary

Create 160; **Time** 1 day

A switchback is a carefully constructed artificial modification to the lines of approach to the front door of a building, effectively increasing the distance required to travel as attackers approach the entrance. Each switchback affects a 20-foot wide section of the building's exterior and extends 20 feet away from the building. Multiple switchbacks can be placed to extend the distance away from the building that is affected. A temporary switchback doubles the distance required to move in a straight line towards the building, while a permanent switchback triples it. A basic switchback only affects large or smaller creatures. Huge creatures can be affected if the switchback extends at least 3 switchback sections away from the building, Gargantuan creatures if it extends 4 sections away, and Colossal if it extends 5 sections away. Flying creatures are not affected by switchbacks unless the building and fortification are underground.

For the purposes of other game rules, a switchback fortification does not count as difficult terrain, nor does it affect the speed of creatures in it, but it is not possible to charge through a switchback.

Trench

Create 80 gp; **Time** 1 day

A trench is a section of ground (20 feet long, 5 feet wide, and 10 feet deep) that has been dug out to present a difficult barrier for attackers to circumvent. Almost all trenches have one or more straightforward paths to allow easy access to the building (an exception might be a temporary trench dug all the way round a besieged building which has a reliable source of food and water for the inhabitants), which represents a potential weak spot in the fortification (that path is likely to be heavily guarded by other means).

Wider and deeper trenches may be constructed by constructing additional trench fortification sections adjacent to the existing sections but must be at least as many sections wide as they are deep.

Flying attackers are not affected by trenches, and it may be possible for attackers to effectively circumvent trenches with Acrobatics checks to jump across them.

Wall

Create see Walls; **Time** 1 day (modified by material's time factor)

A defensive wall may be constructed in the same manner as any other wall and has appropriate statistics to match. It is common for defensive walls to be built with shelter and raised platforms for defenders to stand within, to allow them to make ranged attacks against attacking forces from positions of relative safety.

Flying attackers may avoid a wall by the simple method of flying over it, but until they have crossed the wall's position, the defenders still retain any advantages they have.

Walls do not have to be built a full 10-feet high – it is not uncommon for walls to be built 3- or 5-feet high, costing 1/3 and 1/2 the cost of a normal wall segment respectively, and requiring a similar proportion of time. 10-foot wall segments can only be built as permanent fortifications, but shorter segments can be temporary or permanent. The decision to make a wall temporary instead of permanent has no effect on the cost to create the wall, but temporary walls take 50% extra damage from siege weapon attacks and can be removed at no cost (but 1 day of time, regardless of material) later.

As with buildings, permanent wall fortifications may be constructed with windows.

It is common for a gatehouse room to be added to a permanent wall fortification. Other rooms may be added at the GM's discretion.



Building Location

Where a building is and how far away it is from the resources to build it (whether labor or materials) can drastically affect the cost of a building.

Distance

Every hex (or 12 miles if not using hex-based mapping) away from the nearest settlement adds 20% to the cost of a building.

Terrain

The terrain in which a building is being constructed can affect the cost of materials – use the lowest applicable multiplier for the terrain and material being used.

Buildings and Sieges

A classic trope of fantasy warfare is the storming of a castle. Whether the PCs are leading brave and desperate defense of a lonely bastion against an overwhelming army of darkness, or leading the fight to overthrow the Evil Overlord and cast down his mighty fortress, a fight along the battlements can fire the imagination of a jaded player growing bored of one-on-one hacking. While historical sieges often depended more on disease and starvation for victory than anything else, the thrill for players is likely to come more in the way of bombardment

and assault with an array of siege weapons, countering the massive engines of their enemies with their own.

The rules presented here for fortifications and siege weapons are intended for use with characters operating within the standard 5E adventuring rules for movement, spells, and so on, rather than as a separate subsystem. Notes for using strongholds in conjunction with the Kingdom Rules can be found later in this chapter.

Structures and Building Materials

It is hardly possible to talk about siege warfare and siege weapons in detail without talking about the buildings they were built to destroy. The structural strength of buildings and the damage inflicted by siege weapons is expressed in terms of structural points (SP), and the same rules apply for attacks against vehicles and even other siege weapons. Siege weapons may instead inflict ordinary hit point damage if desired (and some are intended primarily as antipersonnel weapons), and normal attacks can damage structures and fortifications following the rules in the *PHB* and *DMG*, depending on precisely what part of the structure is being attacked. For resolving siege weapon attacks against structures and vehicles, however, structural points provide a quick and convenient method for tracking damage. Structural points and hit points should be tracked separately; the effects of damage to hp and SP to the same section overlap and do not stack.



Size: Buildings are typically comprised of sections, made up of 10-foot cubic spaces for most buildings. For SP purposes, the AC of a structure is determined by its size, regardless of its composition: Large 4, Huge 3, Gargantuan 1, Colossal -3.

Condition: An intact building offers total cover to any creature within, though they cannot attack. Those within a building may open doors or windows to attack those outside; they still gain cover, but those

Table 5-4: Material Cost by Location

Terrain	Cost Multiplier (Within Hex)	1 Hex (12 mi.)	2 Hexes (24 mi.)	3 Hexes (36 mi.)	4 Hexes (48 mi.)	5 Hexes (60 mi.)	Notes
Plains	1	1	1	1	1	1	
Hill	0.8	0.8	0.9	0.9	1	1	Applies to stone and metal materials only
*Desert**	+0.1						
Forest	0.75	0.8	0.85	0.9	0.95	1	Applies to wood materials only
*Marsh**	+0.2						
Mountain	0.75	0.8	0.85	0.9	0.95	1	Applies to stone and metal materials only
*Cavern***	0.5	-	-	-	-	-	Applies to stone and metal materials only
*Water****	+0.5						
Notes: A suitable terrain improvement (commonly mine, quarry, or sawmill) provides a -0.1 multiplier							
5 hexes of river, lake, or sea count as 1 hex of distance due to the ease of transporting goods on water (divide the water distance by 5, rounding down).							
*: Desert and Marsh terrains are difficult to build on, and materials are almost always imported.							
**: A cavern is considered to always be at least 1 hex away from any other source of material.							
***: This is to actually build underwater, not just in a hex that has a river in it.							

outside may attack them. One successful check against the building's break DC leaves it damaged, a second breached, and a third destroyed. Otherwise, it gains the listed condition when it suffers the appropriate amount of hp or SP damage (see Table 5-2).

Damaged: This section has numerous small cracks and holes. The AC, damage threshold, and break DC of this section are reduced by 2.

Breached: This section no longer provides total cover, though those within still gain cover from outside attacks. All adjacent sections of this building are treated as damaged.

Destroyed: This section collapses on those within; all adjacent sections of this building are treated as breached.

Catching on Fire: Structures of wood, hide, or thatch may catch on fire when they suffer fire damage.

Repairs: Damaged, breached, or destroyed building sections or siege engines can be repaired using appropriate skill checks or magic.

Table 5-5: Wall Defensive Statistics

Material	Thickness (in feet)*	Damage Threshold	HP (per inch)	SP	Break DC	Climb DC
Paper	0.0025	0	1 (12)	0/0/1	5	20
Glass	0.04	2	1 (2)	0/0/1	10	20
Viridium$	0.04	7	7 (15)	0/0/1	10	15
Viridium (magically strengthened)	0.04	7	7 (15)	0/0/1	10	15
Cloth	0.02	0	3 (15)	0/0/1	20	10
Darkleaf Cloth	0.02	10	5 (20)	0/0/1	25	10
Griffon Mane	0.02	0	6 (30)	0/0/1	20	10
Hide	0.04	2	7 (15)	0/0/1	20	10
Angelskin	0.04	5	3 (5)	0/0/1	10	10
Dragonhide	0.04	10	5 (10)	0/0/1	15	10
Eelhide	0.04	2	3 (5)	0/0/1	10	10
Sod	1	7	60 (5)	2/5/9	20	10
ThatchH	1	3	96 (8)	3/6/11	15	10
Wood	0.5	5	60 (10)	2/4/8	15	15
Darkwood	0.5	5	60 (10)	2/4/8	15	15
Greenwood	0.5	5	60 (10)	2/4/8	15	15
Whipwood	0.5	5	90 (15)	3/6/12	15	15
Wyroot	0.08	5	10 (10)	0/0/1	10	15
Unworked Stone	5	8	900 (15)	38/75/150	30	10
Hewn Stone	3	8	540 (15)	23/45/90	30	10
Drystone wall	1	8	90 (8)	4/8/15	15	10
Thin Masonry	0.5	8	45 (8)	2/4/8	25	15
Masonry	1	8	90 (8)	4/8/15	30	15
Superior Masonry	1	8	90 (8)	4/8/15	30	15
Reinforced Masonry	1	8	180 (15)	5/10/20	30	15
Blood Crystal	0.08	10	10 (10)	0/1/2	25	20
Iron	0.25	10	90 (30)	5/9/18	30	20
Lead	0.02	3	7 (30)	0/0/1	20	20
Adamantine	0.08	20	40 (40)	20/40/80	30	20
Alchemical Silver	0.08	8	10 (10)	0/1/2	30	20
Elysian Bronze	0.08	10	30 (30)	2/3/6	30	20
Fire-forged Steel	0.08	10	30 (30)	2/3/6	30	20
Frost-forged Steel	0.08	10	30 (30)	2/3/6	30	20
Living Steel	0.08	15	35 (35)	4/7/14	30	20

MATERIAL	THICKNESS (IN FEET)*	DAMAGE THRESHOLD	HP (PER INCH)	SP	BREAK DC	CLIMB DC
Mithral	0.08	15	30 (30)	3/6/12	30	20
Force Field	-	30	20	11/22/44	-	-
*Magically Treated***	-	X2	X2‡	X2	+20	-
*: 0.25 feet is 3 inches, 0.08 feet is 1 inch, 0.04 feet is 1/2 inch, 0.02 feet is 1/4 inch, 0.0025 is 1/32 inch						
**: This may be applied to any of the other wall types.						
$: Viridium is an extremely dangerous building material infused with toxic radioactivity. Anyone climbing or touching a viridium wall (crewing a close assault siege weapon counts as touching the wall) receives an attack roll at +10 from the wall as if struck by a viridium weapon. Any attacker who is hit contracts leprosy (no save).						
H: At the GM's discretion, wolves and dire wolves may make a breath attack as an action against thatch walls, automatically destroying them.						
‡: Or an additional 50 hit points, whichever is greate						

Material: The material the walls of the building are constructed from.

Thickness: A wall constructed of this material is typically this many feet thick.

Damage Threshold: The damage threshold of the material.

HP (HP per inch): The number of hit points a wall of typical thickness has, as well as the hit points per inch of thickness for the material, if a wall of differing thickness is used. This is the number of hit points for a wall to be breached. To calculate the number of hit points to damage the wall, divide the hit points by 2, and to calculate the number of hit points to destroy the wall, multiply the hit points by 2.

SP: The number of Structure Points (see *Siege Weapons*) for a wall of typical thickness to be damaged, breached, and destroyed.

Break DC: The DC for a Strength check to break through the wall. Each doubling of the standard wall thickness increases this by +2.

Climb DC: The typical DC for an atheletics check to climb on a wall of this material. This may be modified by environmental conditions or other factors at the GM's discretion.

Ranged Siege Weapons

Siege weapons hurl massive projectiles in one of two ways: direct fire or indirect fire. Direct fire weapons launch their projectiles on a relatively flat trajectory, allowing them to more easily target moving creatures or pummel barriers directly in front of them. Indirect fire weapons launch projectiles in a high parabolic arc, typically much heavier missiles than direct fire weapons. They may batter fortifications or bypass them entirely, their missiles arcing over intervening walls to deliver solid shot, bursts of scatter shot, or even unconventional payloads, such as incendiaries or disease-ridden offal.

Direct-fire missiles use a normal attack roll. In addition, direct fire weapons suffer a -2 attack roll penalty per size category a weapon is larger than the creature aiming it.

Indirect-fire weapons have disadvantage on all attack rolls, hereafter referred to as a targeting roll, unless they or a spotter has line of sight to the target. Sight negates this disadvantage, but an indirect siege weapon can never gain advantage on the targeting roll.

Indirect Criticals: If the crew chief of a siege weapon rolls a natural 20 on his targeting check with an indirect fire weapon, or if a target of an indirect fire weapon rolls a natural 1 on its Reflex, the target suffers double damage and is knocked prone (a flying or swimming creature is instead treated as if pushed 1d6 x 10 feet, reduced by 5 feet per size category larger than Medium). In addition, if the target is smaller than the siege weapon, it is effectively entangled for 1d4 rounds as it is buried in rubble or pinned to the ground or adjacent objects. A creature can free itself from this condition with a DC 15 Strength or Dexterity check.

Assembling Siege Weapons: Siege weapons broken down for transport and can be reassembled on the battlefield, requiring the time and number of workers noted below. Each assembly worker must make a DC 10 Craft (siege weapons) check; if untrained, they may not take 10. Assembly can be performed with at least half the required number of workers by doubling the time required. If fewer than half are available, the weapon cannot be assembled.

Table 5-6: Siege Weapon Assembly

SIZE	TIME REQUIRED	WORKERS REQUIRED
Small	1 minute	1
Medium	10 minutes	2
Large	1 hour	4
Huge	2 hours	6
Gargantuan	4 hours	8

Constructing Siege Weapons: Siege weapons are complex devices requiring a DC 15 Intelligence skill check to build or repair. Gunpowder weapons increase the DC by 5.

Disabling Siege Weapons: Siege weapons are considered difficult devices to disarm, requiring 2d4 rounds of effort and a DC 15 Intelligence check.

Magical and Masterwork Siege Weapons: A siege weapon can be enchanted at twice the cost for a normal magical weapon. The enhancement bonus of a siege weapon applies to targeting rolls and SP damage, but other weapon enhancements apply only to attacks to inflict hit point damage.

Proficiency with Siege Weapons: Siege weapons are martial weapons.

Repairs: Siege weapons can be repaired using appropriate skill checks or spells.

Wheeled Weapons: Cannon and catapults usually have wheeled caissons or gun carriages to help move them into position. These wheels allow a team of draft animals to pull them at 20 feet if the weapon's weight is less than their combined heavy load.

Ballista

Resembling a massive crossbow, a ballista's power is provided by twisted skeins of animal sinew used as torsion springs driving a pair of adjustable arms. A string attached to both arms is winched back and a projectile loaded into a grooved slider for release. Ballistae are direct fire weapons.

Heavy: These massive engines are commonplace in castle defenses and those attacking such places and on large warships.

Light: The most common type of ballista, also called an arcuballista, is fairly maneuverable and often mounted atop towers.

Wheeled: A mobile light ballista, also called a carroballista, is mounted on a metal-plated medium wagon. The weapon can be mounted forwards, facing over the draft team, or towed behind them facing rearward. Firing a carroballista while its team is attached requires a DC 15 Wisdom (Animal Handling) check unless the draft animals are war-trained to prevent them from bolting in a random direction for 1d4 rounds.

Cannon

Crafted of metal, some cast in one piece, others welded with iron bands, and either mounted in the ground or on wooden frames, cannons use gunpowder or its alchemical equivalent to propel their projectiles with great force. Cannons are direct fire weapon and have a critical modifier of x3.

Bouncing Shot: Solid shot can be fired from a cannon at a depressed angle, so as to bounce along the ground, affecting a 5-ft. wide line 20 feet long for a Small cannon, plus 20 feet per size category above Small. A DC 15 Dexterity saving throw halves damage. If a solid barrier in the area path is destroyed, it does not provide cover to creatures behind it. If not destroyed, the bouncing shot is stopped by the barrier. A bouncing shot requires the gunner to be proficient in the cannon's use and to make a DC 10 Intelligence check; the DC increases by 2 for every square in the line that does not have a solid surface under it.



Misfires: Cannons are somewhat unreliable, and a natural 1 on an attack roll (direct fire) or targeting roll (indirect fire) results in a misfire, expending the powder charge but not the ammunition for that shot.

Table 5-7: Cannon Misfire Result

D20	Result	Effect
1-8	Misfire	Cannon fails to fire and must be reloaded.
9-14	Backfire	As misfire, and the crew chief and other creatures adjacent to the cannon are struck by alchemist's fire. The cannon and all adjacent squares are affected by smoke.
15-18	Cracked	Cannon is broken. If fired, it now misfires on a natural 1 or 2, with a +5 modifier to future rolls to determine misfire results.
19-20	Explodes	Cannon destroyed. Every square adjacent to the cannon is struck by a falling object of the cannon's size and catches on fire (DC 10 Dexterity save halves damage and negates catching on fire), and every square within 10 feet is affected by smoke.

Mortars: A mortar is a short but very thick cannon designed for indirect fire. It may use solid or scatter shot but cannot perform a bouncing shot. Large or smaller mortars have a burst radius of 1; larger mortars have a burst radius of 2. Mortars have a minimum range of 100 feet.

Noise and Smoke: Cannons are smoky and noisy. Any creature adjacent to a cannon becomes deafened for 1 round after it is fired. If the cannon is larger than the creature, the duration is increased by 1 round per size category difference.

Sizes of Cannon: Cannons come in many sizes, as noted below:

Small: Also called a swivel gun, hand culverin, or pierrier, this small gun may be mounted or carried and

fired from a tripod or brace but suffers a -2 penalty to hit if not braced for at least 1 full round prior to firing.

Medium: Also called a falconet, crapaudin, or demi-culverin, this light cannon is a staple weapon in the gunports of advanced warships.

Large: Also called a culverin or saker, this is the most common type of cannon.

Huge: Also called a culverin extraordinary or siege cannon, these are the largest cannon that can be mounted in naval gunports.

Gargantuan: Also called a bombard or true cannon, these heaviest of cannon can quickly reduce most fortifications to rubble.

Ribald: Also called an organ gun or ribaudkin, this large wooden frame mounts 12 small cannon, fused to fire in a single volley. Chiefly an antipersonnel weapon, a ribald has a maximum range of 100 feet and affects all creatures in a 100-foot cone (DC 10 Dexterity saving throw for half within 50 feet, no damage beyond 50 feet).

Catapult

Though the historical divide between ballista and catapult is ambiguous, catapults here are stone-throwers powered by winched arms run through torsion skeins, either single-armed like the onager or double-armed tension-torsion hybrids like the mangonel, holding their payload in a sling or cup that swings up and over the weapon when released. Catapults hurl solid or scatter shot, the latter affecting all squares within 1 square of the target. Catapults are indirect fire weapons and have a minimum range of 100 feet.

Heavy: These large onagers are the largest form of mobile artillery on most battlefields.

Light: Smaller onagers such as these are often used on the decks of ships or in smaller fortifications.

Lithobolos: A primitive sling-armed catapult, also called a lithobolos or stone-thrower. It must be dismantled to move it and reassembled in place. Its sling is only capable of firing solid projectiles, not loose shot.

Mangonel: While most catapults use a single arm through a horizontal skein, a mangonel uses two vertical skeins with a pair of torsion bow arms harnessed to the mangonel's throwing arm for greater power.

Firedrake

This apparatus fires a gout of alchemist's fire in either a 60-foot line or 30-foot cone. Targets in the area suffer 6d6 points of fire damage (DC 12 Dexterity saving throw for half); those failing their saves also catch on fire. A firedrake that is destroyed automatically explodes if it is loaded.

Scorpion

This oversized crossbow incorporates both tension and torsion, often with pulleys to increase its power without increasing its size, and fire spear-like bolts. Scorpions are direct fire weapons.

Double: This specialized scorpion, called a zopyros, fires two missiles simultaneously.

Heavy: A larger scorpion mounted on ships or watchtowers.

Light: Also called an oxybeles, a light scorpion is usually mounted but can be carried and fired by a single warrior, though with a -2 penalty to hit if not first braced on a solid surface for 1 full round.

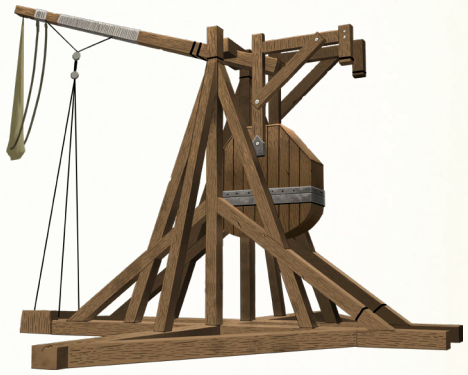
Repeating: This complex scorpion, called a polybolos, contains an automatic reloading mechanism holding 10 bolts. It can be reloaded as a move. Once the case is empty, it requires an action to remove the case, another to refill it, and another to replace it.

Springal

A springal uses a torsion-cranked composite paddle to strike a firing rack containing multiple bolts, which rain down in an arc over a burst area. A springal has a minimum range of 50 feet and can only use burst ammunition and cannot target specific creatures. Springals are indirect fire weapons.

Heavy: A heavy springal affects all squares within 2 squares of the target.

Light: A heavy springal affects all squares within 1 square of the target.



Trebuchet

Trebuchets are similar in form to catapults, with the payload placed into a basket, cup, or sling at the end of a long lever, with a counterweight (often with crew or animals pulling attached ropes) close to the fulcrum. The leverage imparted by a trebuchet allows it to hurl massive missiles. Trebuchets are too bulky to move and must be assembled on the battlefield. Trebuchets have a minimum range of 150 feet. Trebuchets are indirect fire weapons.

Heavy: A heavy trebuchet using scatter shot affects all squares within 2 squares of the target.

Light: A heavy trebuchet using scatter shot affects all squares within 1 square of the target.

Table 5-8: Ranged Siege Weapons

	COST	WEIGHT	DMG	RANGE	AIM	LOAD	SIZE	AC	HP	SP
BALLISTA										
Heavy	1000 gp	1 ton	6d8/1d6	150/600	1	4	Huge	3	150	8
Light	500 gp	400 lbs	3d8/1d3	120/480	1	2	Large	4	80	4
Wheeled	800 gp	400 lbs	3d8/1d3	120/480	1	2	Large	8	80	4
CANNON										
Colossal	50,000 gp	15 tons	10d12/5d6	200/800	10	5	Colossal.	5	500	30
Huge	30,000 gp	7.5 tons	8d12/4d6	250/1000	3	3	Huge	7	300	15
Large	20,000 gp	2 tons	6d12/3d6	300/1200	2	2	Large	8	150	8
Medium	10,000 gp	500 lbs	4d12/2d6	200/800	1	1	Medium	9	80	4
Small	2500 gp	100 lbs	2d12/1d6	100/400	-	1	Small	10	40	2
Ribald	20,000 gp	1000 lbs	3d12/1d3	100/400	1	12	Large	4	80	4
CATAPULT[2]										
Heavy	800 gp	1.5 tons	6d6/2d6	150/600	3	3	Huge	3	150	8
Light	550 gp	1 ton	4d6/1d8	100/400	2	2	Large	4	80	4
Lithobolos	200 gp	1 ton	4d6/1d8	100/400	2	2	Large	4	80	4
Mangonel	1100 gp	2 tons	8d6/2d8	200/800	4	4	Garg.	1	300	15
FIREDRAKE	4000 gp	1500 lbs	6d6	60/240	2	5	Large	4	80	4
SCORPION										
Double	750 gp	250 lbs	2d8[1]/1d2	150/600	-	2	Medium	5	40	2
Heavy	350 gp	200 lbs	2d8/1d2	150/600	-	1	Medium	5	40	2
Light	150 gp	100 lbs	2d6/1	120/480	-	1	Small	6	20	1
Repeating	1250 gp	300 lbs	2d8/1d2	150/600	-	- (10)	Medium	5	40	2
SPRINGAL										
Light	600 gp	750 lbs	6d6/1	50/200	1	2	Large	4	80	4
Heavy	900 gp	1500 lbs	6d6/1	50/200	1	4	Huge	3	150	8
TREBUCHET										
Heavy	3000 gp	10 tons	16d6/5d6	300/1200	30	5	Colossal	-3	500	30
Light	1500 gp	4 tons	12d6/4d6	250/1000	20	3	Colossal.	1	300	15

[1] A double scorpion fires two projectiles, using separate attack rolls for each.

[2] Creatures with the rock throwing special ability or flying creatures dropping objects of their size may use indirect fire to inflict SP damage as a catapult of their size. Whether they can hurl ammunition other than solid shot is at the GM's discretion.

Cost: The price in gp to purchase the siege weapon.

Weight: The weight of the siege weapon in pounds (or tons).

Damage: Hit point damage is indicated before the slash, structural point damage after it.

Burst: When using ammunition that affects a burst, it affects the target square and all squares within the listed radius; e.g., a trebuchet using scatter shot would affect the target square and 2 squares surrounding it in all directions.

Range: This is the weapon's range as defined in the *PHB*.

Aim: This is the number of actions required to aim a siege weapon. A weapon with no aim number (-) does not need to be aimed.

Load: This is the number of actions required to load the siege weapon.

Size: This is the size of the siege weapon.

AC: This is the weapon's AC if attacked. A siege weapon can also be armored.

Hides: Stitched hides and padded leather; **AC Bonus** +3; **hp** +15; **Cost** 20 gp; **Weight** 20 lbs.

Partial Plating: Metal plating over main structure. **AC Bonus** +6; **hp** +30; **Cost** 200 gp; **Weight** 40 lbs.

Full Plating: Metal plating over entire weapon. **AC Bonus** +9; **hp** +45; **Cost** 1000 gp; **Weight** 60 lbs.

HP: This is the number of hit points the siege weapon possesses. Unless otherwise noted, siege weapons are primarily constructed of wood and have damage threshold 5.

SP: This is the number of structural points the siege weapon possesses. If reduced to less than half its structural points, a siege weapon gains the broken condition.

Ammunition

Siege weapons typically fire blocks or balls of stone or spear-like bolts, but may use a variety of ammunition.

Bolt: A spear-like projectile for use with a ballista, scorpion, or springal, bolts inflicts half damage against objects or structures made of metal or stone.

Bolt, Burning: A burning bolt causes creatures or flammable objects (including wooden structures) to catch on fire (DC 10 Dexterity saving throw negates).

Bolt, Grappling: A grappling bolt is a metal-shod bolt with a multipronged hook attached. It inflicts only half damage, but a creature struck is entangled (DC 10 Dexterity saving throw negates). It can break free with a DC 15 Strength or Dexterity check. A stationary object or structure is automatically grappled. The grappling bolt can be cut (AC 5, damage threshold 10, hp 10, break DC 20), or if the target is able to reach the attached rope (which may require a reach weapon if the grappling bolt is attached to a ship, wall, or other structure) it may also be cut (AC 5, hp 2, break DC 15).

A pulley system can be attached to a grappling bolt. This enables heavy objects to be hoisted and halves the time required to use raise ladders and bridges attached to the grapple.

Shot, Burning: A sack or basket of incendiaries soaked with oil or pitch and lit or coated in quicklime. Burning shot acts like scatter shot, but creatures or flammable objects failing their Dexterity saving throw also catch on fire.

Shot, Canister: A packed container of small-sized shot for use in cannons inflicting half damage but affecting a cone 20 feet long for a Small cannon, plus 20 feet per size category above Small. Damage is further halved with a DC 10 Dexterity saving throw.

Shot, Caustic: A barrel of acid inflicting half normal damage to all targets within the weapon's burst radius (full damage vs. metal objects), and creatures or metal objects failing their Dexterity saving throw also take 1d6 acid damage (ignoring damage threshold) for 1d3 rounds. Creatures damaged lose 1d6 maximum hit points until they take a long rest (DC 13 Constitution saving throw negates).

Shot, Fetid: Manure, offal, or corpses (or parts thereof), inflicting one-quarter normal damage, to all targets in the weapon's burst radius. Creatures taking damage contract a disease (GM discretion, DC 12 Constitution saving throw negates).

Shot, Powder: The propellant charge required when firing a cannon; this must be loaded along with whatever other shot is being used and inflicts no damage by itself.

Shot, Scatter: A sack, basket, or canister of small, hard, heavy objects rain down, inflicting half damage to the target square and all squares within the weapon's burst radius.

Shot, Smoke: A sack or basket of incendiaries stoked with green cuttings and alchemical residues designed to give off thick smoke. Smoke shot inflicts one-quarter damage and produces smoke within the weapon's burst radius.

Shot, Solid: A block of solid stone for use with a catapult or trebuchet. It inflicts the listed damage to all creatures and objects in the square struck. Creatures may attempt a DC 15 Dexterity saving throw for half damage.

Table 5-9: Ammunition

	COST[1]	WEIGHT[1]
Bolt	1 gp	6 lbs
Bolt, Burning	15 gp	8 lbs
Bolt, Grappling	25 gp	10 lbs
Shot, Burning	25 gp	20 lbs
Shot, Caustic	25 gp	20 lbs
Shot, Canister	50 gp	10 lbs
Shot, Fetid	1 sp	15 lbs
Shot, Powder	50 gp	2.5 lbs
Shot, Scatter	2 sp	20 lbs
Shot, Smoke	25 gp	20 lbs
Shot, Solid	1 gp	25 lbs

[1] For Small or Medium siege weapons; for larger siege weapons, adjust cost and weight accordingly



Close Assault Weapons

While most siege weapons attack at range, some are used up close to directly undermine or batter through defenses or otherwise bypass them. Some close assault weapons are not even weapons *per se,* but instead provide means for assault forces to protect themselves or to circumvent fortifications without destroying them.

Table 5-10: Close Assault Siege Weapons

	COST	WEIGHT	CREW	LOAD	HARDNESS	HP	SP	DMG
BRIDGE								
Large	1 gp	50 lbs	see text	5	10	1		
Huge	10 gp	100 lbs	5	20	1			
Gargantuan	50 gp	250 lbs	5	30	2			
Corvus	500 gp	200 lbs	10	20	2			
CAULDRON	10 gp	125 lbs	1	2	10	60	3	2d6
WATER TOWER	50 gp	500 lbs	-	-	5	100	5	-
GALLERY[1]								
Medium	100 gp	100 lbs	1	-	as hide or wooden structure			
Large	250 gp	400 lbs	4	-				
Huge	500 gp	1600 lbs	8	-				
Gargantuan	1000 gp	3 tons	16	-				
Siege Tower	x4	x2	x1	-				
HOIST	200 gp[2]	500 lbs	2	-	5	80	4	
LADDER, ESCALADE								
Large	1 gp	50 lbs	see text	10/5	20/10	1		
Huge	10 gp	100 lbs	10/5	20/20	1			
Gargantuan	50 gp	250 lbs	10/5	20/30	1			
Sambuca	500 gp	200 lbs	10	30	1			
RAM								
Large	500 gp	150 lbs	see text	5	20	1	2d6	
Huge	1000 gp	1000 lbs	5	40	2	3d6		
Gargantuan	2000 gp	2.5 tons	5	100	5	6d6		

1 For wooden galleries; cost and weight are halved for hide galleries.

2 A hoist's price increases by 100 gp per point of Strength over 10.

Bridge, Assault

An assault bridge is used to span a ditch, moat, or other gap. Raising a bridge requires one action per 5 feet of length; up to four creatures may cooperate to raise a bridge. The time required is doubled for each size category the bridge is larger than the creatures raising it.

Table 5-11: Bridges and Ladders

SIZE	WIDTH	LENGTH/HEIGHT
Large	5 feet	20 feet
Huge	5 feet	30 feet
Gargantuan	10 feet	40 feet

Corvus: A hinged counterweight system for mounting a bridge vertically on a vehicle, with a hooked end to grab onto a target vehicle or structure. Using a corvus requires a DC 10 Intelligence check; if failed, the corvus fails to catch on the target and must be reset (requiring 1 minute). A corvus targeted at a moving vehicle requires an opposed steering check to get it into correct position, though no steering check is required if the target vehicle is grappled.

Ramps: A bridge constructed of packed earth and stone, a ramp has damage threshold 0 but triple the hp and SP of a wooden bridge. It requires 8 hours to construct a 5-foot cubic section of a ramp; multiple creatures may cooperate. A ramp can be flat or up to a 45-degree angle; however, a vertical ramp must have a base at least half as wide as its height. Ramps cost nothing, but the time required to build them is doubled if proper digging tools are not available.



Cauldron

Mounted atop a structure, a cauldron is a Medium-sized device used to dump harmful substances through a sluice onto attackers below. A cauldron uses shot ammunition (see *Table 5-10*) and is an indirect fire weapon. Its scatter shot affects all squares within 1 square of the target, as well as a 5-foot wide vertical line between the cauldron and the target.

Water Tower

A Large wooden container to hold water to help fight fires, a water tower serves as fire precautions for all structures within 30 feet and can supply water for fire. A water tower can also be emptied upon creatures below, extinguishing nonmagical fires in the area and pushing creatures away creatures.

Gallery

A mobile temporary defense, a gallery is similar to a building made of hide or wood. Most are of flimsy construction, but rare examples are more stoutly built. Galleries are almost always one building section plus one roof section (galleries made to house battering rams are an exception, and are typically two joined building sections and roof sections). Because a gallery is partially open, it does not provide the same cover as a normal building: A creature inside a gallery gains cover if he is the same size as the gallery, three quarters cover if he is one size smaller, and total cover if he is two or more sizes smaller.

Wooden galleries can be moved up on rollers at a speed of 10 with their full crew, 5 feet with at least half the required crew. Hide galleries have a base speed of 15.

Siege Tower

A wooden gallery of stout construction, a siege tower is comprised of two building sections arranged vertically, in addition to a roof section. The lowest section is used to propel the tower and provides total cover to those within. If it is breached, the siege tower moves at half speed. If it is destroyed, the entire tower collapses.

The upper section of a siege tower provides improved cover for a number of soldiers (see below) and may have pierced walls or gunports. The roof section may have a battlement and may mount a siege weapon or corvus bridge up to one size smaller than the siege tower.

Table 5-12: Siege Tower Complement

SIZE	SOLDIERS
Large	5
Huge	20
Gargantuan	50

Hoist

Mounted atop a structure, a hoist is a Large winching mechanism for lifting cargo or passengers. A hoist has a base Strength of 10, but can have a Strength as high as 28. A hoist can raise or lower a light load at 15 feet per round, its heavy load at 10 feet per round. Operating a winch requires two actions; if only a single operator is available, it can be operated at half speed.

Ram Catching: The operator of a hoist can attempt to catch and disarm a ram with a readied action, after the ram attacks. The operator makes am Intelligence check plus the hoist's Strength bonus and the ram's wielder makes an opposed Strength check. If the operator's check succeeds, the ram is caught by the hoist. The hoist can then attempt Strength check to break the ram; the DC is 15 for a Large ram, 20 for a Huge ram, or 25 for a Gargantuan ram. Alternatively, the ram can be lifted out of reach. If the ram remains in reach of the attackers, they may attempt to reclaim it with an opposed Strength check or by destroying the hoist or the chains or ropes it is using for catching the ram.

A hoist requires Strength of 22 to catch a Huge ram, 28 to catch a Gargantuan ram.

Ladder, Escalade

Escalade ladders have spiked bases for stability, and the upper 5 feet are metal-shod, with Damage threshold 10 and 20 hit points. The remainder of the ladder is wooden and has damage threshold 5 and hit points based on its size. Ladders otherwise follow the rules for assault bridges.

Sambuca: A sambuca is a counterweight and pulley system mounted at the base of a ladder that enables up to 20 creatures to cooperate in raising the ladder. Creatures may ride on the ladder as it is raised, provided there are two creatures of their size (or one larger creature) pulling the sambuca for each rider.

Rams

The most basic close assault weapons are iron-shod logs carried by one or more creatures to combine their strength. A ram can be used to inflict damage or to make a Strength check against the target's break DC.

Crew: A ram can be wielded by a single creature of its size or larger, plus up to five additional creatures of the same size to assist. Smaller creatures can substitute for the ram's crew, but the number required is doubled for each size category they are smaller than the ram; hence, 4 Small creatures could take the place of a single Large creature.

Ramming Charge: Rams require momentum to be fully effective. All creatures using the ram must use the dash action to gain its full effect. Otherwise the ram attack gains disadvantage.

Breaking: The wielder makes a Strength check with a +2 bonus, adding +2 for each crew member (or equivalent number of smaller creatures) assisting. The ram also provides a +4 bonus per size category above Medium.

Damage: The wielder makes an attack roll. A hit inflicts the listed damage, plus the Strength modifiers to damage of the wielder and all creatures assisting, regardless of their size. To determine SP damage, divide the hit point damage of the ram by 10.

Gallery Ram: A ram suspended from chains or ropes within a gallery. A gallery ram does not require a running start. In addition, by adding tethers to the back end of the ram, it allows four additional crew members to assist.

Improvised Ram: Any tree, log, or timber can be used as a ram with disadvantage.

Pick: A ram with a pick head adds a +2 bonus to Strength checks and attack and damage rolls against stone structures.

Screw: A ram with a screw head adds gains a +2 bonus to Strength checks and attack and damage rolls against earthen structures.

Digging In

Not all strongholds or fortifications are permanent affairs. In the context of warfare, soldiers under heavy fire may find it useful to protect themselves by creating their own shelter. Mobile devices like siege towers, galleries, mantlets, and similar devices can provide protection, but when supplies are scarce and especially in open terrain, the most direct way to find cover is by going down. In unhurried circumstances, digging holes and trenches can be treated abstractly, like any other high-exertion activity as far as possible fatigue or exhaustion but otherwise allowing PCs to dig as they wish within reasonable limits. If time is of the essence or danger looms, however, you can use the following rules to handle.

Into the Ground: Digging into the ground works like attacking an inanimate object; in this case, the ground. Each 5-foot square area of ground is considered to have 4 hit points per inch of depth (or 2 hit points for a narrower dig covering half the width of the square, such as for a foxhole or slit trench).

Appropriate Tools for Digging: Bludgeoning weapons deal no damage to the ground for the purpose of digging. Piercing or slashing weapons deal half damage unless they are specifically engineered for digging, such as a pickaxe (treat as an improvised warhammer that deals piercing damage rather than bludgeoning), short-handled spade (treat as an improvised handaxe), or long-handled shovel (treat as an improvised battleaxe). Creatures using natural weapons like claws and teeth likewise deal half damage unless they have a burrow speed or are especially adept at digging; earth elementals deal full damage to the ground. Creatures with a burrow speed can move themselves into and through the ground as normal; their ability to damage the ground applies only insofar as they are attempting to make a useful hole or trench that another creature might use.

Stabilizing the Dig: It is simple enough to dig an open pit, but to dig efficiently and with a minimum of wasted effort while creating a stable structure requires some care. Each type of excavation thus has an associated DC, which can be made as a Strength (Athletics) check to handle the digging itself, but in addition the character digging or another character supervising their excavation must make a Wisdom (Survival) check against the same DC. This skill check must be made at the end of each round of excavation; if the check is failed, the damage dealt by the creature to the ground is halved for that round. If it is failed by 5 or more, the damage is reduced to one-quarter normal. If failed by 10 or more, the damage dealt by that creature to the ground is negated.

Rubble

Digging creates waste dirt and rocks that are heaped up around the digging area. Any square where digging has occurred in the previous round is considered light rubble. In addition, for every 50 points of damage dealt to the ground, an additional adjacent square is covered in light rubble, or if already covered in light rubble it becomes dense rubble.

Dense Rubble: The ground is covered with rocks and debris of all sizes. Dense rubble is difficult terrain,

and creatures moving through it have disadvantage on Dexterity (Acrobatics) and Dexterity (Stealth) checks.

Light Rubble: Small rocks and loose earth and sand are strewn across the ground, making nimble movement more difficult. Creatures in the area have disadvantage on Dexterity (Acrobatics) checks.

Scree: Areas of rubble and shifting earth and gravel create treacherous footing on a slope. This rubble (called scree when occurring naturally, such as in mountainous terrain where landslides occur) is difficult terrain, and creatures in it have disadvantage on Dexterity (Acrobatics) checks and take a -2 penalty on as well as on Dexterity (Stealth) checks and on Strength (Athletics) checks made to climb.

Types of Trenches

An array of trenches and holes can be dug and are listed below, along with the hit points that must be dealt to the ground for that type of trench or hole, and the DC of the Athletics check made to create a stable hole.

Foxhole (25 hp, DC 0): This small, shallow individual hole does not take up a full 5-foot square and is only about 2-3 feet wide and 2 feet deep, with earth mounded up around it. A foxhole provides a Medium or smaller creature with **half cover** against ranged attacks and attacks made with reach weapons or by creatures with reach longer than 5 feet. It grants this cover only as long as the creature within remains prone in the foxhole. It provides no cover if the creature stands up or against melee attacks made by creatures in adjacent squares or creatures flying or jumping over the foxhole.

A creature lying a foxhole has **total cover** from allies in foxholes in adjacent squares, and they cannot touch each other or hand objects to each other without leaving the foxhole.

A square containing a foxhole is difficult terrain for Medium or smaller creatures, although a creature can move through the area at normal speed with a successful DC 10 Athletics check to jump over the foxhole; the DC is reduced to 5 with a running start.

Shallow Trench (50 hp, DC 2): A shallow trench functions similarly to a foxhole, but it bisects a 5-foot square and connects with shallow trenches in adjacent squares, allowing allies in the shallow trench to more easily communicate and assist one another.

Slit Trench (90 hp, DC 7): A slit trench is similar to a shallow trench but is 5 feet deep, allowing Medium or smaller creatures to move about with **half cover** even while standing, or **three-quarters cover** if they are prone, and this cover applies even against melee attacks made by creatures standing adjacent to the slit trench or flying or jumping over it. However, the narrowness of the slit trench causes Medium creatures (though not Small or smaller creatures) to take a -10-foot penalty to their Speed when moving through it.

Standard Trench (180 hp, DC 5): A standard trench is 5 feet deep and 5 feet wide. Climbing into or out of a standard trench requires a DC 10 Athletics check, though ropes or ladders can be used to make climbing in or out easy, obviating the need for a check, and a stairway or ramp can be dug into a trench for easier access; treat as digging an additional square of the trench while making a successful DC 5 Wisdom (Survival) check.

Deep Trench (300 hp, DC 8): A deep trench is generally 7-8 feet deep and 5 feet wide. A Medium or smaller creature in a deep trench has **total cover** against any creature that is not also in the trench, reduced to **three-quarters cover** against attackers with reach or ranged weapons that are standing in the same square as the trench. Deep trenches are typically dug with a step allowing creatures to see or attack over the lip of the trench, gaining **three-quarters cover** against all attacks, or **half cover** against attackers in squares adjacent to the trench.

Attacking from a Trench

Trenches are primarily designed for defense. You are considered prone when attacking from a trench, unless making ranged attacks with firearms or crossbows or melee attacks with a reach weapon or spear.

Clearing Terrain

Whether preparing defenses or hacking through them to get at defenders, or just preparing a site for some other activity, it is often useful or even necessary to clear away undergrowth and rubble. The following rules apply in such cases.

Clearing Rubble: Clearing away rubble is similar to any other kind of excavation and is often done after digging a trench or pit that is going to be used for an extended period of time. Unlike most forms of digging, clearing rubble can be done with bludgeoning damage. A 5-foot-square area of light rubble can be cleared by dealing 40 points of damage to the ground, and an area of dense rubble can be reduced to light rubble by dealing 80 points of damage. Rubble has a hardness of 8. Area-effect spells and effects can be used to clear rubble

Rubble also can simply be moved with strength and carrying. A character can clear an area of light rubble in 1 minute with a successful DC 10 Strength check, or in half that time with a DC 20 Strength check.

A 5-foot square area of dense rubble can be reduced to light rubble in 10 minutes with a successful DC 20 Strength check, or in half that time with a DC 30 Strength check.



Using a shovel, pickaxe, wheelbarrow, or similar tools grants a +2 circumstance bonus on Strength checks to clear rubble, increased to +4 if the item is masterwork.

Clearing Undergrowth: Clearing undergrowth functions like clearing rubble, with light undergrowth having 25 hit points per 5-foot square and heavy undergrowth 50 hit points, but it can be cleared only with slashing damage or fire damage. Undergrowth has hardness of 2, though fire damage ignores this hardness and deals full damage to it unless the undergrowth is in a marsh or similar wet environment.

Fire Hazards: Using fire to clear undergrowth has a 5% chance per square affected to catch on fire, creating thick, choking smoke in the area of the fire, obscuring vision as a smokestick. Creatures breathing the smoke must make a DC 10 Fortitude save at the end of each round or begin coughing, with the save DC increasing by 1 each round after the first. A PC who fails this save in consecutive rounds takes 1d6 points of nonlethal damage that round. Three consecutive failed saves result in the character choking and having trouble breathing or speaking, becoming dazzled and having a 20% spell failure chance on spells with verbal components.

If wind is present, the fire and smoke may spread by up to 1d4 x 5 feet per minute, or even faster in moderate or stronger winds.

Buildings in the Kingdom

In many cases, a building will be constructed as part of a kingdom. It is therefore important to know how a player-created building fits into the Kingdom rules if you are using those rules.

Buildings in Settlements

If a building is being used in the kingdom rules it is important to determine the size of the building and the settlement attribute modifiers for the building.

Building Size

Divide four times the longest dimension of the building by 750. You may choose to round up or down. Do the same for the shorter dimension (rounding the same way you did for the longer side). The result is the number of lots wide and deep the building occupies in the City Grid (no building should occupy more than 4 lots, but the GM may allow buildings to expand beyond this).

If you rounded down and the number of lots for either dimension is at least 1, you may choose to make that lot impassable and if you rounded up, the lot can be made impassable only if the number of lots in a single dimension is at least 2.

Settlement Attributes

The way a building modifies the settlement attributes is largely determined by the purpose of the purpose of the building and lists one or more Kingdom Attributes. The building must provide a bonus to one of these Kingdom Attribute before any others (if more than one attribute is listed, the bonuses must be as even as possible).

Trade: Buildings focused primarily on tradesmen, guilds, and the buying and selling of goods. Economy. Alchemist, Bank, Black Market, Foreign Quarter, Guildhall, Lighthouse, Luxury Store, Magic Shop, Market, Pier, Shop, Stockyard, Trade Shop, Waterfront, Warehouse.

Residential: Buildings which are for permanent or transient residents of the settlement. Unrest, Loyalty. Caster's Tower, Herbalist, House, Inn, Mansion, Noble Villa, Palace, Stable, Tenement.

Bureaucratic: These buildings are administrative places of work, aiming to make the running of the settlement as smooth as possible. Assembly, Bureau, Courthouse, Mint, Town Hall, Stability.

Religious: Mostly places of worship for organized religions, but also centres of healing. Economy, Loyalty, Stability. Cathedral, Monastery, Sacred Grove, Shrine, Temple.

Educational: Institutions providing a formal education for the population of the settlement. Academy, Bardic College, Library, Magical Academy, Museum, Observatory, University, Loyalty.

Military: Training areas, equipment storage, and living quarters for military organisations, as well as defensive fortifications and locations for the settlement. Stability. Aerie, Barracks, Castle, City Wall, Garrison, Military Academy, Moat, Watchtower.

Manufacturing: a place where finished goods are made from raw materials. Brewery, Brickyard, Exotic Artisan, Foundry, Lumberyard, Mill, Smithy, Tannery, Windmill.

Entertainment: Social venues for various types of entertainments. Loyalty. Arena, Bordello, Dance Hall, Gambling Den, Menagerie, Tavern, Theatre.

Civil: These are buildings dedicated to the physical and emotional well-being of the citizens. Loyalty, Stability. Baths, Bridge, Cistern, Colossus, Crematorium, Dump, Everflowing Spring, Granary, Graveyard, Hanging Gardens, Hospital, Jail, Magical Streetlamps, Monument, Orphanage, Park, Paved Streets, Sewer System, Tunnels, Watergate, Waterway.

Each building then applies modifiers to Kingdom Attributes (Economy, Loyalty, Stability, Unrest), Settlement Attributes (Corruption, Crime, Law, Lore, Productivity, Society), Base Value, and Magic Item slots.

To calculate the size of the bonuses a building has on the settlement and kingdom, total up the capital bonus that the building generates for each type of capital (including gp). Take the highest total as a number of points to spend on the following table. A negative attribute will give back points which are available to spend equal to half the cost of a positive point (rounded down).

Table 5-13: Kingdom and Settlement Attributes

Kingdom or Settlement Effect	Point Cost
Kingdom Attribute (Economy, Loyalty, Stability)	5 per +1
Unrest	10 per -1
Settlement Attributes (Corruption, Crime, Law, Lore, Productivity, Society)	1 per +1
Base Value	1 per +500 gp
Minor Magic Item	5 per item
Medium Magic Item	20 per item
Major Magic Item	40 per item

Equivalent BP Cost

To calculate the equivalent BP cost of a building (either to allow a kingdom to build the correct building type, or for use with the **Bombardment** rules in Chapter 3), take the building's gp cost under the downtime rules and divide by 100. Many other factors can modify this. Some examples include low wealth occupants decreasing the BP cost, and high wealth occupants increasing it. Buildings for which there will be only a limited number in any given settlement have an increased BP cost, whereas very common buildings have decreased cost. These modifications are at the GM's discretion, but should be carefully considered against the BP cost of existing buildings.

Exotic Strongholds

Classic castles of stone with soaring parapets and open baileys where knights and soldiers tilt at the lists are iconic elements of medieval lore and literature, but in a fantasy campaign your castles can be so much more! The rules in Part 1 describe a wide variety of exotic materials that can be used for creating rooms, buildings, and fortifications, including cost, time, strength, and more. When you're creating a stronghold as part of an adventure, however, you don't necessarily need or want to go through the mathematical exercise of building a castle brick by brick. What is more important is the challenge such strange strongholds present for your PCs and how to use them as an organic and exciting part of the campaign.

Table 5-14: Exotic Walls

TYPE	THRESHOLD	HP/INCH[1]	CLIMB DC	BREAK DC
Bone	5	5	15	20
Cloud	0	0	-	102
Fire	0	(3)	-	-
Flesh	2	5	20	25
Ghostly	0	(3)	-	-
Glass	1	4	35	15
Ice	3	3	35	20
Insects	0	3	-	152
Magma	4	5	-	202
Ooze	0	3	0	152
Water	0	(4)	-	152
Web	0	2	20	152

1 Hit points per inch in parentheses indicate a wall that cannot be damaged by most forms of attack, but specific attacks listed in the wall's description can damage it. The wall still can be dispelled even if it cannot be damaged.

2 This is the DC required to push through this semisolid wall, rather than to break it.

Elemental strongholds

These strongholds form structures out of fundamental elements that are not usually solid and can be shaped and built only through magic or the intervention of powerful elemental beings. All elemental stronghold structures are held together by magic, and they can be unraveled with *dispel magic* that targets the *elemental architecture* spell that holds them together.

Cloud Castle

Skyfaring wizards and priests of the storm may craft castles from the congealed mists of the air, and cloud and storm giants are famous for their constructs among the clouds.

Walls: Cloud walls are formed of thick, semi-solid banks of cloud or mist bounded in by churning sheets of wind. Most cloud castle walls are opaque, blocking line of sight completely, but some might be semitransparent, only providing concealment to those behind the wall. A cloud wall affects creatures or objects entering it as a *wind wall* as well as blocking line of sight and slowing movement to 5 ft. per turn.

Hazard: The semisolid vapors of a cloud castle wall are choking to air-breathing creatures trying to move through them. Creatures not holding their breath must succeed on a DC 15 Constitution saving throw or be nauseated with choking and coughing for 1d4 rounds after passing through the wall. Treat as the poisoned condition for the duration.

Sky Floor: The floors of a cloud castle are generally as strong as stone and cannot be pushed through like cloud walls can. However, the floor of a cloud castle can be made either opaque or transparent, showing the vast gulfs of sky below the floor.

Hazard: Creatures not native to clouds or lacking a natural fly speed become frightened (DC 10 Wisdom saving throw negates) and overcome with vertigo when faced with a transparent sky floor, remaining frightened for 1d6 rounds plus a number of rounds equal to the amount by which they failed their save. After this time, they can attempt a new save to overcome their fright.

Fire

Red dragons, fire giants, mighty elementalists, priests of the burning gods, demons and devils who crave the ever-burning pyres love to surround themselves with living fire and may ply their mastery of magic to craft a home framed in flame.

Damaging Fire Structures: Fire structures are immaterial and cannot be damaged by most effects; however, they can be damaged by water or cold effects, using the hit points listed above. Fire structures take full damage from magical cold effects and take 1 point of damage per gallon from water.

Walls: Walls constructed of flame block line of sight but shed bright light within 20 feet and dim light within an additional 20 feet. Walls of flame have physical substance but are soft and permeable, counting as difficult terrain.



Hazard: A creature entering or beginning its turn within a wall of or other structure made of flame structure takes 4d6 points of fire damage. A creature moving adjacent to a flame structure or beginning its turn adjacent to a flame structure takes 1d6 points of fire damage. Fire walls typically give off smoke

Floors: Magically solidified, fire floors cannot be passed through and are as hard as wood. However, they deal 1d6 points of fire damage per round to creatures entering or beginning their turn on an area of fire floor. A creature takes an additional 1d6 points of fire damage if it falls prone.

Magma

Molten rock can be shaped and formed into channels and sheets that flow in glowing sheets even as their surface cools into a smoldering crust only to crack and melt once again.

Damaging Magma Structures: Magma structures take half damage from most forms of attack, but they take full damage from cold effects. Water deals 1 point of damage per gallon to a magma structure.

Magma Walls: Walls constructed of magma are harder than fire walls, with chunks of solid stone floating and churning within them but are still only semisolid.

Dealing 30 or more points of cold damage (or damage from water) to a magma wall in a single round causes it to solidify into a solid wall of unworked stone, with the hardness and hit points of typical stone. However, as long as any magma sections remain adjacent to sections of solidified stone, they re-melt 5 feet of stone back into magma every 2d6 minutes.

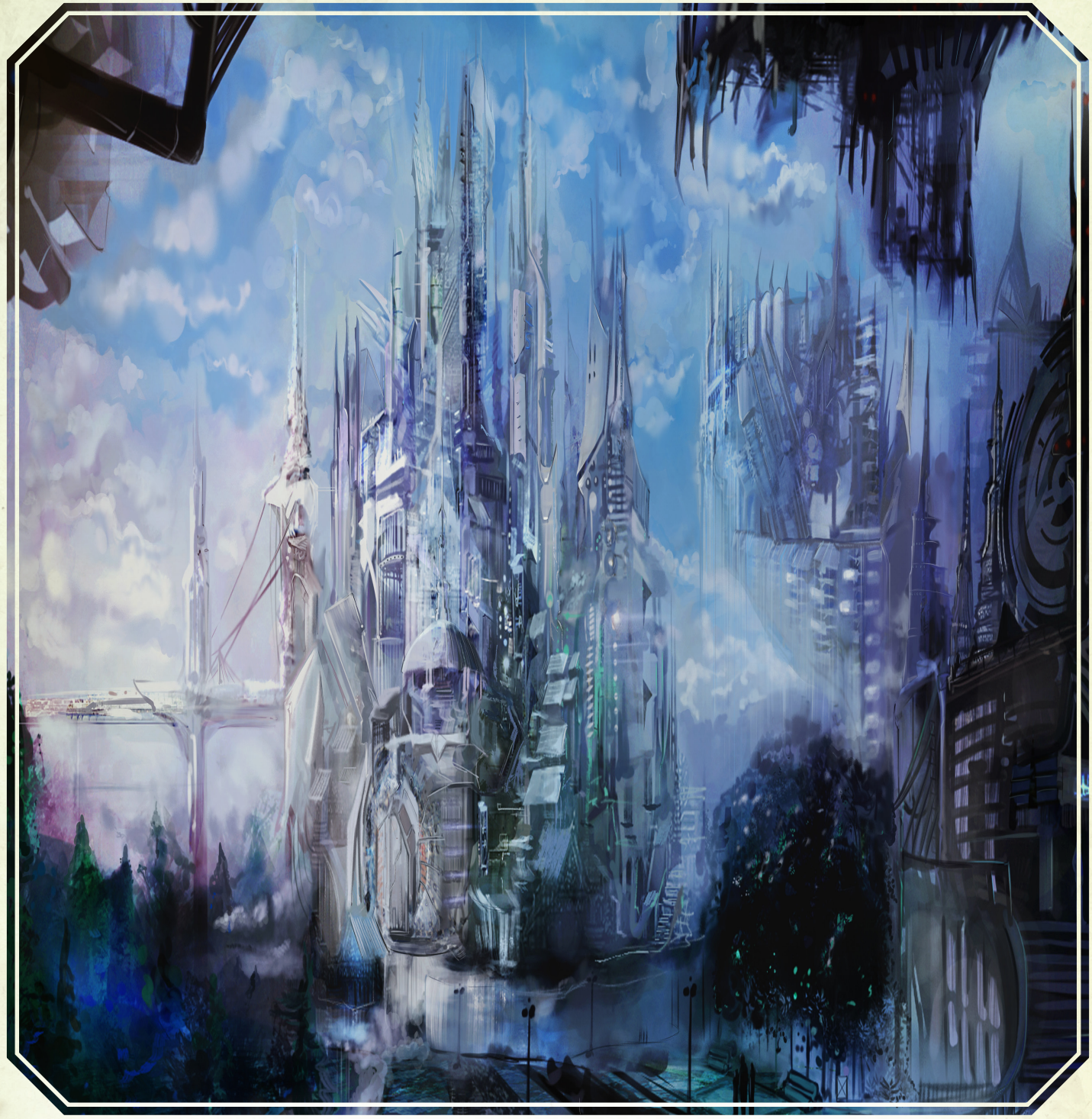
Hazard: Touching or beginning your turn touching a magma wall deals 2d6 points of fire damage. It takes a DC 10 Strength check to push through. A creature passing through a magma wall takes 10d6 points of fire damage if they are able to pass through it on their turn with a single successful Strength check. Creatures remaining within a magma wall take 20d6 points of damage per round of exposure and must hold their breath or begin drowning.

Floors: Magma remains semiliquid when used as a floor, acting as difficult terrain and giving disadvantage on Acrobatics and Stealth checks for creatures moving through it. *Water walk* or similar magic allows a creature to step across the surface of a magma floor, taking only 2d6 points of fire damage each round they enter or begin their turn on an area of magma floor. A creature falling prone or beginning its turn prone on a magma floor takes 5d6 points of fire damage.

Water Walls

A wall of water may be a churning fluid mass held in place by elemental forces or a continuously renewing torrent cascading down in a perpetual waterfall.

Damaging Water Structures: Water structures take one-quarter damage from lightning damage, but creatures within the water wall take full damage from



the lightning. Fire and force effects deal full damage to a water structure.

A section of a water structure that takes 20 or more points of cold damage in a single round becomes an ice structure instead; however, if there is still a liquid water structure adjacent to an ice structure it begins melting the ice back into liquid water at a rate of 1d6 hours for each 5-foot section.

A section of a water structure that takes 20 or more points of fire damage in a single round erupts in a cloud of steam that acts as *fog gloud* within 10 feet of the water structure. This steam lasts for 1d4 rounds.

Water Walls: A water wall offers obscurement to those behind it if it is less than 3 feet thick, or heavy obscurement for thicker walls. Water walls cannot be climbed but can be ascended with a DC 20 Strength (Athletics) skill check. Moving through a water wall requires a successful DC 15 Strength (Athletics) skill check.

Hazard: The pounding torrent of a water wall deals 1d6 points of bludgeoning damage per round (DC 10 Constitution saving throw negates), and a creature failing its save is also knocked prone. Fire creatures such as fire elementals instead take 2d6 points of

damage per round, with no save allowed. A water wall poses a potential drowning risk for creatures unable to move through it or escape from it.

Floor: A floor of liquid water gains solidity through magic, treating it as a slippery surface (granting disadvantage on Acrobatics checks). Most water floors are relatively static, but some may support flowing water, which causes the floor to act as difficult terrain for creatures moving against the flow of water. Medium or smaller creatures running or charging in flowing water, whether moving with, against, or across the current, must succeed on a DC 8 Dexterity saving throw or fall prone and be pushed 1d4 x 5 feet downstream by the current.

It is possible to create areas of open, non-solid water as part of a water floor. They are very difficult to distinguish from the surrounding water, requiring a successful DC 20 Wisdom (Perception) check, with advantage if *detect magic* is being used.

A *water walk* spell allows a character to move easily across a water floor without impediment, whether the water is still or flowing.

Natural strongholds

These strongholds are formed from naturally occurring materials and substance that can be shaped into strongholds with ordinary construction or through the application of nature magic.

Crystal Palace

The branching facets of crystal growths can be cultivated to massive size and forged into glittering palaces by the power of earthen magic and loving artistry.

Damaging Crystal Structures: Crystal walls take full damage from bludgeoning weapons but only half damage from piercing and slashing weapons. They take no damage from acid but take full damage from cold, lightning and fire, and damage from thunder effects is increased by 50% against crystal structures.

Crystal Walls: Walls of crystal or glass are not particularly strong, but some races favor them for their beauty. Crystal walls are generally translucent rather than perfectly transparent, blurring and distorting vision through walls and granting obscurement to creatures on the other side of a crystal wall. Some crystal walls, however, may be as clear as glass and offer perfect visibility.

Hazard: Crystal walls typically are very slick and difficult to climb. While not difficult to break through, destroying a section of crystal wall causes it to shatter in a spray of shards. Any creature adjacent to a section of crystal wall when it is destroyed takes 2d6 points of slashing damage from razor-sharp fragments (DC 15 Dexterity saving throw for half), and all squares adjacent to the broken section are treated as if they were strewn with caltrops.

Floor: A crystal floor is generally very slick, granting disadvantage on Acrobatics checks, though they can be roughened to ease passage. A crystal floor is typically opaque or translucent, but a transparent crystal floor is clear as glass. If such a floor is used to bridge an abyss more than 100 feet deep, creatures traversing it that lack a natural climb or fly speed become frightened (DC 10 Wisdom saving throw negates) until they can reach solid ground once again, at which point they can attempt a new saving throw each round at the beginning of their turn to recover their wits. Creatures that dwell on cliffs, high mountains, or other exposed heights may gain a bonus on this saving throw or may be immune, at the GM's discretion.

Hedge Fort

Plants can be cultivated into powerful defensive structures comprised of tangled vines, living trees and shrubs, prickling brambles, and leathery greenery.

Damaging Plant Walls: Plant walls take only half damage from piercing attacks and acid and cold effects. They take full damage from lightning and thunder effects, and fire effects deal full damage and ignore the wall's damage threshold. As long ample sunlight and water are available, each section of plant wall regains 5 hit points per day, while a plant wall deprived on sunlight withers and dies over the course of several months. A *plant growth* spell can be used to repair all damage to one square of plant wall per caster level rather than having its normal effect.

Tiny creatures can pass through a hedge wall with a DC 15 Dexterity check, and creatures smaller than Small can usually pass through plant walls without difficulty.

Floor: The floor of a hedge structure may be simple earth or wood, using the standard rules, but also may be cultivated vines and branches woven together. Hedge floors are unstable and full of potential gaps and trips. Creatures can move across a hedge floor at half speed without difficulty, but those moving at full speed must succeed on a DC 15 Dexterity saving throw or trip and fall prone at a random point during their movement. Creatures using effects that circumvent the effects of difficult terrain do not risk falling prone. In addition, hedge floors tend to be quite noisy, imposing disadvantage Acrobatics checks on Stealth checks. These penalties do not apply to fey or plant creatures, nor to Tiny or smaller creatures.

Hive Walls

In the sweltering jungle and the desert depths, endless swarms of insects and myriapods can be trained in their teeming masses to form living fortresses, with the

carapaces of the dead merely adding to the bridges of the living as they continuously build and rebuild their mindless redoubts.

Damaging Crawling Walls: Crawling walls are made up of countless tiny insects and arthropods and can be damaged by effects similar to an enormous swarm. Crawling walls are immune to damage from weapons but they take 50% more damage than normal from area effects.

Crawling Wall: Walls formed of crawling bugs are not solid, requiring only a Strength check to force a way through. If a section of crawling wall is destroyed, the swarms that comprise it immediately begin to rebuild, extending the wall by 5 feet from any surviving sections each hour until it stretches back across the gap and reforms the wall.

Hazard: A creature climbing on a crawling wall or pushing through it is exposed to countless tiny bites, dealing 2d6 points of damage and becoming poisoned (DC 15 Constitution saving throw negates) for as long as they remain in contact with the wall and for 1d4 rounds thereafter.

Floor: A floor carpeted in crawling insects, whether it is an ordinary floor covered in swarms or a magically suspended floor comprised of nothing but bugs, is unpleasant and unstable. The crunching of bugs underfoot causes disadvantage penalty on Stealth checks, and an invisible creature's location is easily marked by bugs crawling up and around their legs or any body part adjacent to the floor. These swarming insects deal no damage, but a creature beginning its turn prone on a crawling floor must succeed on a DC 11 Constitution saving throwor become poisoned for 1 round.

Icewall

In areas of perpetual cold, glacial ice can be harvested and formed into permanent structures, and even in subarctic climes ice can be shaped and formed into strongholds in the depths of winter or through the frigid enchantments of cryomantic sorcery.

Damaging an Ice Structure: Ice structures take full damage from bludgeoning weapons and half damage from piercing and slashing weapons. They are immune to cold and take only one-quarter damage from acid but lightning and thunder attacks deal full damage. Fire effects bypass an ice structure's damage threshold and deal 50% greater damage than normal.

Walls: Ice walls can be translucent if carefully polished or only a few inches thick, but most ice structures are opaque.

Hazard: An ice wall does not deal immediate damage on contact, but creatures spending more than 1 minute in contact with an ice wall or 5 minutes with only foot or other minimal contact with an ice floor must make a DC 12 Constitution saving throw (with a -1 modifier for each previous minute in contact with the ice surface) or lose 1d6 maximum hp until they take a short or long rest with adequate warmth. Cold resistance or immunity, or other significant protection from cold (including very warm clothing) negates the need for these saving throws.

Floor: An ice floor is a slippery surface giving disadvantage to Acrobatics and Athletics checks, though permanent structures built atop ice floors may be strewn with gravel, sand, straw, or other material to provide better footing. Direct contact with an ice floor is not inherently dangerous unless there is prolonged contact. Treat a creature prone on an ice floor as touching an ice wall.

Ooze Pile

Oozes can be congealed through magical and alchemical processes into gelid piles of semisolid colloid. Ooze walls are often constructed by alien entities or mad scientists. They may be created to stand on their own or as sickening sheaths clinging to stone walls underneath. Structures made of deliquescent fungus are basically identical to those formed from ooze, though they also may hold poisonous or hallucinogenic spores.

Damaging Ooze Walls: Ooze walls take only half damage from bludgeoning and piercing attacks and are immune to acid. They take full damage from cold, lightning, fire, and thunder effects.

Ooze Wall: A wall of ooze is faintly transparent, revealing only vague shapes and shadows but providing heavy obscurement. DC 15 Strength check to push through. A creature forcing a way through an ooze wall opens a hole that lasts only 1d4 rounds before closing again. A destroyed section of ooze wall repairs itself after 24 hours and returns to its former shape.

Hazard: Creatures touching an ooze wall take 2d6 points of acid damage, with no save allowed.

Floor: An ooze floor is a deliquescent rubbery mass, prone to squelch and suck at the feet of those treading upon it as their feet sink in up to the ankles. Ooze floors can be overlaid on an existing stone floor or can be magically crafted out of distilled ooze. Ooze floors are treated as difficult terrain unless creatures have *freedom of movement* or *water walking*. The location of invisible creatures walking on an ooze floor can be clearly marked by their sunken footprints in the ooze.

Hazard: Creatures entering or beginning their turn on an area of ooze floor take 2d6 points of acid damage per round. This damage does not increase if they enter multiple squares of ooze floor.

Web Walls

In caves and forests, the same arthropod affinity that some use to force numberless insectoid hosts to form



structures with their bodies can be applied to arachnids, silkworms, and similar spinners to weave massive structures of curtained webs. These web structures may be solidified with enzymes or interwoven with existing undergrowth to create sweeping bridges, chambers, and tangled corridors.

Damaging Web Walls: Web structures take half damage from bludgeoning and piercing weapons but take 50% more damage than normal from fire effects. A destroyed section of web wall can be repaired within 24 hours by the innumerable tiny spiders infesting the web wall and spinning new webs constantly.

Web Walls: Web barriers typically provide obscurement and cover, but not heavy concealment or total cover, though some exceptionally thick web barriers may provide greater screening.

Hazard: A creature failing its Strength check by 5 or more when attempting to break through a web structure becomes stuck and entangled by the webs. Breaking free requires a successful DC 15 Strength or Dexterity check to escape back the way the creature came in, or a DC 20 check to break through to the opposite side. A trapped creature also can escape by dealing at least 15 points of slashing or fire damage to the webs.

Web Floor: A web floor may overlay an existing floor or may be a structure entirely made of webbing. In any case, its stickiness and unsteadiness makes a web floor difficult terrain. Creatures with tremorsense have the range of that sense doubled when in contact with web floors, and spiders and similar web-dwelling creatures ignore the penalties other creatures suffer when traversing web floors.

Necromantic strongholds

Some structures can be formed only by tapping into the dark arts of necromancy, binding flesh, bone, blood, and spirit into a grotesque mockery of classical architecture.

Bone Keep

Simple bone structures are not uncommon among primitive societies, using collected bones for structure and for decoration, but the application of necromantic magic makes them far more dangerous.

Damaging Bone Structures: Bone structures take full damage from bludgeoning weapons and from radiant damage. They take only half damage from piercing and slashing weapons.

Walls: Crafted from innumerable skeletal remains, bone walls are infused with necromantic power.

Hazard: The semi-animate bony climbs of a bone wall writhe and grasp at creatures climbing on them. A creature ending its turn climbing on a bone wall has a 50% chance to become entangled (DC 15 Dexterity saving throw negates). An entangled creature can free itself with a DC 15 Strength or Dexterity check or can be freed by dealing 15 points of damage to the section of bone wall adjacent to the entangled creature. Dealing

at least 15 points of radiant damage to a semi-animate bone wall suppresses this entangling effect for 1 minute.

Floor: A bone keep's floor is littered with skulls and bone fragments, typically a mix of light rubble and dense rubble, with many areas scattered with bony caltrops. Some areas may have grasping bones similar to those on bone walls.

Flesh Palace

Necromancers, demons, and other corrupt and cruel creatures may build fortifications from tormented flesh, melding the carcasses of the dead into a gruesome half-life of pulsating muscles and pumping blood.

Damaging Flesh Structures: Flesh structures take full damage from slashing weapons but only half damage from bludgeoning and piercing weapons. They take full damage from acid, cold, lightning, fire, and thunder attacks, as well as necrotic damage. Flesh structures regenerate 5 hp per round, and even if a section is completely destroyed any adjacent sections can regrow at a rate of 5 feet for every 24 hours, growing together towards the other side of the severed gap.

Walls: Walls of flesh may look almost vital, pulsing with vital fluids and prone to bleed if attacked, or they may be gray and putrefied, scabrous and rotting yet losing none of their revolting resilience.

Hazard: Flesh walls have embedded eyes and ears and can sense nearby creatures with a +10 bonus on Perception checks and 60-foot darkvision. In addition, a flesh wall has tremorsense with respect to any creature climbing on its surface, and any creature ending its turn on a flesh wall has a 50% chance to be attacked by gaping maw or tearing limb that reaches out from the wall (+10 attack bonus, dealing 1d12 points of bludgeoning, piercing, or slashing damage).

Floor: A flesh floor is often uneven and soft, with grotesque bulges in places and a quivering softness in others, along with lumps of tumors, bones, and sensory organs jut out. Flesh floors are equivalent to light rubble mixed with dense rubble, and they are reactive and prone to shift where the more difficult terrain appears. For true body horror, certain areas of a flesh floor might be so yielding and soft that they function like fleshy quicksand, and flesh floors also might contain mouths or limbs that reach out to attack nearby creatures just as fleshy walls do.

Ghostly Redoubt

The most sinister fiends and necromancers extract the immortal essence of their victims and knit their soul-stuff together into a tragic and terrifying tower of tattered ectoplasm.

Damaging Ghostly Structures: Ghostly structures are comprised of ectoplasmic spirit-stuff and can be fully damaged only by magical weapons and effects, taking half damage from all such effects other than force effects and radiant damage (or attacks with magic weapons).

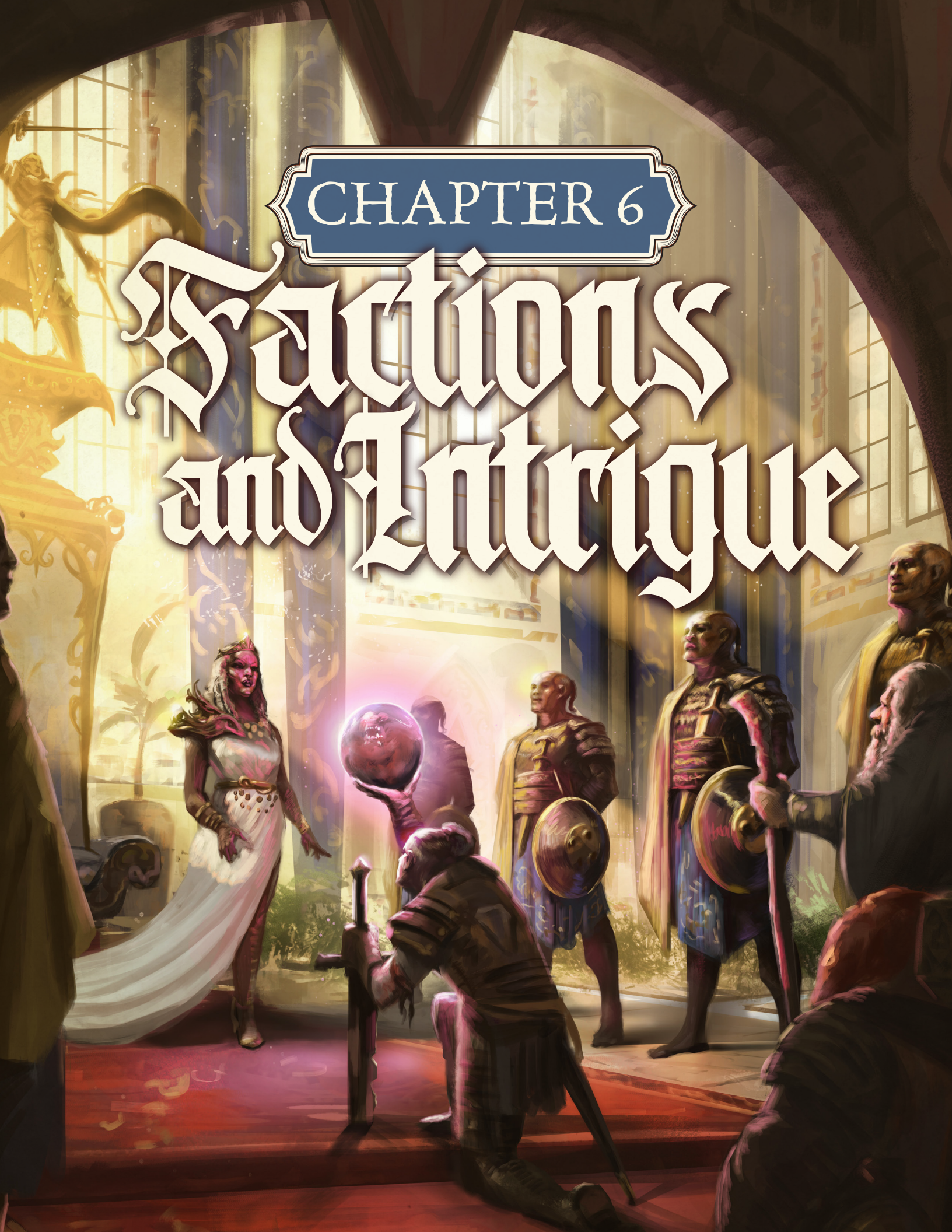
Ghost Walls: Ghost walls have no physical substance and cannot be climbed. Their opaque gossamer shrouds offer heavy obscurement but grant no cover against attacks through the wall. Dealing at least 30 points of radiant damage to a ghost wall in a single round quells the spirits within the wall for 1 minute, making it safe to transit that section of the ghost wall. A *dispel magic* spell suppresses the binding magic holding the spirits within the ghost wall for 1d4 rounds, making the wall itself safe to traverse; however, this also temporarily looses the spirits within the dispelled section of wall to rampage and swarm over creatures nearby. Each round, the spirits flood out in a 30-foot cone aimed in a random direction from the dispelled section(s) of wall, affecting creatures in that area as if they had passed through the ghost wall, though the power of the scattered spirits is dissipated somewhat, reducing the save DC to 10.

Hazard: A creature passing through a ghost wall takes 4d8 necrotic damage (DC 15 Constitution saving throw negates).

Floor: A ghostly floor is typically made of ectoplasmic force, which is weaker than a true force construct with the hardness and hit points of solid wood. Incorporeal undead creatures can pass through a ghostly floor without difficulty, as if it were normal stone.

A ghostly floor can be made either opaque or transparent. If a transparent ghost floor bridges an abyss more than 100 feet deep, creatures traversing it that lack a natural climb or fly speed become frightened (DC 10 Wisdom saving throw negates) until they can reach solid ground once again, at which point they can attempt a new saving throw each round at the beginning of their turn to recover their wits. Creatures that dwell on cliffs, high mountains, or other exposed heights may gain a bonus on this saving throw or may be immune, at the GM's discretion.

Hazard: Undead standing on a ghostly floor gain advantage on any allowed saving throws against radiant damage.



CHAPTER 6
Factions and Intrigue



This chapter is a toolbox for the GM and players to create interesting story ideas that might not otherwise occur during normal kingdom play. It presents a comprehensive set of rules governing any number of factions within a kingdom. They might work together, vie against each other, or even just ignore each other, in parallel with the normal kingdom turn. There is also a simplified set of rules which condense many of the mechanics into a handful of dice rolls to determine how the activity of the various factions affects the kingdom as a whole.

Some GMs are entirely capable of planning out campaigns where different groups interact in complex ways and the player characters see small pieces of those interactions as they progress through their adventures. Other GMs *want* to have complex interactions happening in the background, but don't feel confident enough in their storytelling to do the idea justice. And other GMs want background interactions to happen, but don't want to plan them, and don't want them to be complex. This chapter is intended to give any GM running a kingdom building campaign the tools they need to have large groups of NPCs affect the kingdom outside the control of the PCs.

In addition, these rules present a bridge between normal campaign play and the kingdom rules for large organizations. Individual PCs can use the Organization Influence rules below to affect factions (or other organizations), and the factions can then affect the whole kingdom at the kingdom scale. In this way it's possible for an individual PC to affect the kingdom as a whole, even outside the scope of the normal kingdom rules.

Table 6-1: Typical Difficulty Classes

Task Difficulty	DC
Very easy	5
Easy	10
Medium	15
Hard	20
Very hard	25
Nearly impossible	30

Why Factions Matter

The most important thing to remember when using factions in your game is that they are there as a tool to drive stories, to provide story ideas to players and GMs, and to enhance the gaming experience of running a kingdom. These rules attempt to address the question of what the people in the kingdom are trying to do while the rulers are trying to lead the kingdom to growth and success, in a way that creates opportunities for intrigue, but doesn't make running a kingdom significantly more challenging than the original rules.

Not everyone will agree with the rulers, not everyone will want the rulers to succeed at their edicts, and until now, those people haven't had a voice. It is the nature of people to find like-minded individuals, and frequently those groups end up trying to achieve something that is far bigger than any of the individual members. When groups like this start being able to affect segments of society, whether it be the town council's rulings on littering, the king's latest tax brainwave, or guild membership fees, then they become factions. A big and powerful enough faction can be likened to a political party in a modern democratic society – able to influence the entire nation.

Organizational Influence

The organizational influence system provides the GM with tools to track the PCs' social cachet within organizations.

Small organizations seeking to make their mark on society may allow the PCs a great deal of clout within them but are limited in what they can offer. Large organizations, on the other hand, are typically more difficult to influence, but can bring much more power to bear on an area at large.

Influence Points and Ranks

The organizational influence system uses influence points to track the opinion of an organization concerning the PCs. When the PCs first interact with an organization, they typically start with 0 influence points, and hold no control over the organization's actions. If the PCs demonstrate their value to the organization, they can gain influence points, representing their growing ability to call in favors. If the PCs repeatedly fail or work against an organization, they lose influence points (see the *details of gaining and losing influence points*). The PCs' influence point total with an organization can be a negative number—the lower the total, the more resources the organization is willing to commit to actively oppose the PCs.

The PCs' influence points help determine the number of resources an organization is willing to commit to help or hinder them, but it is not the only component of that calculation. If the PCs seek to build a positive relationship with an organization, they may find themselves limited in what benefits they can gain until they perform certain tasks. For example, most organizations limit the number of resources they commit to nonmembers, so PCs may need to officially join to gain access. On the other hand, an organization at odds with the PCs should not provide the same response to minor insults from the PCs as it does to the PCs crippling one of its major operations. The nine influence ranks presented below take into account tasks that the PCs may accomplish to pass to fundamentally alter their relationship with an organization (see *Table 3–1 for examples*). To reach a new influence rank, the PCs must accumulate (or lose) a certain number of influence points, as decided by the GM, and perform any required tasks that the GM sets. See the sidebar Influence Thresholds for guidelines on setting the required number of influence points for each rank. The possible influence ranks, and their meanings, are presented below.

Positive Ranks

At these ranks, an organization either doesn't care about the PCs or considers them allies.

Unknown (Rank 0): The organization either doesn't know who the PCs are, or does not believe they are relevant.

Known Ally (Rank 1): The PCs' actions have proven that they are aligned with the organization's goals. One or more PCs may be low-ranking members.

Respected (Rank 2): The PCs have performed significant services for the organization. Some low-ranking members of the organization look up to the PCs. One or more PCs are members of the organization in good standing.

Admired (Rank 3): Average organization members admire the PCs. Some low-ranking members may have strong loyalties to the PCs. The PCs have notable positions within the organization.

Revered (Rank 4): While the PCs are not the official leaders of the organization, they are key members. The PCs can direct and shape policy.

Negative Ranks

At these ranks, an organization actively opposes the PCs.

Known Opponent (Rank –1): The organization's opinion of the PCs is unfavorable. It may act against the PCs if they are interfering in its affairs, but the organization mostly focuses on its own goals.

Disliked (Rank –2): The organization commits some resources to targeting the PCs even when the PCs are not actively interfering with its goals and retaliates when the PCs acts against it.

Hated (Rank –3): The organization seeks to discredit, humiliate, or kill the PCs, and commits substantial resources to doing so. However, the organization ultimately prioritizes its long-term power and stability over harming the PCs.

Hunted (Rank –4): The organization seeks to discredit, humiliate, or kill the PCs, and is willing to sacrifice enough time, resources, and lives to markedly weaken itself in the pursuit of this goal. Even the organization's leaders may risk their lives in pursuit of the PCs' downfall.

Gaining Influence Points

As the PCs perform tasks that benefit an organization, they gain influence points. Performing favors requested by an organization is the most effective way for the PCs to accrue influence points with that organization. A typical favor earns the PCs from 2 to 5 influence points, depending upon how difficult and dangerous the favor is to complete. See the Favors section for more details. The PCs can also accrue influence points with an organization by taking actions that coincidentally further the organization's interests. Such actions typically earn the PCs 1 or 2 influence points. For example, if the PCs apprehend a notorious jewel thief who has been stealing from their own coffers (as well as those of local nobles), they may gain an influence point with the local nobility. The PCs can also gain influence points by building trust with a member of the organization.

The personal influence system found at the beginning of this section is one good way to create an encounter based around improving this NPC's opinion of the PCs, while the verbal dueling system is another.

The number of organizational influence points that the PCs can earn from gaining the approval of a single NPC within the organization typically ranges from 1 to 5. Backing a rank-and-file member of the organization is worth at most 1 influence point, while the backing of one of an organization's leaders is worth 5 influence points, and may be worth more in extraordinary circumstances, at the GM's discretion.

Losing Influence Points

The PCs generally won't actively seek to lose influence points with an organization. However, the PCs' actions over the course of a campaign are likely to put them at odds with one or more organizations, and the PCs may inadvertently harm organizations that they do not wish to antagonize. Whenever the PCs actively sabotage an organization's interests, they lose from 2 to 5 influence points with the organization. If the PCs take actions that coincidentally work against the organization's interests, they instead lose 1 or 2 influence points. If the PCs horribly botch an attempt to perform a favor for an organization, they may similarly lose 1 or 2 influence points. If the PCs damage a prominent member's reputation or finances, they lose from 1 to 3 influence points, depending on the extent of the damage and the power that member wields within the organization. The PCs also lose influence points if they harm a prominent member of the organization. Killing members of any organization is a particularly effective way to lose influence. For most organizations, any time the PCs kill one or more members of an organization, they lose at least 5 influence points per incident.

The most crippling blow to the PCs' reputation with organization is betrayal. To be considered traitors to the organization, the PCs must violate the organization's fundamental tenets while using the organization's own resources against it. If an organization that favors the PCs becomes convinced of the PCs' betrayal, the PCs immediately lose a number of influence points equal to twice their current total, essentially reversing their standing with the group. In general, the higher the PCs' influence rank, the more evidence the organization requires before it considers any accusations of treachery credible. If an organization declares the PCs traitors, it is possible (though difficult) for them to redeem their reputation. In general, this process requires the PCs to track down and discredit the source of the slanderous evidence. Doing so restores the PCs' original influence point total, and likely earns them additional rewards from the organization for unmasking the true threat against it. If they only partially exonerate themselves, they may regain some but not all of their influence points.

Influence Thresholds

The number of influence points required to shift from one influence rank to the next sets the pace for how quickly the PCs' power in organizations can change. The three main factors that play into setting influence thresholds are the length of the campaign, the interest level of the players in exploring their interactions with organizations, and the power and personality of the organization itself.

Short story arcs generally require lower thresholds than long campaigns. Some groups of players would rather slowly earn influence within a difficult organization, while others would rather see how quickly their PCs can become powerful in multiple organizations. Finally, within a campaign, weaker organizations typically allow the PCs to gain influence ranks more quickly than prominent ones.

With all of these factors in mind, the following ranges provide guidelines for determining the number of total influence points a character must gain to reach positive ranks or lose to reach negative ranks. These thresholds are for a weak organization. For a moderately prominent organization, multiply the numbers by 2. For a strong organization, multiply by 3, and for a preeminent organization, multiply by 4.

Rank 1 or –1: From 1 to 5 total influence points.

Rank 2 or –2: From 3 to 8 total influence points.

Rank 3 or –3: From 7 to 12 total influence points.

Rank 4 or –4: From 13 to 18 total influence points.



Organization Interactions

The PCs' interactions with organizations are often only a piece of a larger political tapestry. Alliances and rivalries between organizations shape how each organization reacts to the PCs' actions. If two organizations are rivals, they typically require the PCs to choose a side. The PCs may automatically lose influence points with one for supporting the other. For example, if the PCs perform a favor for one faction during a war and gain influence points with that faction, they lose an equal number of influence points with that faction's rivals. In less extreme circumstances, the PCs may lose half as many influence points as they gain.

While rivalries between organizations make holding split loyalties difficult, allegiances between multiple organizations can help the PCs accrue influence faster than they could otherwise and provide the PCs with access to additional resources. If the PCs help or harm one of two allied organizations, treat them as coincidentally working for or against the second organization's interests for the purposes of the number of influence points the PCs gain or lose.

As the campaign unfolds, the web of alliances and rivalries between organizations may shift. A sudden shift in allegiances does not retroactively adjust the PCs' influence point total.

Prominence

An organization's prominence represents the political and social power of that organization in its home community or area of influence. The categories of prominence are weak, moderate, strong, and preeminent.

In general, a weak organization can provide only simple assistance within its limited area of concern. Most weak organizations are eager to recruit new members to increase their prominence, though some appreciate the lack of attention they draw from outside forces. A gang of pickpockets is an example of a weak organization. In comparison, a moderate organization holds an established place in the power structure of its local area and has some connections and contacts with other local organizations.

A thieves' guild is likely to be a moderate organization. A strong organization, on the other hand, may be at the top of the power structure for its area of concern, or it may be one of several organizations that hold power on a regional or national scale. The cathedral of a major deity in a state with multiple religious traditions is likely to be a strong organization. Finally, a preeminent organization is the undisputed head of the power

structure in its sizable area of concern—the ruling body of a nation is an example of a preeminent organization, as is a merchants' guild that effectively controls trade in a large region.

Favors

Favors lie at the heart of the organizational influence system.

When the PCs perform a favor for an organization, they can either gain influence points, or they can earn a favor from the organization in return. The PCs can spend favors that they have earned to gain benefits from the organization.

The PCs can slowly earn favors over time, after a certain number of sessions or amount of in-game time that is appropriate for the campaign. This rate also provides a guideline for modeling the behavior of organizations.

Typically, this rate is an appropriate benchmark for how often allied organizations approach the PCs with requests, as well as how often opposed organizations act against them. In general, if an organization is willing to grant a benefit to the PCs when they have a positive rank with that organization, it is willing to grant that same benefit to someone acting against the PCs should they attain the corresponding negative rank.

Favors: Sometimes, tasks for the PCs to complete as favors to an organization arise naturally out of the events of the campaign. However, at other times, the PCs may actively seek to assist an organization at a time when such tasks are not so forthcoming. The 28 favors on **Table 6-2: Favors** are generic enough to apply to almost any organization. Some of the tasks near the top of the chart are too inconsequential for established members, while the tasks at the bottom of the chart are too significant for initiates. To use this chart, roll a d20, and add twice the PCs' influence rank to the result.

Benefit(s): Each organization provides its own unique set of possible benefits to the PCs based on their influence rank. The PCs can spend a favor that they have earned to gain one of the benefits that they have unlocked. Some benefits become free once the PCs become sufficiently influential in an organization, allowing the PCs to make use of them without expending a favor (see *Benefits*).

Table 6-2: Favors

Result	Favor
1	Deliver a message to a member of the organization.
2	Perform a disgusting or unpleasant chore for the organization.
3	Assist the organization in gathering information in preparation for an upcoming mission.
4	Purchase and deliver supplies to a member of the organization.
5	Carry out the duties of a specific low-ranking member of the organization for 1 week.
6	Produce verbal or written propaganda in favor of the organization.
7	Mediate a disagreement between members of the organization.
8	Provide spellcasting services or other specialized tasks to the organization for several days.
9	Credit the organization for your own publicly popular actions.
10	Collect money for the organization.
11	Assist in the construction or renovation of a building for the organization's use.
12	Investigate the disappearance of an ally of the organization.
13	Donate a substantial amount of money to the organization.
14	Recruit a new member to the organization.
15	Obtain a significant item for the organization.
16	Defeat a challenging foe of the organization. The foe's CR must be equal to or greater than the party's APL + 2.
17	Help a member of the organization escape a dangerous situation.
18	Collect valuable information for the organization.
19	Mentor a new member of the organization.
20	Convince a powerful individual to cooperate with the organization.
21	Cover up evidence of an indiscretion tied to the organization.
22	Plan and execute a dangerous operation to achieve a difficult goal.
23	Sabotage an organization with opposing goals.
24	Repay the organization's debts by performing a challenging task for another organization.
25	Investigate a possible traitor within the organization.
26	Establish a branch of the organization in a new district or city.
27	Represent the organization in a meeting with extraordinary stakes.
28	Carry out the duties of a key member of the organization for 1 week.

Clandestine Operations

The base organizational influence system assumes that the PCs act as a unified group and do not take extraordinary effort to conceal their identities and activities. In an intrigue-based campaign, these assumptions are not always accurate. The simplest type of clandestine operation to adjudicate is a single secret favor. If the PCs perform a favor for an organization and conceal their actions, do not decrease the PCs' influence points with that organization's enemies. The PCs can use secret identities to perform more complicated maneuvers, such as playing multiple sides of a conflict,



or perhaps even infiltrating an organization as spies. As long as an organization knows that the PCs are infiltrating its rivals, that organization's members continue to believe that they have the PCs' loyalty; they typically overlook minor actions that the PCs take against the organization, so long as the PCs provide a plausible justification for their misdeeds.

If the PCs use secret identities, track their influence under each set of identities separately as long as they maintain the ruse. Maintaining two distinct sets of identities over a long period of time should be challenging, but not impossible if the PCs are careful. Common features between the identities—anything from physical features or mannerisms to equipment, fighting style, or associates—present the threat of exposure. If the PCs rise to high influence ranks in two opposing organizations, their risk of being caught increases significantly. The vigilante class is particularly well suited to the challenge of maintaining multiple identities.

If an organization figures out that the PCs are maintaining two separate identities, the PCs' influence point total for that organization may change drastically.

If both sets of the PCs' identities are aligned with an organization, the PCs' influence point total may go as high as the sum of the points they earned under both identities.

Conversely, if both sets of the PCs' identities are aligned against an organization, the PCs' influence point total may go as low as a negative number equal to the sum of the two.

Adding the two values sometimes allows a single action to count twice—this reflects that the organization may either respect the PCs' dedication to their cause or revile the PCs for their dedication to opposing it. In most cases, however, the resulting change in influence should be less extreme than a direct sum, even if the organization has a favorable opinion of both identities. If the PCs are working for two opposed organizations, see the last paragraph of Losing Influence for details on how an organization responds to being betrayed.

NPC Attitudes

The PCs' influence rank with an organization determines the typical starting attitude of members who have heard of the PCs. The PCs' rank serves as a modifier on Charisma checks the PC makes to attempt to get an NPC to cooperate with them or do them a favor. If multiple PCs are present and all are at rank 0 or above, use the highest rank among the PCs. If any of the PCs have a negative rank, apply their negative rank as a penalty. Hence, if one PC is respected (rank 2) but another is a known opponent (rank -1), the respected PC would only gain a bonus of +1 on Charisma checks to gain the cooperation of an NPC.

Organization Stat Block

An organization's stat block is arranged as follows.

Name: The organization's name.

Alignment and Prominence: An organization's alignment is the alignment that most closely represents its policies and actions. While individual members of an organization may be of any alignment, an organization's key NPCs are typically within one step of the organization's overall alignment. An organization's prominence may be weak, moderate, strong, or preeminent.

Size: An organization's size is an approximation of its number of active members.

Key Members: Key members of an organization are both visible leaders and shadowy schemers who have significant pull.

Values: An organization may value any number of traits in its members, such as creativity, generosity, dependability, skill at particular tasks, or social station.

Public Goals: All but the most clandestine organizations share some of their goals with the general public.

Private Goals: These are the private goals both of the organization as a whole and of key members. Sometimes,

the private goal of a key member might conflict with the private goal of the organization.

Allies and Enemies: Organizations do not exist in a vacuum. An organization's prominent allies and enemies are noted here. PCs can gain or lose influence with an organization based on their interactions with its allied or opposed organizations.

Membership Requirements: Most organizations have a procedure for officially joining them and expect their members to satisfy ongoing commitments (like paying dues).

Influence Limitations: Often, the PCs need to perform a specific task for an organization before they can raise their influence past a certain threshold. The most common requirement is for the PCs to join an organization, but organizations may require more complicated tasks or favors before counting the PCs among their most trusted allies.

Benefit(s): This section lists favors that the PCs can call in based on their influence rank with the organization. The PCs can always choose benefits on the available list for their current rank or a lower rank within the organization, and, at the GM's discretion, the PCs might be able to access the benefits for lower ranks for a decreased number of favors, or even for free, if the PCs request the benefit a reasonable number of times. To approximate the benefits that the PCs can gain from an organization outside of its base of operations, the GM should decrease the PCs' effective influence rank appropriately, to a minimum of Rank 0 if the PCs are entirely beyond the organization's reach.

New Benefits: This section details the benefits the PCs can earn from the organization beyond those listed in the Common Benefits section.

Common Benefits

The following benefits appear in many organizations' stat blocks and are defined below.

Borrow Resources: Many organizations allow members in good standing to borrow money or items for short periods of time. PCs can borrow money or items worth a total amount listed in parentheses. If the PCs do not repay the loan in a timely manner, they risk losing influence points. Typically, the PCs cannot borrow resources from an organization if they have outstanding debts, and some organizations require collateral. Organizations are more likely to have items that are relevant to their own interests—a mercenary group might loan weapons and armor, but not holy symbols or arcane books, for example.

Command Team: When the PCs reach a high influence rank within an organization, the organization typically allows the PCs to lead a team of its members on a mission.



The PCs are expected to protect this team and bring the members back alive. PCs can lead groups of the size and strength listed in each favor's entry.

Gather Information: The PCs can ask several members of the organization to assist them in gathering information about a particular subject and gain a +4 circumstance bonus on all Diplomacy checks to gather such information.

Put in a Good Word: The organization promotes the PCs' reputation among its allies. The PCs gain a number of influence points equal to their rank with the organization with one of the group's allied organizations.

Reciprocal Benefits: The organization leverages its ties to one of its closest allies for the PCs' gain. The PCs can purchase a benefit from the benefits list of a closely allied organization by expending two favors. Treat the PCs' influence rank with the allied organization as 1 lower than their rank with the initial organization.

Sample Organizations

The sample organizations in this section span all possible levels of influence. The organizations that are relevant to each GM depend upon the campaign.

Other ideas for organizations that are not detailed below include an assassin's guild, a bardic college, a merchant's guild, a museum, a secret society, and a university.

Small-Time Gang

CN weak organization

Key members

Greedy Jenna (LE female human sorcerer 1)

Luven Quickfingers (CN male halfling rogue 2)

Size: 15 members

Values: This small-time gang of petty crooks is always willing to accept new members who prove their skills.

Public Goals: When caught, these criminals claim that they only steal enough to survive.

Private Goals: Luven would like to recruit other down-on-their luck individuals to join the growing organization, while Jenna cares only about her own profits.

Allies: The small-time gang is allied with local beggars, who provide them with information in exchange for small amounts of food and clothing.

Enemies: The town guard has not yet caught wind of these thieves, but it would oppose them if it knew of their activities.

Membership Requirements: The PCs must steal an item worth at least 20 gp, and donate half the value of the item to the small-time gang.

Influence Limitations: A PC must join the thieves formally to rise above Rank 1. If a PC rises to Rank 3, Luven sees that PC as a threat and tries to eliminate her. Defeating Luven makes that PC the leader of the organization, and increases her rank to 4.

Benefits

These petty thieves band together to help each other survive and profit.

Rank 1: borrow resources (10 gp), case (+6), lookout (1 way, +6)

Rank 2: borrow resources (50 gp), diversion (+6), gather information, pickpocket (+8), put in a good word

Rank 3: borrow resources (250 gp), reciprocal benefits

Rank 4: borrow resources (500 gp), command team (1d4 1st-level rogues)

New Benefits

The petty thieves grant the following unusual benefits.

Case: A group of thieves cases an area, searching for guards, hiding places, and entrances. The thieves' total **Intelligence (Investigation)** bonus is +6.

Diversion: A group of thieves creates a diversion to allow the PCs to sneak past guards or other watchful eyes. The thieves' total **Charisma (Perception)** skill bonus is +6.

Lookout: A thief acts as a lookout, monitoring one direction for oncoming guards or witnesses. The thief's total **Wisdom (Perception)** bonus is +6.

Pickpocket: A thief attempts to take a specific item from a specific person. The thief's total **Dexterity (Sleight of Hand)** skill bonus is +8. If the thief believes the situation is too dangerous, she informs the PCs and refuses to attempt the task—in this case, the favor is not expended.

Thieves' Guild

LE moderate organization

Key members

Chief (LE male half-orc ranger 7)

Kalgeen (LE female human wererat rogue 5)

Size: 200 members

Values: This thieves' guild has a strict code of conduct for its members, who must look out for each other at all times and may never steal from each other's friends or relatives. The guild values loyalty and resourcefulness.

Public Goals: The guild has no publicly stated goals.

Private Goals: The guild seeks to expand its reach into additional settlements.

Allies: The guild is allied with a local group of merchants.

Enemies: The thieves' guild has made enemies among the organizations that it regularly targets and local law enforcement officials.

Membership Requirements: The PCs must steal an item worth at least 250 gp, and donate half the value of the item to the thieves' guild.

Influence Limitations: A PC must formally join the thieves' guild to rise to Rank 2. To rise to Rank 4, the PCs must execute a complex heist.

Benefits

While this thieves' guild cannot operate openly, it helps its members scope out potential jobs.

Rank 1: borrow resources (100 gp), case (+10), lookout (2 ways, +10)

Rank 2: borrow resources (500 gp), diversion (+10), gather information, pickpocket (+12), put in a good word

Rank 3: borrow resources (2,500 gp), reciprocal benefits, remove evidence, rob, search black market

Rank 4: borrow resources (5,000 gp), command team (1d4 3rd-level rogues or 3d4 1st-level rogues)

New Benefits

The thieves' guild grants the following unusual benefits.

Case: Per the benefit under small-time gang above, except the thieves' total **Intelligence (Investigation)** skill bonus is +10.

Diversion: Per the benefit under small-time gang above, except the thieves' total **Charisma (Persuasion)** skill bonus is +10.

Lookout: A pair of thieves act as lookouts, monitoring up to two directions for oncoming guards or witnesses. The thieves' total **Wisdom (Perception)** skill bonuses are +10.

Pickpocket: Per the benefit under small-time gang above, except the thief's total **Dexterity (Sleight of Hand)** skill bonus is +12.

Remove Evidence: A group of thieves carefully enters a scene where the PCs committed a crime and removes evidence. This eliminates any obvious clues, such as the body of a victim or notes the PCs left at the scene and increases the Perception DC to find more subtle clues by 5.

Rob: The thieves' guild sends an agent to steal a specific item from a secured location. The agent has a +10 total skill bonus on Stealth checks and a +12 total bonus on checks made with thieves' tools. This benefit costs from 1 to 3 favors, depending upon the danger involved. The thief expects the PCs to pay half the value of the stolen item.

Search Black Market: The thieves' guild locates any type of item whose value is up to the base value of the settlement, even if the item is illegal in that settlement, and arranges for the PCs to purchase it.



Mages' Guild

N strong organization
Key members
Archmage Theona Tethril (N female human wizard 9 (school of divination))
Master of Wards Falariel (NG male elf wizard 7 (school of abjuration))
Size: 520 members
Values: The mages' guild values curiosity, creativity, and magical aptitude.
Public Goals: To regulate the use of magic for the public good.
Private Goals: The mages' guild seeks out arcane knowledge that it deems too dangerous and stores such information in its heavily secured secret library. The master of wards protects the books from public access, while the archmage uses them to learn more about the people who would abuse the dangerous knowledge contained within the tomes.
Allies: The mages' guild is on good terms with several nearby universities and the alchemists' union.
Enemies: The mages' guild has made several enemies among evil cults and other organizations that make use of profane knowledge.
Membership Requirements: To join the mages' guild, a PC must spend one week teaching spells to guild members, or bring a spell or bit of arcane knowledge to the guild that it does not already possess in its libraries.
Influence Limitations: The PCs must all join the mages' guild before they can reach Rank 2.

Benefits

This guild of mages provides training to its members, and casts spells for them.
Rank 1: borrow resources (100 gp), spell library
Rank 2: arcane library, borrow resources (750 gp), gather information, item crafting, put in a good word, spell library spellcasting (1st- and 2nd-level spells)
Rank 3: borrow resources (1,500 gp), reciprocal benefits, spellcasting (3rd- and 4th-level spells)
Rank 4: borrow resources (4,000 gp), spellcasting (5thlevel spells)

New Benefits

The mages' guild grants the following unusual benefits.
Arcane Library: The PCs gain access to the guild's library, allowing them to potentially learn secrets relevant to their current adventures. This may grant them advantage of Intelligence checks made to investigate information relevant to magic.
Item Crafting: The mages' guild crafts a custom-ordered collection of scrolls, potions, or wondrous items for the PCs.
The items cost their usual market value in gold pieces plus 1 favor for every 2 days of crafting required.
Spell Library: The mages' guild provides the PCs with access to its extensive library of spells. The PCs can learn a spell in the library. Spells cost 1 favor, and all other spells that are available cost 2 favors.
Spellcasting: The PCs can expend favors instead of paying the typical cost for spellcasting services. A 1st- or 2nd-level spell costs 1 favor, a 3rd- or 4th-level spell costs 2 favors, and a 5th-level spell costs 3 favors. The cost and availability of spellcasting is based upon the levels of the guild's members (in this guild, a 5th-level spell always comes from the archmage herself, and consequently is quite expensive).

Crime Syndicate

NE preeminent organization
Key members
Lady Alixis Drosain/Lyra (N/NE female human fighter 12 (eldritch knight))
Nikolas Trivoy (N male human rogue 7 (thief))
Whisper (NE female human monk 10 (way of shadow))
Zadreni (N male human bard 9)
Size: 15,000 members
Values: The syndicate values skill and ambition, but also discretion and loyalty.
Public Goals: The crime syndicate's public goals are to manage and regulate crime, to deliver valuable goods and services, and to invigorate the local economy.
Private Goals: Overall, the syndicate's members seek wealth, power, and prestige. While Lyra has emerged as the undisputed leader of the syndicate, the vigilante will not be satisfied until she controls the open market as well, under her social identity of Lady Drosain. Nikolas is growing increasingly suspicious of Lyra, and he painstakingly seeks material he could leverage against her.
Allies: While few organizations would publicly admit

to an alliance with the crime syndicate, many groups benefit from under-the-table dealings.

Enemies: The crime syndicate has made enemies of several prominent organizations in nearby nations, including the royal house of a neighboring kingdom.

Membership Requirements: Steal a unique and iconic item, such as the prize painting in a museum's collection. Alternatively, establish a legal business whose illegal side dealings provide the PCs with a net profit of at least 100 gp per month.

Influence Limitations: Each time the PCs wish to reach a new rank, they must prove their worth to the organization, with a task more spectacular than their last demonstration. The syndicate has plenty of members and does not spare time for those who are unwilling to prove their worth. PCs must declare their allegiance to reach Rank 1, and they must become full members before they can reach Rank 2.

Benefits

This crime syndicate can protect its members from the consequences of all but the most heinous crimes.

Rank 1: borrow resources (100 gp), case (+15), diversion (+15), gather information, lookout (4 ways, +15)

Rank 2: borrow resources (1,000 gp), put in a good word, remove evidence, rob, search black market

Rank 3: borrow resources (5,000 gp), command team (1d4 NPCs of 3rd level, or 3d4 NPCs of 1st level), destroy evidence, market manipulation, reciprocal benefits

Rank 4: black market mastery, borrow resources (15,000 gp), command team (1d4 NPCs of 6th level, or 5d4 NPCs of 3rd level)

New Benefits

The crime syndicate grants the following unusual benefits.

Black Market Mastery: The crime syndicate explores the full extent of its black-market contacts to find an item for the PCs.

It can locate almost any type of item whose value is below the settlement's base value. The PCs can use black market mastery to search for one item below the settlement's base value per favor they expend. Alternatively, the PCs can use black market mastery to search for a single item above the settlement's base value, at the cost of 3 favors. There is a 50% chance each month that the syndicate locates the requested item. If the PCs seek a unique item, the syndicate may be able to provide the PCs with the location of that item for the cost of 2 favors.

Case: Per the benefit under small-time gang, except the thieves' total **Intelligence (Investigation)** skill bonus is +15.

Destroy Evidence: The crime syndicate makes evidence of a crime that the PCs committed disappear. This ability functions as remove evidence, except that the **Intelligence (Investigation)** DC to find any evidence at the crime scene increases to 30 (or by 10, whichever is higher). The syndicate also discourages witnesses from testifying against the PCs, using a combination of intimidation, bribery, and even memory-altering magic. This benefit costs 3 favors.

Diversion: Per the benefit under small-time gang (page 114), except the thieves' total **Charisma (Persuasion)** skill bonus is +15.

Lookout: A group of thieves act as a lookouts, monitoring up to four directions for oncoming guards or witnesses. The thieves' total **Wisdom (Perception)** skill bonuses are +15. This ability costs 2 favors. Alternatively, the PCs can purchase the lookout ability as listed under the thieves' guild for 1 favor.

Market Manipulation: The crime syndicate can manipulate market forces to drive business away from the PCs' rivals and toward any businesses the PCs own. This ability produces an amount of additional money for the PCs that depends upon the extent of the manipulation. This windfall comes in the form of increased results using whichever rules you are using to determine the success of the PCs' businesses (such as the downtime rules). For each favor spent, the PCs can earn at most 1,000 gp (to a maximum of 5,000 gp).

Remove Evidence: Per the benefit under thieves' guild.

Rob: Per the benefit under thieves' guild.

Search Black Market: Per the benefit under thieves' guild.

National Military

LN preeminent organization

Key members

General Agnar (LG female dwarf paladin 10 (oath of devotion))

General Rortian (LN male human fighter 12 (battle master))

Size: 18,000 members

Values: The military values order, discipline, loyalty, and service.

Public Goals: The military's goal is to protect the people of its nation and to fight against its enemies.

Private Goals: General Rortian seeks to enhance his personal glory by embarking on a campaign to expand his home nation's territory.

Allies: The military of this nation is on good terms with most political organizations within the nation. It is formally allied with the militaries of allied nations.

Enemies: The enemies of this military are the political and military organizations within enemy nations.

Membership Requirements: Joining the military as a recruit requires the PCs to undergo training and prove their ability to follow orders.

Influence Limitations: Most militaries maintain a strict hierarchy of command. The PCs must be promoted to a higher military rank before they can increase their influence rank within the military.

Benefits

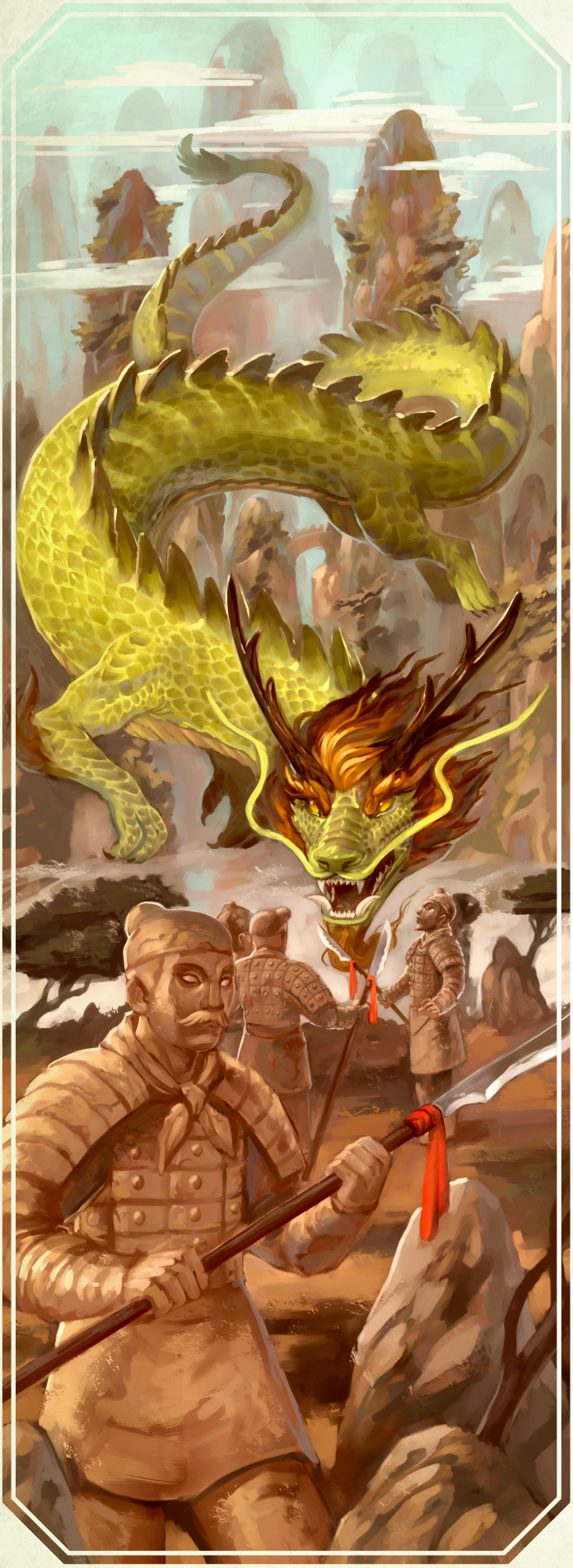
This military force takes pride in its highly trained and well-equipped soldiers.

Rank 1: acquire arms (350 gp), borrow resources (100 gp)

Rank 2: acquire arms (750 gp), borrow resources (750 gp), command team (1d4 1st-level fighters), gather information, put in a good word, retrain

Rank 3: acquire arms (magic), borrow resources (2,500 gp), command team (5d4 3rd-level fighters), reciprocal benefits

Rank 4: borrow resources (18,500 gp), command legion, command team (70 HD worth of NPCs, none of which can be more than 7th level)



New Benefits

The national military grants the following uncommon benefits.

Acquire Arms: The national military gathers a collection of mundane weapons and gear from its armory for the PCs. The PCs can purchase this collection for 1 favor or its standard market price. At Rank 1, the combined value us 350 gp or less. At Rank 2, the value of this collection increases to 750 gp. At Rank 3, the PCs can purchase magic weapons and armor from the military at a 10% discount by spending 2 favors. For the purposes of item availability, the military counts as a metropolis.

Command Legion: The national military grants the PCs command of a medium army for 1 week per favor expended. This force comprises 100 2nd-level fighters who follow the PCs loyally. If the PCs do not clearly use this force to further the military's goals or the PCs are reckless with the soldiers' lives, the PCs' influence rank is reduced to 3. Bringing the soldiers into a dungeon that is level-appropriate for the PCs counts as reckless endangerment. More likely, this unit can serve as a military unit in mass combat situations.

Retrain: Military trainers work together with the PCs, allowing them to retrain archetypes, class features, feats, or skill ranks, as per the retraining rules. At Rank 2, each week of retraining costs 1 favor and the standard cost in gold pieces. At Rank 3, the military covers the gold piece cost. At Rank 4, the PCs can retrain without expending favors or money.

Factions

A faction is an organization or group within a kingdom which is attempting to assert political, economic, or social control over the entire kingdom, or some part of it. *Ultimate Factions* uses the following terms in specific ways to define factions in play and how they interact with each other, with individual characters, and with the kingdom as a whole. The rules in this section are designed to work with the kingdom-building rules in **Chapter 1** and refer to the statistics and mechanics there.

Alignment

All factions have an alignment, similar to a character's, which represents the faction's attitude towards its members, non-members, and the kingdom. Lawful factions gain a +2 bonus to resources, Chaotic factions gain a +2 bonus to power. Good factions gain a +2 bonus to reputation, Evil factions gain a +2 bonus to power. Neutral factions gain a +1 bonus to resources and reputation. Factions which are neutral with respect to both Good-Evil and Law-Chaos apply the bonus twice.

Faction Limits

A kingdom may have any number of factions of each type, however if the combined size of all factions in the kingdom exceeds 10 times the kingdom size, then the kingdom gains +1 Unrest during Step 4 of the Upkeep phase of the kingdom turn. Not every type of faction will be represented within a kingdom, but all kingdoms should start with at least one Civil faction representing the citizens, and one Judicial faction representing the kingdom's rulers.

Goal

A goal is something that the faction is attempting to achieve through use of its resources and manpower. See *Goals* on p. 244

Operation

An operation is a task that the faction chooses to attempt during the faction turn. The number of operations that a faction can perform is determined by the faction's size.

Power

Power represents the faction's ability to make things happen as they wish, through persuasion, guile, threats, or other means.

Reputation

How the faction is viewed by people outside it. This attribute is commonly used when the perception of the faction matters.

Resources

This attribute represents the productivity of the faction's members when they are working towards the faction's agenda. It measures the faction's ability to obtain goods and property, as well as use its wealth effectively when working towards the faction's agenda.

Size

A faction's size is an indicator of how many members the faction has, as well as the breadth of its impact. Faction size may change during play. Each point of size represents roughly 25 members of the faction (a group with 15 or fewer members should not normally use the faction rules, but may do so at the GM's discretion, and should be treated as having a size of zero). This number is purely to give an idea of the number of members of a particular faction – since people can be members of more than one faction, it's possible for the total membership of all factions to exceed the population of the kingdom. A faction receives a size modifier to faction checks equal to the 1/10 of the faction's size, rounded down.

Faction Size and Population

If using the settlement size and population rules from the Kingdom Optional Rules in Chapter 1, the faction membership should be calculated at 10 members per point of size.

Tension

Tension measures the level of dissatisfaction the members of the faction have with the direction and leadership of the faction. Tension applies a penalty to all faction checks equal to -1 for every 10 points of tension the faction has. Certain operations and events can raise and lower the amount of tension the faction has. If the amount of tension reduces any faction check modifier below zero, the faction splinters.

Type

A faction's type describes the members of the faction and may give a broad idea of the aspects of the kingdom which are of greatest interest to the faction. See *Types* on p. 242.

Wealth Points

A faction's treasury is measured in Wealth Points (WP). Each WP is worth approximately 400 gp, making 10 WP equal to 1 BP in the Kingdom rules. WP may be purchased by members for 400 gp each, during the Income Phase of the Faction Turn.



Creating a Faction

A new faction may be created by any like-minded group of individuals within a kingdom. Factions do not start with any WP, and the members must find a way to pay for one month's worth of WP as part of the faction creation process. If a faction is created composed entirely of NPCs with no PC influence to start with, it begins with 10 WP.

Calculating Initial Size

Factions begin with a size of zero (which indicates that they do not exist or are too small to have any impact on the kingdom). Certain buildings within the kingdom can increase the maximum initial size of the faction. The Building Effect on Maximum Starting Faction Size table shows how buildings from the Kingdom rules in Chapter 1 can affect the size of each faction type. A faction of at least size 1 it can launch Operations, earn income, and increase its size. Factions may not wish to start at the maximum possible size and are not required to do so. If a faction starts a faction turn with size 0, the only operation it may perform that turn is a recruitment operation.

Table 6-3: Building Effects on Starting Faction Size

	ACADEMIC	CIVIL	FOREIGN	JUDICIAL	LEGAL	MILITARY	RELIGIOUS	SOCIAL	TRADE
Academy	+2	-	-	+2	-	-	-	-	-
Aerie	-	-	+1	-	-	-	-	+1	-
Alchemist	+1	-	-	-	-	-	-	-	+1
Arena	-	+4	-	-	-	-	-	+4	-
Assembly	+2	+2	+2	+2	+2	+2	+2	+2	+2
Bank	-	-	-	-	-	-	-	-	+2
Bardic College	-	+2	-	-	-	-	-	+2	-
Barracks	-	-	-	-	+1	+1	-	-	-
Baths	-	-	-	-	-	-	-	+1	+1
Black Market	-	-	-	-	+2	-	-	-	-
Brewery	-	+1	-	-	-	-	-	+1	-
Bordello	-	-	-	-	+1	-	-	+1	-
Bureau	-	-	-	+2	+2	-	-	-	-
Caster's Tower	+1	-	-	-	-	-	-	-	+1
Castle	-	-	-	+4	-	+4	-	-	-
Cathedral	-	-	-	-	-	-	+4	+4	-
Courthouse	-	-	-	+1	+1	-	-	-	-
Dance Hall	-	-	-	-	-	-	-	+2	-
Exotic Artisan	-	-	-	-	-	-	-	-	+2
Foreign Quarter	-	-	+4	-	-	-	-	+4	-
Gambling Den	-	-	-	-	+1	-	-	-	+1
Garrison	-	-	-	-	+2	+2	-	-	-
Guild Hall	-	-	-	-	-	-	-	+2	+2
Graveyard	-	-	-	-	-	-	+1	+1	-
Hanging Gardens	+4	-	-	-	-	-	-	+4	-
Herbalist	-	+1	-	-	-	-	-	-	+1
Hospital	-	+2	-	-	-	-	-	+2	-
Inn	-	-	-	-	-	-	-	+1	+1
Jail	-	-	-	+1	+1	-	-	-	-
Library	+1	+1	-	-	-	-	-	-	-
Lighthouse	-	-	+1	-	-	-	-	-	+1
Luxury Store	-	-	-	-	-	-	-	-	+2

	ACADEMIC	CIVIL	FOREIGN	JUDICIAL	LEGAL	MILITARY	RELIGIOUS	SOCIAL	TRADE
Magic Shop	-	-	-	-	-	-	-	-	+2
Magical Academy	+2	-	-	-	-	-	-	-	+2
Market	-	+2	-	-	-	-	-	-	+2
Military Academy	+2	-	-	-	-	+2	-	-	-
Mint	-	-	-	-	-	-	-	-	+2
Monastery	+2	-	-	-	-	-	+2	-	-
Museum	+2	+2	-	-	-	-	-	-	-
Observatory	+1	-	-	-	-	-	-	-	+1
Orphanage	-	+1	-	-	-	-	-	+1	-
Palace	-	-	+4	+4	-	-	-	-	-
Pier	-	-	+1	-	-	-	-	-	+1
Sacred Grove	-	-	-	-	-	-	+1	+1	-
Sewer System	-	-	-	-	+2	-	-	-	-
Shop	-	+1	-	-	-	-	-	-	+1
Shrine	-	-	-	-	-	-	+1	+1	-
Smithy	-	-	-	-	-	-	-	-	+1
Tavern	-	+1	-	-	-	-	-	+1	-
Temple	-	-	-	-	-	-	+2	+2	-
Theatre	+2	-	-	-	-	-	-	+2	-
Town Hall	-	-	-	+2	+2	-	-	-	-
Trade Shop	-	-	-	-	-	-	-	-	+2
Tunnels	-	-	-	-	+2	-	-	-	-
University	+4	-	-	-	-	-	-	-	+4
Warehouse	-	-	-	-	-	-	-	-	+4
Watchtower	-	-	-	+1	+1	-	-	-	-
Waterfront	-	-	+4	-	-	-	-	-	+4

Calculating Faction Attributes

The individual faction attributes receive bonuses based upon the type of the faction (see *Types*), the alignment of the faction (see *Alignment*), the size of the faction (+1 bonus per 10 faction size, rounded down)

Faction Check

Factions have three attributes: Power; Resources; and Reputation. Many actions a faction performs require a faction check using one of these attributes. It is not possible to take 10 or take 20 on a faction check. Unless otherwise noted, the base DC of a faction check is 15. A faction check automatically fails on a natural 1, and automatically succeeds on a natural 20.

Faction Checks are made by rolling 1d20 and adding the faction attribute, plus the faction's size modifier.

Types of Factions

There are numerous types of faction.

Academic

Academic factions are generally college or university boards, in control of the education of the general populace. Academic factions gain a +1 bonus on Reputation checks and a +1 bonus on Resources checks.

Civil

Civil factions are typically public bodies made up of common citizens of the Kingdom. They usually represent groups of citizens who work towards a common goal. Civil factions gain a +2 bonus on Reputation checks.

Foreign

Foreign factions represent organizations from other kingdoms. These are usually foreign diplomatic entities but can represent almost any other type of faction (trade, religious, and military are the most common). Foreign factions gain a +2 bonus on Power checks.

Judicial

Judicial factions represent groups who are working to affect the overall legal structure of the kingdom. Examples include the current rulers, the judges, as well as groups trying to overthrow the current rulers, or trying to create new laws. Judicial factions gain a +1 bonus on Power checks and Reputation checks.

Legal

Legal factions are groups with an interest in maintaining or breaking the law. This includes police forces, city watchmen, border patrols, and thieves' guilds. Legal factions gain a +1 bonus on Power checks and a +1 bonus on Resources checks.

Military

Military factions are directly involved in the application of power through armies. They are typically the high command of the military (Kingdoms with multiple branches of armed forces may have more than one Military faction). Military factions gain a +2 bonus on Power checks.

Religious

Religious factions are concerned with the spiritual wellbeing of the citizens of the Kingdom. They typically represent a specific faith worshipped in the Kingdom. Heretical groups within a faith are separate factions. Religious factions gain a +1 bonus on Power checks and Resources checks.

Social

Social factions are typically groups of citizens who have joined together because of a shared culture, economic standing, or recreational activity. These groups are usually formed so that the members can feel as though they are part of something special and unique. Social Factions get a +2 bonus to one type of faction check, a +1 bonus to a second, but a -1 penalty to the third.

Trade

Trade factions are business or trade organizations involved in the manufacture, buying and selling of goods. Examples include guilds, coalitions of shopkeepers, and merchant companies. Trade factions gain a +2 bonus on Resources checks.

Other faction types

The GM is free to create any other type of faction, if they have one that does not fit within the above types. The bonuses to checks for new faction types should not exceed a total of +2.

Secrecy

A faction can have one of three Secrecy states: Open, Covert, or Disguised.

Open

An Open faction is one that is publicly known. Any citizen may have heard of them, and it is easy to locate the faction. Knowledge checks to learn things about the faction have their DC decreased by 2.

Covert

A Covert faction is hidden from the public eye. People might be aware of the existence of a Covert faction (such as a thieves' guild or secret police), but won't know anything about its members, structure, or base of



operations. The DC for Knowledge checks or Diplomacy checks to gather information about Covert factions is increased by 5.

Disguised

A disguised faction is a group or organization which publicly claims to be one thing, while in secret is something else entirely. A network of black-market merchants appears to be a Trade faction but is actually a Legal faction. A disguised faction gains bonuses on checks based on its actual faction type, not the public one. The DC to learn information about the public faction type is decreased by 5 (since the faction is putting effort into making that information available), while the DC to learn information about the actual faction type is increased by 10.

Goals

All factions have one or more goals (which may change over time). When a faction is first created, it must set one goal which is known as the Major Goal. This is the primary outcome the faction is striving to achieve. For example, the merchant's guild looking to control all trade in the kingdom, a rebellious group of bandits hoping to overthrow the king, or the thieves' guild looking to control all theft in a city. Other, less important goals, known as Minor Goals, represent the day-to-day goings on for the faction, and can be almost anything, from the merchant's guild reducing the effectiveness of a settlement's tax collectors, the group of bandits trying to make a bribed official more liked by other citizens, or the thieves' guild trying to make the city watch ineffective. Minor goals can be short- or long-term, depending on the faction's needs at the time.

A new goal is set for the faction with an Operation. Goals may be public or secret, and each goal consists of an Aim, a Scale, and a Subject.

Aim

Control

The faction is exerting control over the subject of the goal. This may be simply using the faction's power of persuasion to get the subject to do what it wants, but also extends to direct threats and intimidation, or even the use of money to buy the subject.

Boost

The faction is increasing the subject's impact on the kingdom. For example, a Trade faction may be trying to promote a particular business. When a successful Advance Goal Operation is completed for a Boost goal, the subject gains a +2 bonus to any kingdom or faction checks made before the end of the next kingdom turn.

Reduce

The faction is reducing the subject's impact on the kingdom. A common example would be a Legal faction (representing the local police force) trying to reduce crime. When a successful Advance Goal Operation is completed for a Reduce goal, the subject suffers a permanent -1 penalty to a single type of kingdom or faction check.

Eliminate

The faction is removing the subject completely from having any impact on the kingdom. It does not necessarily mean that the subject is destroyed or killed. Eliminate aims are extremely powerful, but also very difficult to achieve.

Scale

The scale of a goal represents the amount of impact caused by influencing the goal's subject. The ultimate decision about the scale of a particular goal is up to the GM. For goals whose subject is a place, the size of the area affected by the place determines the scale. For goals with a subject that is a person, or group of people, the scale depends on the size of the group. However, if a subject has a higher level of influence within the kingdom than the scale would normally indicate, the GM should increase the scale of the goal. For example, a kingdom's leaders should always be considered to be Kingdom Scale, as a group and individually. Likewise, the head of a guild might qualify as a district in scale (or even a faction), rather than an individual. When unsure, use the highest suitable Scale.

Table 6-4: Faction Scale

Scale	Examples
Individual	A single merchant; a temple
District	All merchants in a settlement district; all churches in a settlement district; a respected elder
Faction	Merchants' Guild; A church hierarchy for a single religion within a settlement; a city councilor
Settlement	All traders in a city; all religious institutions in a city; the town mayor
Kingdom	All trade in the kingdom; all religious institutions in the kingdom; a kingdom leader

Subject

The subject of a goal is whatever person, place, or item at which the goal is targeted. This can be almost anything the faction wants, except for abstract concepts (which may be allowed at the GM's discretion). So, a faction could set a goal to "Control the Kingdom Treasury" but could not set a goal to "Control the King's Honor." The subject may not be the faction itself but can be another faction.

Privacy

A goal may be set as either Public or Secret when it is created by the faction. A public goal is something that the faction has made available to all faction members. If the faction is Open, then public goals can also be determined by an appropriate Knowledge check. If the faction is Covert, then public goals are not typically known outside the faction. Secret goals are things that the faction is trying to achieve, generally known only to the faction's senior members.

Goal DC

Goals have a Difficulty Class (DC) indicating the difficulty to achieve that goal. Unless otherwise noted, the base DC to accomplish any goal is 15. Use the following table to calculate modifiers to that DC.

Table 6-5: Faction Goal DC

AIM	DC MODIFIER
Control	+2
Boost	+0
Reduce	+0
Eliminate	+5
SCALE	**DC MODIFIER**
Individual	+0
Faction	+1
District	+2
Settlement	+3
Kingdom	+5
PRIVACY	**DC MODIFIER**
Public Goal	-1
Secret Goal	+3

The Faction Turn

Faction turns take place during the kingdom turn sequence. They should be inserted after the Edict phase of the Kingdom turn, and any alterations which occur as a result of the faction turn should take effect before the Income phase of the Kingdom turn begins. All factions in a kingdom should perform each phase of the faction turn before moving on to the next phase. The order in which the factions act in each phase should be determined by each faction making a Power check (this check has no DC), and they act in reverse order of the checks. In the event of a tie, the faction with the smaller size goes first. If factions are still tied, roll Power checks again until the tie is broken.

Upkeep Phase

The faction must pay its upkeep and maintain control and stability of itself before it does anything else.

Step 1—Check tension. If the tension of the faction has reduced any of the faction's attributes below 0, then the faction has a chance of splintering. Make a Special Tension Check, which is a 1d20 roll +1 for every 10 points of tension (rounded down). The DC for this roll is 10 plus the faction's size modifier (+1 per 10 size, rounded down). If the tension check exceeds the DC, the faction splinters. See *Splintering Factions* on p. 249..

Step 2—Pay costs. A faction costs WP equal to its Size each turn. If it is unable to pay (due to insufficient WP), it loses all remaining WP, and gains tension equal to the amount not paid. This penalty may be reduced or removed in future faction turns by use of the Reduce Tension operation.

Operations Phase

The faction may undertake a number of Operations based on the Faction's size, as detailed in *Table 6-6: Faction Operations by Size*. For each Operation launched, the Faction pays the cost of the Operation, and makes any checks required. The faction may launch Operations in any order. All effects for a single Operation are resolved before the next Operation is launched.

Income Phase

Based on its activities, size, and patronage by PCs or NPCs that support it, a faction brings in money and other resources each faction turn.

Step 1—Add Wealth. Any character may choose to add wealth to a faction. Every 400 gp added to the faction's treasury adds 1 WP.

Step 2—Determine Income. The Faction makes a Resources check. This check has no DC, add the result as WP to the faction's treasury.

Operations

Each faction may undertake a number of Operations in a given faction turn. These operations either boost their own power or limit the power of other factions within the kingdom. The number of operations a faction may perform per turn is determined by faction size and set at the beginning of the Operations Phase. Size increases occurring during that turn do not affect the number of operations a faction may perform.

There are two types of operation, Maintenance and Active. Maintenance operations are activities that the faction performs where the result is a change to the faction itself, while Active operations alter the kingdom



or other factions. Maintenance operations may be performed more than once per faction turn, but only one of each type of Active operation may be performed in a given turn.

Several operations apply modifiers to kingdom and faction attributes, with larger modifiers costing more WP. A faction can always choose to use a modifier lower than the maximum result generated by their faction check.

Table 6-6: Faction Operations by Size

FACTION SIZE	OPERATIONS PER TURN
0	1*
1-10	1
11-25	2
26-50	3
51-100	4
101-200	5
201+	7

*: Factions with size 0 may only make Recruitment operations.

Sometimes an attribute from the kingdom (or a modifier to a kingdom attribute) is used for faction checks. Unless otherwise stated, this is in addition to the existing faction bonus. Use the following table to determine which faction attribute is modified by bonuses and penalties to which kingdom attribute.

Table 6-7: Faction and Kingdom Attribute Equivalencies

FACTION ATTRIBUTE	KINGDOM ATTRIBUTE
Power	Stability
Reputation	Loyalty
Resources	Economy

Abandon Goal (Active)

The faction no longer wishes to pursue this goal. The faction makes a Reputation check against the Goal DC + 10. If successful, the goal is abandoned and may be removed from the faction's goals.

Advance Goal (Active)

The faction works to advance one of its existing goals. Choose one existing goal for the faction and make a Resources check against the Goal DC. If successful for a boost or reduce goal, the faction may do one of the following, depending on the subject of the goal:

Table 6-8: Advancing Boost and Reduce Goals

Scale	Example Impacts	Cost (WP)
Individual	Give the subject gold, or prevent the subject receiving an income for a single kingdom turn	1 per 400 gp given or prevented
District	Alter a single building's settlement and kingdom attributes by 50% (up or down) for one turn	1 per 2 BP cost of the building
Faction	Alter one of the faction's attributes permanently by +/-1	5
Settlement	Alter one of the settlement attributes permanently by +/-1	15
Kingdom	Alter one kingdom attribute permanently by +/-1	20

A successful check for a control goal allows the faction to immediately affect the goal's subject. The effect of advancing a control goal lasts until the next faction turn, unless otherwise noted. Because of the nature of controlling the subject, it isn't possible to provide a comprehensive list of effects and costs. This will vary depending on the subject, the goal, and the controlling faction's intentions. It is left to the GM's discretion to determine reasonable costs and impact for advancing these goals.

Some examples might include an order of paladins controlling a single merchant's shop for a time, to help him avoid going out of business, costing them 2 WP.

The merchant's guild controlling the kingdom's Treasurer and setting the tax edict to suit their needs. This could cost 15-20 WP per change in edict level.

The thieves' guild controlling the city watch's recruitment practices so that the watchmen are a little less competent, costing 8 WP.

Aid, Faction (Active)

The faction attempts to support the work of another faction. Make a Power check. If successful, you may choose to either remove a point of tension from the target faction or apply a +1 modifier to one of the target faction's attributes. For every 5 points by which the check succeeds, you may remove another point of tension or add another +1. The benefit of this operation does not have to apply to the same attribute from a single operation. Each point of tension removed or attribute bonus applied costs 3 WP. Bonuses to attributes last until the start of the next faction turn.

Aid, Kingdom (Active)

The faction tries to help one of the leaders of the kingdom. The faction chooses one of the kingdom's leaders and makes a Reputation check. If successful, the faction applies a +1 bonus to the target leader's kingdom attribute modifier, increasing by +1 for every 5 points by which the check exceeds the DC. Multiple Aid operations do not stack – only the highest modifier applies. Each point of bonus costs 5 WP, unless the leader affected is the Ruler, in which case it costs 7 WP. The cost must be paid at the time the bonus is applied. This bonus applies until the start of the next faction turn.

Alliance (Active)

The faction joins forces with another faction. The two factions must have a Goal subject in common (though the Aim and Scale of the Goal do not have to be the same) and agree to the alliance. Each Faction makes a Reputation check. The Faction which gets the highest result is the dominant partner and can choose whether the alliance is balanced or unbalanced. If the alliance is balanced, both Factions gain a bonus to all Faction attributes equal to 50% of the bonus the other faction has. If the alliance is unbalanced, the dominant partner gains a bonus equal to 75% of the bonus the other Faction has, while the other partner gains 25%. These bonuses are lost if the alliance dissolves. At any time two Factions are in an alliance with each other, either of them can attempt to absorb the other Faction. This requires another Alliance Operation. The allied Factions make opposed Power checks. The winning faction permanently gains Power, Resources and Reputation equal to half the losing Faction's attributes. Add together the Size of the two Factions to determine the new Faction's size. The winning Faction may make a Reputation check to remove any of the losing Faction's Goals (one check may be made per Goal). Success means that the goal is removed entirely. Failing the check by less than 5 means that the Faction may reduce the Scale of the Goal by 1 step (for example from Kingdom to Settlement). Failure by 5 or more means that the Goal is added to the winning Faction's Goals in full. Since a faction cannot have itself as the subject of a goal, all goals from either faction with the other faction as



a subject are automatically removed. An alliance costs each faction 10 WP, plus 2 WP per turn thereafter. Merging factions which are already allied costs 10 WP.

Earn Wealth (Maintenance)

The faction's members work to obtain money for the faction's coffers. The faction makes a Power check. If successful, the faction gains +2 on the determine income roll during the income phase. For every 5 points by which the check succeeds, the faction gains an additional +1 to the determine income roll.

Faction Conflict (Active)

The faction mobilizes its members to compete with an opposing faction. This is not necessarily a violent altercation but can be resolved either using a modified version of the mass combat rules, or the normal 5th Edition combat rules (GM's choice).

The number of members of each faction involved in the contest is equal to the size of the faction. If using the mass combat rules, create an army of 1st level warriors based on that size (rounded down to the nearest army size). Damage done is solely used to determine the success or failure of the faction in the contest, though a faction can choose to deal lethal damage during a contest if it wishes. The winning faction gains +2 Reputation until the start of the next edict phase, and the losing faction suffers a permanent -1 Reputation. If the faction has an organized militant force (created using the downtime system Organization rules, see optional rules), then the army may be created using the appropriate levels presented in those rules. This costs WP equal to the army's recruitment cost.

Lobbying (Maintenance)

The Faction chooses one leadership role (except Ruler) in the Kingdom and makes a Reputation check. If successful, they may apply a bonus to one single appropriate faction check equal to the bonus the leader in that leadership role is providing, as described in *Table 6-7: Faction and Kingdom Attribute Equivalencies*. Each point of bonus costs 1 WP.

New Goal (Active)

The faction creates a new goal for itself. Make a Reputation check against the Goal DC. If the check is successful, then the new Goal is added to the Faction's list of Goals.

Publicity (Maintenance)

The members of the faction spend their time making speeches and kissing babies. Make a Reputation check. If successful, the Faction may apply the Ruler's kingdom attribute bonus to one of their Faction attributes until the start of the next Edict phase. Publicity costs the faction 2 WP per point of bonus applied.



Reduce Upkeep (Maintenance)

The faction invests funds in a variety of properties and businesses within the kingdom, for the benefit of their members. This results in them being able to maintain the faction at a lower cost than normal. The upkeep cost for the faction is permanently reduced by 1. The upkeep cost may never be reduced below zero. This operation costs 10 WP.

Recruitment (Maintenance)

The Faction works to recruit new members and increase its Size. Make a Resources check. If successful, the Size of the Faction increases by 1, and may be increased an additional 1 for every 5 points by which the check beat the DC. Recruitment operations cost 2 WP per point of size increased.

Relieve Tension (Maintenance)

The faction takes some time to demonstrate to the members that they are progressing towards their goals, and makes its members feel valued and useful. The faction makes a Reputation check. If successful, the faction may reduce its current tension by 1. For every 5 points by which the check beats the DC, an additional 1 tension may be removed. Each point of tension removed costs 1 WP.

Spying (Active)

The faction attempts to learn information about a known target faction. Make a Resources check. If successful, the faction learns information about one Goal of the target faction. Choose one of Aim, Scale, or Subject. For every 5 points by which the check beats the DC, the faction may learn one more piece of information about the goal, or may learn one piece of information about another goal of the same faction. Alternatively, the faction may choose to learn the Power or Resources attribute of the target Faction. Each piece of information obtained costs 3 WP.

Spying can also be used to learn of the existence of covert factions. Make an opposed Power check, if successful, your faction learns of the existence of a single covert faction operating in the kingdom, but learning any further information requires another Spying operation. This use of Spying costs 3 WP.

Subversion, Faction (Active)

The faction attempts to undermine the work of another faction. Make an opposed Power check. If successful, add 1 point of tension to the target faction. For every 5 points by which the check beat the target faction's check, add an additional point of tension. Each point of tension caused costs 2 WP.

If the opposed check fails, add 1 point of tension to the initiating faction. For every 5 points by which the check failed to beat the target faction's check, add another point of tension.

Subversion, Kingdom (Active)

The faction works to undermine one of the leaders of the Kingdom. The faction chooses one of the kingdom's leaders and makes a Reputation check. If successful, the faction applies a -1 penalty to the target leader's kingdom attribute modifier, increasing by -1 for every 5 points by which the check exceeded the DC. Multiple Subversions do not stack – only the worst penalty applies. Each point of penalty costs 5 WP, unless the leader affected is the Ruler, in which case it costs 7 WP. The cost must be paid at the time the penalty is applied. This penalty lasts until the start of the next faction turn.

Factions and Characters

Individual PCs interact with factions using the Organization Influence rules starting on page 230. The faction's stat block should be converted to an Organization stat block using the *Factions and Intrigue* rules on p. 251..

Splintering Factions

Sometimes the tension within a faction causes the faction to fall apart from internal pressures. If splintering occurs, immediately increase the kingdom's unrest by 1. Then make one faction check of each type against DC 10. If all three succeed, the faction splits into two equal size factions. Share the original faction's current goals and tension evenly between the two and recalculate all other faction attributes. If one check fails, one of the resulting factions is ¾ the size of the original, and the other is the remaining ¼, and the goals should be shared in those proportions (if the original faction didn't have enough goals to share in these proportions, the smaller faction must take at least one goal of the original faction). If two checks fail, the faction splits into three equal parts (with goals and tension shared evenly). If all three checks fail, the faction dissolves entirely, adding a further point of unrest to the kingdom.

Creating Factions for Existing Kingdoms

The GM may find that they want to create factions for existing kingdoms. The following rules allow for a number of factions to be created which can be assumed to "have always existed" within a kingdom.



Number of Factions

A kingdom will typically have a number of factions – the larger the kingdom, to more factions there will be. Take the kingdom size and divide by 10 (rounding down), then add the result to 2d6. This is the maximum number of factions the kingdom should have. There is no requirement to create this number, and it is only for guidance – roughly 1/3 of the maximum number will be Major factions, the rest will be Minor factions.

Size

Major factions will have a size equal to the kingdom's size, while minor factions will each be between 10% and 60% of the kingdom's size (roll 1d6 and multiply by the kingdom's size, then divide by 10, rounding down). If you wish to vary these numbers from this base figure, roll 2d6 and add the result to the base size, then roll another 2d6 and subtract from the result.

Treasury

Roll percentile dice. On a result of 1-25, the faction is Poor, and has WP equal to 3 times the faction's size. On a result of 26-75, the faction is average and has WP equal to 5 times the faction's size. On a result of 76-00, the faction is wealthy and has WP equal to 10 times the faction's size.

At this stage, you may reduce the factions upkeep cost by 1 per 10 WP spent. All factions should leave at least their upkeep in the treasury before play starts, to pay the first turn's upkeep.

Type

Ideally the GM should choose the type of each faction being introduced, but if that isn't possible, you may randomly determine the type by rolling on the Random Faction Type table.

Table 6-9: Faction Type

D20 Roll	Faction Type
1-2	Academic
3-5	Civil
6-7	Foreign
8-9	Judicial
10-12	Legal
13-14	Military
15-16	Religious
17-18	Social
19-20	Trade

Secrecy

Roll on the following table for the secrecy of the faction

Table 6-10: Faction Secrecy

D20 Roll	Secrecy
1-11	Open
12-17	Covert
18-20	Disguised*
*Roll again on the faction type table for the type this faction is disguised as.	

Goals

All factions have one or more goals that they are currently pursuing. Use the following charts as a prompt to help determine some goals – as a rule of thumb, create 1 goal for every 10 size that the faction has.

Table 6-11: Faction Goal Aim

D20 Roll	Aim
1-4	Control
5-10	Boost
11-17	Reduce
18-20	Eliminate

Table 6-12: Faction Goal Scale

D20 Roll	Scale
1-6	Individual
7-11	Faction
12-15	District
16-18	Settlement
19-20	Kingdom

Subject is probably the most complex thing to determine about a goal, since the subject can be almost anything. Below is a list of possible subjects, though this list is by no means complete, and GMs and players are encouraged to come up with their own: Trade, an individual, a guild, a business, a bank, a university, a ruler, a street, a district, a settlement, the kingdom, guards, the secret service, a church, a religion, a family, a clan, a mayor, a sergeant, an army, a general, a school.

Factions and Skills

It sometimes becomes necessary for PCs to learn information about factions. This is most commonly achieved by making Charisma checks to gather news, rumors, and gossip, as well as Charisma (Intimidation) or Charisma (Persuasion) checks to get people to reveal their secrets (and possibly Wisdom (Insight) checks

to see through attempts to deceive you). This can be supplemented with Intelligence (Investigation) checks to learn about current events and activities or those from the recent past, or Intelligence (History) to learn about events and activities farther in the past. Intelligence (Religion) checks maybe appropriate to learn about temples, cults, and other religious organizations, or Intelligence (Arcana) for mage's guilds and the like.

To determine the DC of a check, subtract the size modifier of the faction from 15, and modify this result based on the secrecy of the faction (see Faction Secrecy DC table below).

Table 12: Faction Secrecy DC

SECRECY	DC MODIFIER
Open	-2
Covert	+5
*Disguised**	-5/+10

* The number before the slash is for checks based on the apparent faction type, the number after the slash is for checks about the actual faction type.

Generally speaking, a successful check should result in one piece of information about the faction being learned by the character, with additional information being revealed for every 5 points by which the character beat the check, in the same fashion as the Spying operation. Additional information a character could learn includes size, alignment, and type, with other details at the GM's discretion.

One special situation that needs careful adjudication is disguised factions. The character should make a single knowledge or diplomacy check, and the result of that check is compared to the DC for the apparent faction and also for the disguised faction. The character learns information about each independently.

Simple Faction Rules

There are many circumstances where it isn't appropriate to use the complete faction rules, but as the GM you wish to still use factions to affect the kingdom. Some examples are where the players aren't interested in taking on the roles of factions; you're using factions secretly; or you have a number of important factions and you believe that the faction turn will take too long.

Below is a shorthand method of running factions which condenses the full rules into a single die roll per faction, and results in a single effect on the kingdom or another faction.

For each faction that you are using, create a simplified faction stat-block, containing the name of the faction, the size of the faction, and a goal that the faction is attempting to achieve.

During the faction turn, each faction should make a check modified only by the size modifier of the faction. Whichever faction gets the highest result may permanently modify any kingdom stat by +/- 1, increase or decrease the kingdom's unrest by 1, adjust any one Expansion, Holiday, Improvement, Recruitment, or Taxation edict by one step, or alter the size modifier for another faction by +/-1. After this modification is made, the kingdom's Ruler selects a single faction and rolls a Loyalty check against the kingdom's Control DC. Success allows the Ruler to modify the size modifier of the selected faction by +/-1. Failure causes +1 Unrest.

Optional Faction Rules

The following rules allow you to tailor the way you use factions in your campaigns at the party level or the kingdom level, especially when integrating the two systems.

New Edict: Support or Suppress Faction

The rulers of a kingdom may choose to issue an edict to support or suppress particular factions during the Edict Phase of their kingdom turn. Make a Loyalty check against the Control DC. If successful, the kingdom may choose to support or suppress. For every BP spent, the kingdom increases (if supporting) or decreases (if suppressing) a single faction's checks during the Operation phase. For every 5 points by which the kingdom beats the DC, an additional faction may be supported or suppressed. Every faction beyond the first affected this way causes a -1 penalty to Loyalty checks until the start of the next edict phase.

Factions and Intrigue

The factions generated in this chapter are tailor-made to be organizations which the PCs may choose to interact with. The following rules allow you to take a faction and generate Organization stat block for use with the Organization Influence rules.



Step 1 - Determine Prominence

Add together the faction's total Power and Reputation modifiers, see the Faction Prominence table, below.

Table 6-13: Faction Prominence

Power + Reputation	Prominence	Prominence Modifier
Less than +5	Weak	-5*
+6 – +10	Moderate	+0
+11 – +20	Strong	+2
+21 or higher	Preeminent	+5

* May not reduce the level of a key member below 1.

Step 2 - Key Members

If the faction's most important members have already been created as part of the roleplaying experience, then use those; however, should the key members need to be determined, do the following: To find the highest-level key member, roll 2d6 and add the Prominence modifier. The next-highest level key member will generally be 2 levels lower than the highest level. Further key members will be 1–2 levels lower than the previously created one. Any number of key members may be created, but 2–5 is usually sufficient.

Step 3 - Values

The values of a faction should be determined by consideration of what the faction looks for in a member. This is not easily quantifiable, but virtues (such as loyalty, honesty, or obedience) and ability (skillfulness, demonstrable power) are probably the most common, since they are things that almost any group will appreciate in its members and affiliates. The specific values should ideally be tailored to the group by the GM.

Step 4 - Public and Private Goals

The faction's goals should be its public and private goals (secret goals under Ultimate Factions become private goals for the Organization Influence system).

Step 5 - Allies

Any alliances that the faction has are automatically considered allies, but other factions may be considered allies at the GM's discretion.

Step 6 - Enemies

Choose 1 or more factions which oppose the main goal of this one. Those factions are the enemies.

Step 7 - Membership Requirements

Every organization's membership requirements will be unique, but the more prominent the organization the more valuable or restrictive the membership requirements will be. For weak organization, an activity with a small value (less than 100 gp), or an occasional commitment of time (a short meeting once per month for six months) is suitable. For a moderate organization, a more valuable activity (between 100 and 500 gp) or a greater commitment of time (a weekly meeting for three months) would be acceptable. Strong organizations need a much greater level of dedication, so a value of up to 2,000 gp or several days of dedicated time to the organization, even at the expense of the character's other activity. Preeminent organizations demand much greater sacrifice, which should rarely be quantified in monetary terms (unless the organization is particularly interested in money), but instead be a demonstrated willingness to take risks on behalf of the faction, even at the possible expense of the character's life.

Step 8 - Influence Limitations

Most organizations require a formal acknowledgement of membership before they will allow a character to increase their influence rank to 2, and further influence rank increases may require more elaborate demonstrations of allegiance to the organization, with more prominent organizations having more elaborate and frequent requirements (a preeminent organization is likely to have a requirement to increase each influence rank, while a moderate organization may only need something extra to get to rank 4).

Step 9 - Benefits

An organization's benefits are unique to that organization, and GMs are advised to consider unique benefits where possible, but the common benefits can be easily used where necessary.

Use the following table to determine appropriate common benefits for a faction.

Table 6-14: Faction Benefits

	Rank 1	Rank 2	Rank 3	Rank 4
Borrow Resources	Resources x20 gp	Resources x100 gp	Resources x500 gp	Resources x1000 gp
Command Team†	-	1-4 HD	3-12 HD	6-30 HD
Gather Information	Reputation +3	Reputation +3	Reputation +3	Reputation +3
Put in a Good Word	Never	Yes	Yes	Yes
Reciprocal Benefits				

†: These are for strong or preeminent organizations. For every level of prominence below strong, increase the rank required for a particular team by 1. Military factions may reduce the rank by 1 and add an army of 100 1st level fighters to the available teams at rank 4.



Step 10 - New Benefits

New benefits should be chosen to match the theme of the organization and should be roughly equivalent in worth to the benefits in the table above. The benefits can be as much as one rank better, if they are something the organization is particularly focused on, for example a wizard's guild might allow its members access to the guild library of spells.

Factions in Play

These rules primarily present a way for GMs to add some extra effects to kingdom turns, which would normally suggest that they should be used outside normal play sessions as part of preparation or post-game reconciliation. The GM may, however, wish to include their players in the use of these rules. One of the most effective ways to do this is to give each player a faction to control. This can be a faction related to their character's kingdom leadership role (if any), a faction directly opposed to that leadership role, or just any faction within the kingdom. The key point to drive home is that the factions are largely independent of their characters, and the things factions choose to do should generally be in the faction's best interests, even at the expense of the kingdom and rulers.

For example, David (the GM) has given his players a faction each to manage. Carla, whose PC is the kingdom's Warden has been given the thieves' guild. Carla needs to be careful to make sure that the operations the guild performs are sensible for the thieves' guild, even though it will make her character's job as Warden harder. This has the advantage of letting Carla make decisions for the guild that can drive plotlines for her character, but can remove some control from the GM.

When allowing player-controlled factions, a word of warning to the players – the faction is a group of people in the kingdom that your character has probably never met. Don't get too attached to the faction, or competitive with the other players, even if your factions are opposed. Your factions go to war? Great! Now it's up to the PCs to stop the bloodshed in the streets. Your faction disintegrates due to tension? Excellent! Now you get to run the group that fills the power gap and deal with the fallout. Everything that factions do should be to drive the kingdom's story in interesting directions, and everyone involved, GM's and players, needs to be on the same page.

It is recommended that if *any* of the players in the group are not interested in controlling a faction, the Simple Faction Rules should be used instead, to minimize bookkeeping and time.

Sample Factions

Factions are described in the following format.

Faction Name: This is the name of the faction, usually descriptive of the faction's place in the social structure of the kingdom.

Alignment: The alignment of the faction

Secrecy and Type: Whether the faction is open, covert, or disguised (the actual type is listed in parentheses), and the type of the faction.

Size: The faction's size. An approximate number of members is listed in parentheses.

Size Modifier: This is the size modifier of a faction of this size. It is already factored into the faction's attributes.

Faction Attributes: The bonus to Power, Resources, and Reputation checks that the faction has. This does not account for any penalty due to tension.

Wealth: The amount of wealth the faction has when it is first used. The operations performed by the faction will drastically alter this figure through play.

Tension: The amount of tension the faction has when it is first introduced. Any penalty associated with this level of tension is listed in parentheses and has not been included in the faction attribute bonuses.

Goals: The faction's major goal, and at least one minor goal are listed, including information regarding the aim, scale, subject, and secrecy. The DC for the goal is also included.

Common Operations: These are the most likely operations this faction will perform if left to its own devices. These are suggestions only, and any operation can be undertaken throughout play.

Crime Syndicate

NE Covert Legal Faction
Size 600 (15,000 members) **Size Modifier** +60
Power +63
Resources +62
Reputation +61
Wealth 2,800
Tension 485 (-48 penalty to checks)
Major Goal Control criminal activity (from petty theft to assassinations) across the kingdom. DC 21
Minor Goal Boost kingdom trade. DC 19
Minor Goal Secretly control all trade (legal and illegal) across the kingdom. DC 25
Minor Goal Secretly boost all members' personal wealth. DC 19
Common Operations Recruitment; Advance Minor Goal (increase Economy from trade); Subversion, kingdom (Warden or Royal Enforcer); Earn Wealth

Mage's Guild

N Open Academic Faction
Size 21 (520 members) **Size Modifier** +2
Power +2
Resources +5
Reputation +5
Wealth 200 WP
Tension 12 (-1 to checks)
Major Goal Control the use of magic within the kingdom, to protect the people. DC 21
Minor Goals Control the distribution of arcane knowledge within the kingdom. DC 25; Eliminate magic users dangerous to the people of the kingdom. DC 28
Common Operations Advance Major Goal (used to either increase kingdom stability or remove a number of magic items available within settlements. One item per district may be removed.); Advance Minor Goal (One magic using character or creature is unable to affect the kingdom until the start of the next Edict phase, or one magic using faction loses their next Operation); Recruitment; Advance Minor Goal (increase Magister's leadership bonus).



Merry Outlaws

CN Open Civil Faction
Size 5 (125 members) **Size Modifier** +0
Power +2
Resources +1
Reputation +3
Wealth 15 WP
Tension 6
Major Goal Secretly desire to eliminate kingdom aristocracy. DC 28
Minor Goal Boost wealth of poor in the kingdom. DC 19
Minor Goal Reduce wealth of rich in the kingdom. DC 19
Common Operations Recruitment; Earn Wealth; Subversion, kingdom (Warden); Subversion, faction (Secret Society); Advance Goal (rob from the rich or give to the poor)

National Military

LN Open Military Faction
Size 720 (18,000 members) **Size Modifier** +72
Power +74
Resources +75
Reputation +73
Wealth 1500
Tension 200 (-20 to checks)
Major Goal Eliminate external threats to the kingdom's people. DC 24
Common Operations Recruitment; Aid, kingdom (General); Advance Goal (maintain status quo)

Secret Society

NE Disguised Social (Civil) Faction
Size 13 (325 members) **Size Modifier** +1
Power +3
Resources +2
Reputation +4
Wealth 150 WP
Tension 0
Major Goal Secretly Control the Kingdom's leaders. DC 25
Minor Goal Secretly Reduce Education in slum districts. DC 20
Minor Goal Secretly place members in positions of power. DC variable
Minor Goal Increase culture within capital with high-class entertainment. DC 17
Common Operations Recruitment; Aid kingdom (Ruler, Councilor, or High Priest); Earn Wealth

Thieves' Guild

LE Covert Legal Faction
Size 8 (200 members) **Size Modifier** +0
Power +3
Resources +3
Reputation +0
Wealth 40 WP
Tension 0
Major Goal Control criminal activity in other settlements within the kingdom. DC 25
Minor Goal Control all criminal activity in home settlement. DC 19; Reduce effectiveness of town guards in home settlement. DC 17
Common Operations Earn Wealth; Advance Minor Goal (success used to increase Crime in settlement); Recruitment; Advance Minor Goal (Reduce Town Guards Power)


CHAPTER 7
Relationships

Building relationships with NPCs can be done organically in the course of any role-playing game, with the players and GM honing their individual improvisational skills to play off one another in an ongoing give and take. This can work well if the players and GM are naturally inclined to that kind of riffing and if everyone at the table is on board with spontaneous diversions into roleplay as the opportunity arises. However, players are not their characters and vice versa, and just as playing a mighty sword-swinger doesn't require the player to take fencing lessons so too being able to develop relationships with NPCs shouldn't fall solely on the social agility of the player, or on the chance encounter when the GM and players both happen to hit the same spark at the same time with a particular interaction.

This book provides you a system for weaving PC-NPC relationships intentionally and purposefully into your campaign, so that rather than trying to catch lightning in a bottle you can both plan and prepare to facilitate PCs and NPCs being able to build meaningful connections. It allows you to create NPCs that are more than just information dispensers, quest-givers, or obstacles to be overcome. They can become real characters with personalities of their own, giving opportunities for PC and NPC alike to become more than just numbers on a page.

Whether it's romance, rivalry, revenge, friendship, faith, flirtation, or any other point of connection, you can use these rules to create a variety of relationship opportunities in the campaign. Not every player will invest in building relationships and that's perfectly okay; everyone has fun in the game in their own way. For many players, though, you can use these rules to create a far richer, more vibrant, and more engaging fantasy world and fantasy campaign where they can build their character's story in new and exciting ways beyond dragging home the trophies of their latest adventure to sleep and then head back to the dungeon.

Relationship Rules

Relationship Ranks

Each character begins play at rank 0 with most NPCs. A PC can rise from ranks 1 through 10, learning more about that NPC's personality, goals, troubles, and secrets. **Rank 1** represents establishing a relationship, and **Rank 4**, **Rank 7**, and **Rank 10** are significant ranks that each represent a major breakthrough. To advance through relationship ranks, a PC must gain enough Camaraderie Points to achieve the next rank and then succeed at ranking up. The table below describes the Camaraderie Points required to rank up based on the point in the campaign when the character became a significant NPC.

Camaraderie Points

PCs can gain camaraderie points in several ways. First, when a PC performs a significant action aligned with the NPC's interest, that PC gains a number of camaraderie points (typically 1 or 2). Second, whenever a PC levels up, the player can assign 2 camaraderie points each to an NPC they have encountered, whether in the course of an ongoing home campaign or a chapter of a published adventure path or series, to represent the PC spending extra time with that NPC (for example, a PC in adventure 3 could assign 2 camaraderie points each to one NPC from adventure 1, another NPC from adventure 2, or another from adventure 3). At the GM's discretion, an NPC might not be available as a choice if that NPC was unavailable for the entirety of the level (for example, if that NPC was in a coma or kidnapped). Lastly, once per milestone, each PC can attempt to gain favor with each NPC available by spending a bit of time with them, offering a gift, a story, a witticism, or anything else the player can think of. In addition to the three standard ways of gaining Camaraderie Points, the GM should feel free to award or subtract Camaraderie Points whenever she feels it is appropriate based on a PC's actions or decisions. For instance, a PC who raised undead would likely meet with disapproval from good NPCs and lose Camaraderie Points. That same PC might gain Camaraderie Points with a cynical harpy NPC who was amused by the efficient use of the bodies. If



a PC ever gains more than enough Camaraderie Points to rank up, the extra Camaraderie Points never apply to future ranks. Instead, they grant a bonus equal to double the number of points to all checks made while ranking up.

Table 7-1: Base Required Camaraderie Points to Rank Up

Rank	Early Campaign	Middle Campaign	Late Campaign
Rank 1	0	0	0
Rank 2	2	2	1
Rank 3	4	3	2
Rank 4	6	4	2
Rank 5	4	3	2
Rank 6	6	4	2
Rank 7	8	6	3
Rank 8	6	4	2
Rank 9	8	6	3
Rank 10	10	7	4

Ranking Up

Once a PC is ready to rank up with an NPC, they can choose to engage in a rank-up conversation with that NPC once per milestone. These conversations can be as short or long as the GM prefers, ranging from simply rolling some dice to lengthy conversations about the NPC's ongoing story. The friendly relationships presented in this book each include a topic description to help guide you in roleplaying each of the ten rank-ups for each NPC. Each rank-up also requires a certain check to succeed at ranking up, possibly more than one. Significant breakthroughs often require three or more successes to complete.

Creating Your Own Relationship Links

When making your own new Relationship Links and when using this book, the base DC for a check to reach a certain rank is generally 10 + the rank in question for skill checks and saving throws. Feel free to mix up this base DC in your own Relationship Links by increasing or decreasing the base DC at certain levels (or across the board) when you feel it is appropriate. For instance, an NPC might be easy to get along with on a superficial level (-3 to all DCs for early ranks) but extremely guarded with her inner thoughts (+3 to all DCs for later ranks).

As usual, if you roleplay the rank-up conversation, award circumstance bonuses or penalties based on the way the PC interacts with the NPC and remember to apply any excess Camaraderie Points as an additional bonus to all checks made while ranking up.

Success: If a PC succeeds at all of the required checks, the PC immediately gains a rank with that NPC, potentially gaining experience points or new abilities. No matter how many excess Camaraderie Points the PC had acquired before success, they do not affect the number of points required to reach the next rank. For example, if a particularly unlucky PC fails to rank up to 5 with an NPC several times, gathering 6 excess Camaraderie Points, when the PC finally succeeds, those extra points disappear, and the PC still needs 6 more Camaraderie Points to reach **Rank 6**.

Failure: If a PC fails to rank up, they need not despair. The act of attempting to rank up provides two Camaraderie Points (and since these are always in excess of the number needed to rank up, they provide a +2 bonus on all future attempts). These points stack, so eventually a persistent enough PC will succeed. If a rank up requires multiple checks in a progression, and you fail a later check, you can start from the check you failed instead of the first check (unless stated otherwise specifically). For instance, if you needed an Insight check to figure out that something is bothering the NPC followed by a Persuasion check to get them to talk about it, and you make the Insight and fail the Persuasion, you can start with the Persuasion next time.

Affinities: Some NPCs have particularly good or bad affinities with certain PCs. Affinities range from Great to Terrible (see *Table 7-2*). Most NPCs have Average affinity for any given PC. However, if the PC has selected a background tied to an NPC or if the PC has the same card as the NPC, the PC automatically has one step better affinity with that NPC (or two steps better if both are true). Otherwise, if an NPC is attracted to the PC, is related to the PC, or any other reason that leads to a particular affinity, the GM can decide that the NPC and PC have a better than Average affinity, and if the NPC and PC are strongly at odds in ethos or worldview, the GM can decide that the NPC and PC have worse than Average affinity.

Because affinities only change the number of Camaraderie Points required for each rank, the GM can fluidly change affinities if the PCs and NPCs evolve to be better or worse suited to each other. If a PC ever has more than enough Camaraderie Points to rank up due to affinity, as usual these extra points provide an additional bonus to all checks made to rank up.

Table 7-2: Effects of Affinity

Affinity	Effect
Terrible	2 extra Camaraderie Points required for each rank, -3 to all checks to rank up
Bad	1 extra Camaraderie Point required for each rank, -1 to all checks to rank up
Average	No Effect
Good	1 fewer Camaraderie Point required for each rank, +1 to all checks to rank up
Great	2 fewer Camaraderie Points required for each rank, +3 to all checks to rank up

Milestones

Setting the pace for milestones allows you to decide how often you want to include relationship elements in the context of your greater storyline. In general, it is best to have at least one or two milestones each level; if you are playing an extended adventure path, plan for at least 5 milestones in each adventure chapter, with a maximum that is often significantly more but depends on the scope of that adventure. For instance, a book about a long arctic journey might have more milestones than a book with a tense but quickly-building feud with a guild of assassins. Each milestone gives a chance to rank up if the PC is ready as well as a chance to mingle with the NPC and possibly gain Camaraderie Points.

To gain Camaraderie Points at a milestone, the PC should describe how they are interacting with the NPC, for instance a gift they are giving, a joke they are telling, or an activity they are performing. The GM decides how well the interaction suits that particular NPC, from Terrible/Perfunctory (either something generic or unsuited for the NPC) to Perfect (something that is an amazing match for the NPC, like a star chart for a Mystic Seer). Sample relationships contain tips about what sorts of interactions and gifts they prefer. Remember that Perfunctory is the worst category of gift, so a PC who doesn't stop to think about the NPCs or pay attention to what they like and instead buys the same gift for everyone will likely be working with a Perfunctory or Poor gift.

Craftsmanship: Sometimes, craftsmanship is important. Whether a PC is reciting a haiku or inscribing intricate calligraphy, the quality of the gift depends on the level of performance or craftsmanship. In general, anything worse than a DC 5 performance or craft is an automatic failure, 6-8 is two categories worse than normal, 9-12 is one category worse than normal, 13-16 is standard, 16-19 is one category better than normal, and 20+ is two categories better. For instance, the Destined Empress loves adventure stories (a Good gift for her), so one of the PCs decides to orate a tale of his prowess fighting goblins. Unfortunately, he only manages a 6 on that Perform check, little better than a beggar on a street corner. The Destined Empress is still impressed



that he tried, so the gift counts as Poor (two steps worse than Good). Meanwhile, another PC attempts to craft a gruesome ale mug from the skull of his fallen opponent to show the Destined Empress that no one should dare kidnap her again. Normally this would be a terrible gift for her, but somehow, he manages a 21 on the craft, creating one of the finest skull mugs in the lands. Thus, it counts as an Average gift (two steps better than Terrible).

Repetition: If you feel that a PC is just doing the same thing over and over again, perhaps simply attempting to use their best skill because it has the highest bonus, feel free to count the interaction or gift as one category worse after some amount of repetition, two categories worse after more repetition, and so on. If this brings the quality below Terrible/Perfunctory, levy a -3 penalty for each quality level below. If the PC comes up with a good rationale for using the same skill, then do not levy this penalty. As an example of a good rationale, suppose one of the PCs wishes to become the personal painter to the Destined Empress, although he begins with no painting talent. He starts by giving the Destined Empress a framed copy of the best painting he has ever made (DC 15), and then later, as he improves, he also gives her paintings of higher and high quality (perhaps DC 20, DC 30, and DC 40). Since each of these paintings

represents a progression in the painter's journey to becoming a master painter, you might decide as a GM that this would not count as repetitive.

Once you have determined the quality of the gift or interaction given the NPC's preferences and the other factors above, the PC should roll a check to determine how well the NPC receives this interaction or gift. These checks are usually Charisma (Persuasion) checks, but in some cases other skill checks would be appropriate. The DC of the check and its results are listed in **Table 7-3**. As with rank ups, whenever it is an advantage for the PC, allow them to roll a untrained ability check at the standard reduced DC (lower by an amount equal to the next rank).

Table 7-3: Quality of Interactions and Gifts

QUALITY	EFFECT
Terrible/ Perfunctory	DC 20+next rank gains 1 CP, succeed by 10 for 2 CP
Poor	DC 15+next rank gains 1 CP, succeed by 10 for 2 CP
Average	DC 10+next rank gains 1 CP, succeed by 5 for 2 CP
Good	DC 5+next rank gains 1 CP, succeed by 5 for 2 CP
Perfect	Automatically gain 1 CP. DC 5+next rank gains 2 CP, succeed by 10 for 3 CP

Rivalries

Misaligned relationships, or rivalries, are a common trope in fantasy tales involving heroes from different backgrounds and clashing values. A rivalry works similarly to a friendly relationship except that Rivalry Points are earned through actions that challenge the NPC's competence or taunt the NPC in some way. Rivalries generally rank up by a show of competence rather than a specific rank-up event, as NPCs are unlikely to share their secrets and weaknesses with their rivals. Breakthroughs for a rivalry should always involve a significant competition between the two rivals, whether it's a wrestling contest, a cook-off, or a duel to unconsciousness. Affinities are typically reversed for rivalries, so for instance, even if they are on the same side, a necromancer and a sun priestess would not make easy friends, but they could make strong rivals.

Character Traits

A PC with a Bond or Background related to an NPC gains several advantages at establishing a friendly relationship with their chosen NPC. PCs automatically start at **Rank 2** with their chosen NPC with an automatic two Camaraderie Points towards **Rank 3**. Furthermore, the PC has one better affinity with that NPC (so usually Good affinity). GMs and players should work together to ensure that the PCs have the opportunity to choose a suitable NPC for the PC to have a friendly relationship with.



Automatic Rank-Ups

Certain relationships exist between PCs and NPCs that are either abstract or take place from afar, such as a rivalry between the PCs and the villain they have heard of but never met. In these cases, the relationship will rank up when the PCs perform major actions in or against the interests of these NPCs.

Relationship Benefits

In addition to the innate benefit of getting to know the NPCs better and take part in their ongoing story, this book presents mechanical perks from developing connections to NPCs that can enrich the game and encourage some of the more hesitant roleplayers as their characters "rank up" by building their relationship with an NPC.

Experience: One simple way to reward PCs for engaging is to give an experience value to ranking up. The GM should choose whether to divide this experience evenly among all PCs to keep it balanced or to give Relationship XP to individual PCs to reward engagement. In either case, the NPC should earn an equal amount of experience as well for the advancing relationship—this will naturally keep the PCs' favorite NPCs a little higher in level than the rest, ready to bring along for adventures.

Boons: Each NPC has a particular set of boons that they grant to PCs who reach certain ranks with them, tied to the NPC's abilities and personality. When designing your own boons, use the existing boons as guides for balance.

Participation: Sometimes the players want to bring along NPCs to help them on their adventures. Each NPC in this book has a rank at which they will usually agree to come along as well as a rank at which they will agree to become a cohort for that PC (typically ranks 4 and 7). If an NPC comes along but is not a cohort, they will typically receive a share of experience and treasure. If the PCs routinely bring along plenty of NPCs, it may be a good idea to increase the challenge level of the opposition (by strengthening enemies, adding additional foes and so forth).

Romance: Each NPC has a certain rank above which they might be receptive to romance, although NPCs have different ideas about intimacy and relationships. Entering a long-term relationship generally improves your affinity by one step, while breaking up typically removes that benefit and reduces your affinity by an additional step.

Redemption: The Relationship system in this book represents a great way to measure the long-term process of redemption so that it feels like a challenging and gradual process. Several evil NPCs who have a good chance of joining the caravan are listed with redemption paths.

Table 7-4: Relationship XP

Rank Achieved	XP Reward
1	135
2	67
3	135
4	800 (800 extra for first **Rank 4** breakthrough)
5	400
6	800
7	4800 (4800 extra for first **Rank 7** breakthrough)
8	2400
9	4800
10	28800 (28800 extra for first **Rank 10** breakthrough)

Sample Relationships

The following sample relationships are presented as potential NPCs that the heroes might encounter in their travels. They could be used singly, but several of them also have built-in relationship ties that can connect them to other NPCs as PCs navigate and build their relationships with several NPCs at a time. This narrative connection between NPCs can be as loose or as tight as desired, from simply people who know and are friendly to each other to people with secret pasts and paths to destiny. This collection of sample relationships also can connect to an ongoing metanarrative; in this case, with one NPC being a long-lost heir to a faraway empire who, having just discovered her true identity, gathers several other NPCs as allies to help her travel there from their shared home in Sandtown and secure her birthright. Other NPCs might be met along the way and could be allies or enemies, and the PCs themselves can find their own roles and create their own story as they meet these NPCs and perhaps even accompany on a grand journey across the wide expanse of the world.

The NPCs provided here do not have game statistics, character classes or races, or even proper names, as this product focuses more on their personalities and the roles they might take in how they interact with the PCs. You can easily use characters of any type to fill these roles, and certainly can switch their gender or any other personal or game mechanical details if it makes more sense for how they would fit with the characters in your campaign.



The Caravan Master

The Caravan Master's relationship link is strongly focused on the mercantile aspects of the caravan he operates, with PCs serving initially as simple hirelings, guards, or guides but developing into a lasting bond. As he grows closer to the PC, he becomes willing to talk about his aborted adventuring career and his brother who perished, his dead parents and his brother lost to organized crime, and his attraction to the Destined Empress.

Preferred Gifts and Interactions: The Caravan Master is a fan of rich food and good company. He also appreciates those who help him appraise items and sort out the mercantile interests of the caravan

Affinity Notes: The Caravan Master might have positive affinity for honest Wanderer merchants like himself or clergy of the goddess of love like his late brother. He will almost certainly have negative affinity for active members of a Wanderer organized crime family, though he has empathy for those wishing to escape such a life.

Joining the Caravan: The Caravan Master owns the caravan and automatically joins when the PCs gain access to the caravan.

Staying with the Caravan: Since he owns the caravan and is fiercely loyal to the Destined Empress, the Caravan Master will always stay with the caravan.

Participation: The Caravan Master will join the PCs in active adventuring duty after any PC gets a breakthrough at **Rank 4** and soothes his lingering fears. The exception is if the Destined Empress is kidnapped, in which case he will always agree to come. The Caravan Master will agree to become a cohort to a PC only after he is at **Rank 7** with that PC.

Romance: The Caravan Master can be romanced after at least one PC has made a breakthrough to **Rank 7** and helped him deal with his lingering feelings for the Destined Empress (unless they convinced him to pursue the Destined Empress instead). Once this has happened, any PC of **Rank 5** or above can begin a long-term relationship with him, although he takes it slowly.

Boons

Caravan Master's Confidante (Rank 7)—You are one of the Caravan Master's closest friends, and the two of you have spent countless hours working on the caravan and sharing secrets. He will assist you in all checks to appraise items or to haggle the price of goods (choose one), and you gain a +1 bonus to attack rolls while adjacent to the the Caravan Master.

Caravan Master's Partner (Rank 10) —The Caravan Master trusts you in everything as a full partner in all his future business endeavors. You've learned how to take every opening that the caravan master grants you, and vice versa. You and the Caravan Master may make an opportunity attack against any foe in reach who is hit by an opportunity attack by the other.

Rank-Ups

Rank 1—The Caravan Master introduces himself and gets to know the name of the PC and take their measure. He asks their favorite drink and a few other questions, and he explains about the caravan and the members that have been gathered already.

DC 11 Charisma (Persuasion). On failure, the Caravan Master doesn't feel like he got a chance to know the PC and would like to speak with the PC again.

Rank 2—The Caravan Master is chronicling some of the caravan's recent loot and preparing to appraise it for sale. He invites the PC to join him in appraising, as he discusses more about trading and being in charge of a caravan. He opines that having an eye for valuables is useful to any adventurer, not just to merchants.

DC 12 Intelligence (History). On failure, the Caravan Master tells the PC not to worry if it's difficult at first and invites the PC to practice with him a bit more later.

Rank 3—The Caravan Master is looking through various papers full of information about trade routes and merchant companies, with notes in the Wanderer tongue scribbled all over the margins. If it's during a

particularly stressful time, such as when the Destined Empress is in a coma or kidnapped, he explains to the PC that he likes to focus on something he feels like he can control, like mercantile details, in order to take his mind off stressful events and uncertainty. Either way, he invites the PC to come join him in working out the mercantile strategy for the caravan.

DC 13 Intelligence (Investigation). On failure, the Caravan Master thanks the PC for their help but points out that their ideas have some flaws. He invites them to refine their thoughts and come speak to him later.

Rank 4 (Breakthrough)—The current adventure has stirred up bad memories for the Caravan Master about his brother's death.

DC 15 Wisdom (Insight). On failure, the PC doesn't realize what the Caravan Master is feeling. If successful, they realize that he looks haunted and continue the breakthrough. The Caravan Master isn't able to bring himself to dredge up those memories to the forefront, even though he realizes that talking would be therapeutic. He asks the PC to share drinks with him until he is ready to talk, offering his best brandy, or perhaps the PC's drink of choice.

DC 13 Constitution save. On failure, the PC isn't able to hold their liquor well enough and through enough drinks for the Caravan Master to feel comfortable speaking about it that night. On success, the liquor has loosened the Caravan Master's lips enough that he feels ready to talk about the fateful last adventure of his old party and his brother's death. Before telling the story, he asks the PC to swear not to mention it to anyone, particularly not in the Destined Empress's earshot. By the end, the Caravan Master should make it clear that he quit adventuring before due to that experience, and he is becoming worried about his ability to hold together on the current adventure as well. Emphasize any close calls or character deaths so far. Let the PC try whatever tact they like in helping him get back on track.

DC 15 Charisma (Persuasion). On failure, the Caravan Master is still shaken, and asks to speak with the PC further. On a success, the Caravan Master realizes that the PC is right, and he is able to shake off the shackles of the past and commit more fully to the current adventure. Future PCs use the next version of **Rank 4** instead.

Rank 4—The Caravan Master asks the PC to share drinks with him for a while.

DC 15 Constitution save. On failure, the PC isn't able to hold their liquor very well, and the Caravan Master promises to give them something lighter next time. On success, he tells the PC about his old party's last adventure.

Rank 5—The Caravan Master is studying more about the local culture in the area the caravan is visiting (or will visit next if more appropriate) to figure out what sorts of goods the caravan should buy and sell. He invites the PC to join him and trade tips.

DC 15 Intelligence (History). On failure, he asks the PC to gather more information about the culture and meet back with him to re-strategize.

Rank 6—The Caravan Master considers the route the caravan has taken so far, as well as how far is left to go. He reflects with the PC about how long the journey has been and how the PCs and NPCs have grown along the way. He toasts the whole team along with the PC and enjoys reflecting along with the PC.

DC 16 Intelligence (History), followed by DC 16 Charisma (Performance) to call to mind special memories from each different location and express them. On failure, the Caravan Master asks the PC to think of a few memories of their own and then come back and do this again some time.

Rank 7 (Breakthrough)—The Caravan Master seems unusually wistful.

DC 17 Wisdom (Insight). On failure, the PC can't figure out why. On success, they realize that he is experiencing an old romantic trouble rising to the surface. The Caravan Master is embarrassed about the fact that the object of his feelings is the Destined Empress, and he is unwilling to talk about it further without a hefty amount of brandy.

DC 15 Constitution save. On failure, the PC is unable to get the Caravan Master drunk enough to talk about it, though they can try again later. On success, he finally blurts out his feelings for the Destined Empress and the way he sublimated them when she fell for his brother but never truly overcame them. He drunkenly lists off the many good qualities of the Destined Empress. The PC must choose to either convince him to finally move on or to go for it and finally tell her how he feels (or maybe some third option that the PC comes up with). Neither is a particularly easy accomplishment, as he has been dealing with these feelings for decades.

DC 15 Charisma (Persuasion). On failure, the Caravan Master remains stuck for the time being, and the PC can try again later (or even switch tacts). Future PCs use the next version of **Rank 7** instead.

Rank 7—The Caravan Master shares drinks with the PC and swaps secrets.

DC 15 Constitution save. On failure, the PC isn't able to hold the liquor well enough to hear some of the Caravan Master's best tales, and he invites them to come back with a fuller stomach.

Rank 8—The Caravan Master expresses worry about the ability of the caravan members to carry out a successful rebellion against the ruling power of the Empire of Dawn. The PC can try to explain their strategy to him.

DC 18 Intelligence or Wisdom check; add proficiency bonus if the PC is proficient in martial weapons. On failure, the Caravan Master requests that the PC work with everyone to think up some better plans if they want to have a chance to succeed.

Rank 9—The Caravan Master has exorcised most of his old demons, but he is still haunted by his older brother's descent into the same organized crime that took his parents. He discusses the Wanderers and the organized crime families at length with the PC and is willing to listen to candid talk about that topic without becoming upset by the mention. He wonders if there could have been some way to save his older brother from himself and whether there will ever be a way to stop people from racially stereotyping all Wanderers as criminals.

DC 19 Intelligence (History) check to know enough about Wanderer organized crime families to have an in-depth conversation. On failure, he admits that the topic is a difficult one and asks the PC to think about it.

Rank 10 (Breakthrough)—The Caravan Master is now hopeful about the PCs' success and begins looking to the future. He asks the PC if they plan on staying in the Empire of Dawn or on joining him to make even greater profits on the return trip home. He is looking for ingenious plans to increase the caravan's payoffs tenfold or more.

DC 15 Intelligence check, DC 20 Intelligence (History) to help him come up with an ingenious plan. On failure, he asks the PC to keep thinking and get back to him. On success, he grins widely and clasps the PC in a quick hug. If the PC is coming back with him, he assures the PC that they will be full partners and that the sky is the limit for their new merchant guild, sponsored by the Destined Empress. If they are staying behind, he asks them to manage the assets of the new guild that are based in the Empire of Dawn.

The Destined Empress

The Destined Empress's relationship link explores her feelings about her unfortunate family, her disastrous adventuring career, and her fate to rule a faraway empire, referred to here as the Empire of Dawn. PCs who delve deep into this link will be among her closest confidantes, the only ones she can talk to about her extremely conflicting feelings about everything that is happening, her desire to help the people escape from tyranny mixed up with her doubts and desires for her own future.

Preferred Gifts and Interactions: The Destined Empress enjoys artwork and performances created by the PC, particularly tales of adventure and heroics. It's not about learning the facts of the tale for her—even if she already knows what happened, hearing an individual's take on a story tells a lot about how they were feeling and what they find most important.

Affinity Notes: The Destined Empress might have positive affinity for fellow worshipers of the goddess of love, particularly those who are free-spirited, kind, and



slightly on the irreverent side like herself. She has little patience for bigots or those whose teachings fly in the face of her own goddess's.

Joining the Caravan: The Destined Empress's desire to discover her past is the reason for the caravan to gather in the first place. She joins when the PCs gain access to the caravan.

Staying with the Caravan: The Destined Empress's fate is intertwined tightly with the PCs. She will always stay with the caravan.

Participation: The Destined Empress will join the PCs in active adventuring duty after any PC gets a breakthrough at **Rank 4** and helps her come to terms with her fate as the Destined Empress. As she realizes that she needs to internalize her role as a leader of many people, she will not become a cohort to one of the PCs except in unusual circumstances, such as if one of the PCs sets herself up as a wise mentor to the Destined Empress, and even then only if that PC is at **Rank 7** or higher with her.

Romance: The Destined Empress can be romanced by a PC who has reached **Rank 7** or higher and who is respectful for her lingering feelings for the Caravan Master's late brother. Realizing that she will soon be bound by restrictions as Empress even if the party manages to succeed at their quest, she takes the first steps of the relationship quickly, but she keeps her heart closely guarded and is slow to admit she is falling deeply in love.

Boons

Destined Empress's Nakama (Rank 7)—The Destined Empress knows she can count on you no matter what. You become gain proficiency in Persuasion or Performance.

Destined Empress's Pillar (Rank 10)-You are a pillar of support for the Destined Empress through any trial or danger. You can give yourself a d8 inspiration die, as the Bardic Inspiration class feature, but you may only use it on rolls related to serving or protecting the Destined Empress. You may use this ability once per long rest.

Rank-Ups

Rank 1—The Destined Empress introduces herself to the PC and chats about the upcoming caravan journey. She asks some simple questions about the PC's backstory and exploits, and she admits nervous excitement at discovering the meaning of the letter from her grandfather.

DC 11 Charisma (Persuasion). On failure, she doesn't feel that they have "clicked" yet and tries to talk to the PC again later.

Rank 2—The Destined Empress discusses the most recent event in the caravan's journey. She is curious about the PC's role in that event as well as the PC's long-term plans (if this is before recovering the Seal, the PCs won't yet know of the journey to the Empire of Dawn). She talks about her role overseeing her family's glassmaking business and how she more enjoyed being an innkeeper and cooking a variety of different dishes while swapping tales.

DC 12 Charisma (Persuasion). On failure, she wants to talk to the PC further before trusting them more.

Rank 3—The Destined Empress wants to know more about the PC's beliefs and feelings, so she engages them to swap stories about their adventure so far. She instructs that she already knows the details, so she is more focused on the story than on the facts.

DC 13 Charisma (Performance). On failure, she instructs the PC to focus more on how it felt and less on reciting the facts and to try again later.

Rank 4 (Breakthrough)—This Breakthrough is only available after the Destined Empress awakens from her trance. The Destined Empress is overwhelmed by her fate. She never saw herself as a lofty noble before, and she can't imagine being an empress. She is quietly playing her samisen when the PC finds her, deep in thought.

DC 14 Wisdom (Insight). On failure, the PC is unable to approach subtly and either leaves or disturbs her and she isn't ready to talk. On success, the PC realizes that she needs to talk to someone but wants to work up to it, so they should wait quietly until she finishes playing. Once she is done, the Destined Empress engages the PC in an impassioned conversation about her gnawing doubts and growing fear that she isn't cut out to be an empress. She emphasizes that the people of the Empire of Dawn need her and that she knows that she can't back down for their sakes, but she says that when it's night and she is trying to sleep, she can't stop having doubts and fears that disturb her dreams. She talks about the foolishness of tales of clever tailors or cooks or peasants who become kings by marrying a princess, as the tales always stop when the hero becomes king and never deal with the reality of the fact that a tailor probably makes a terrible king. She invites the PC to prove her wrong with any stories that could convince her that it's possible.

DC 14 Charisma (Performance). On failure, she remains unconvinced and asks the PC to find a better example. Even on a success, she concedes her point and is impressed by the PC's wit, but ultimately she isn't convinced that a story will translate to real life without some more back-and-forth with the PC.

DC 15 Charisma (Persuasion). On failure, the PC is unable to convince her, though she may be willing to listen to further arguments later. On success, the PC has helped the Destined Empress restore her confidence and begin to accept her fate. Future PCs use the next version of **Rank 4** instead.

Rank 4—The Destined Empress would like an inspiring performance that tells a tale of good triumphing against an overwhelming force to help keep up morale after the latest events on the caravan's journey and given the ultimate goal to unseat the oni.

DC 14 Charisma (Performance). On failure, she asks the PC to try again at a later date.

Rank 5—The Destined Empress wants to help commemorate a recent event in the caravan's journey, particularly a fallen companion if applicable, and she asks the PC to help her in doing so by brainstorming ideas and then setting to work on the task at hand. She asks the PC to help by crafting something appropriate for the commemoration, reminding them that the Goddess of Love smiles upon the creation of works of beauty. If the PC has a particular crafting skill, she will ask for that. Otherwise, she will ask for something that fits the commemoration best.

DC 15 Dexterity, Intelligence, Wisdom, or Charisma. Proficiency with appropriate tools applies. On failure, she tells the PC that they should try again later.

Rank 6—The Destined Empress has been reading up on etiquette in the Empire of Dawn, supplemented with what she learned of her grandfather's teachings through her father in an attempt to learn how to behave appropriately, though she is frustrated at the idea that she might be forced to behave unlike herself and "like an empress". She makes light of some of the strange customs of the Empire of Dawn (you can look up Japanese etiquette to use as a guideline—gift giving is a good possibility). Nonetheless, she realizes that she will need to be able to at least act the part in public, even if

she doesn't feel like an empress underneath, so she asks if the PC can figure out more etiquette tips and let her know.

DC 16 Intelligence (History). On failure, she asks the PC to help her find more information.

Rank 7 (Breakthrough)—The Destined Empress is playing the samisen alone again in the growing darkness. This time the notes are uncharacteristically atonal and sometimes jumbled.

DC 17 Wisdom (Insight). On failure, the PC is unable to determine the source. On success, the PC realizes that the Destined Empress is experiencing a deep sense of loss and experiencing vivid flashbacks of a moment of tragedy. If confronted about it, she admits to the PC that she has been having nightmares about a disturbing moment from her past, but she doesn't want to talk about it. Instead, she asks the PC to try to help her stay awake throughout the night by conversing as well as swapping songs and stories.

DC 15 Wisdom save (gains advantage if the PC has a ring of sustenance or some other way of needing very little rest) to stay both awake and focused enough to help the Destined Empress through the night as well. On failure, the Destined Empress or the PC falls asleep, and she experiences more nightmares. On success, as her inhibitions lower from sleep deprivation, she begins to tearfully tell the PC about her nightmarish final adventure and the loss of her beloved, the Caravan Master's brother, explaining the significance of her tattoo.

DC 17 Charisma (Persuasion, or performance) to help the Destined Empress cheer up and move on. On failure, she smiles sadly and thanks the PC, but she continues to have the flashbacks. On success, the PC's stirring speech, heartwarming performance, or beautiful creation helps her move past this throwback to her past and finally lay those demons to rest completely. Future PCs use the next version of **Rank 7** instead.

Rank 7—The Destined Empress is looking for some inspiration from the PC toward their goal, hoping to use the PC's words to help inspire the entire caravan.

DC 17 Charisma (Persuasion, or performance). On failure, she asks the PC to work on it more first.

Rank 8—The Destined Empress is looking for some help practicing the formal nuances of High Court Minkan, and she hopes that the PC can serve as a conversation partner for her, helping them both pick up the subtle nuances of the language in use by the nobility. Her conversation topics will stray towards recent events in the caravan or new updates with other caravan members (particularly those in relationships). Use stilted or archaic language (for instance, Elizabethan English) to emphasize that they are practicing High Court Minkan and ask that the player of the PC does as well.

DC 18 Intelligence (decrease the DC 5 if the character knows an Eastern language, or 10 if they Minkan). On failure, the Destined Empress laughs and says that they both need a lot of practice. If the PC doesn't have the right languages, she recommends picking them up.

Rank 9—The Destined Empress is cooking a dish in the caravan. As the PC notices, she invites the PC to join her. She explains that soon, she will no longer be able to cook for herself and others, as the empress, so she has been making some of her favorite dishes. She asks if the PC would like to join her and learn her techniques, so that perhaps they can make it for her some time. While they practice, she discusses the recent events in the journey with the PC.

DC 19 Intelligence or Dexterity, proficiency with cook's utensils applies. On failure, she smiles and asks the PC to continue meeting her for lessons. On success, she grins widely and pronounces the PC a fine protégé and a good friend.

Rank 10 (Breakthrough)—The Destined Empress has reached a crucial turning point, and she is having trouble crossing it alone. The PC finds her staring at the wall intently.

DC 20 Wisdom (Insight). On failure, the PC is unable to determine what is bothering the Destined Empress, and she isn't able to put it into words either. On success, the PC realizes that much as she was willing to accept her fate to become an empress as an abstract entity, now that it's getting so close, it has started to become real and present for her, and she's having a final crisis. If the PC presents this to her, she realizes that this is what has been gnawing at her, and she discusses her feelings at length, relating short tales and fables that express her point through metaphor, such as tales of caged birds withering away or pretenders becoming the mask. She doesn't lack the courage to save the people of the Empire of Dawn, but she worries that she will lose her identity in the process. At this point, she wonders if the PC has any tales that are more encouraging

DC 20 Charisma (Performance). On failure, she is not encouraged by the tale, pointing out how the analogy breaks for the current situation. On success, she is able to push back against her dread and confront the topic directly. She wonders what part of her is the real her. Will that be lost when she gives up everything to become the empress? Will she even be the same woman?

DC 20 Intelligence (Religion) allows the PC to discuss philosophically on this topic. On failure, she feels that the PC's assertions don't have the weight of evidence. On success, she begins to take comfort in the evidence that seems to support the PC's case, but she is still having trouble completely convincing herself.

DC 20 Charisma (Persuasion). On failure, the PC has still helped her somewhat, but she is still troubled by her lingering doubts and seeks to speak with the PC further. On success, she finally feels convinced that she can make this sacrifice and change so much while

still being able to stay true to herself, with the PC's help. She confesses that the PC is her pillar from whom she draws strength when she feels her resolve shake and she needs to lean on someone. She tells the PC that she would never dream of forcing their choice for what they do when the journey is complete, but she would be honored and grateful if the PC stayed to serve her as a close advisor in her new government.



The Elven Protector

The Elven Protector's relationship link focuses on the gradually-building bond between the stoic and taciturn ranger and the PC. Although she says little at first, eventually she explores her feelings after finally vanquishing her mother's killer and discusses the problems with her quasi-relationship with one of the heroes of Sandtown.

Preferred Gifts and Interactions: The Elven Protector loves archery-related gifts the most. She enjoys quiet interactions that allow her time to think and to speak few words, and indeed, even during her rank-ups and interactions, play her as pre-occupied in keeping watch or fletching arrows.

Affinity Notes: The Elven Protector might have positive affinity for elves like herself who are also interested in woodcraft. If there is somehow a goblin in the group, she is guaranteed to have terrible affinity with that PC.

Joining the Caravan: The Elven Protector decided to come along to protect the Destined Empress. She joins when the PCs gain access to the caravan.

Staying with the Caravan: The Elven Protector takes her promise to protect her friend seriously. She will always stay with the caravan.

Participation: The Elven Protector wishes to protect the Destined Empress from harm, so she won't join in active adventuring unless the Destined Empress is also adventuring that day. This changes if a PC chooses her as a cohort, but she will only serve as a cohort for a PC at **Rank 7** or higher with her. She will not become a cohort for a PC in a romantic relationship with her, and if she later develops a romantic relationship with the PC, she will cease being their cohort.

Romance: The Elven Protector is in a long-distance quasi-relationship with a hero of Sandtown, but she is conflicted about the relationship and whether it is going anywhere. In order to enter a romantic relationship with her, a PC must reach **Rank 7** and help her decide what to do about that relationship, choosing to convince her to break it off. Once any PC reaches that breakthrough, any PC at **Rank 7** can try to start a relationship with the Elven Protector.

Boons

Elven Whisperer (Rank 7)—You have spent enough time with the Elven Protector to understand the quiet intensity of her feelings. You gain proficiency in your choice of Perception or Survival, and you gain a +1 to attack rolls against dragons and goblinoids (such as goblins, hobgoblins and orcs).

Elven Protector's Waterbringer (Rank 10)—You are the one who brings the Elven Protector water as she crosses her spiritual desert, and she has taught you much in return. Whenever you can see or hear the Elven Protector, you gain the benefits of her Natural Explorer Ranger class feature, if you are in a favored terrain.

Rank-Ups

Rank 1—The Elven Protector is fletching arrows and staring into the night. When the PC approaches her, she hardly says anything at all, letting the PC do most of the talking and replying with few words when appropriate. If the topic of the goblin tribe comes up, she will make it clear that she is impressed that the PCs wiped them out.

DC 10 Charisma (Persuasion) and DC 12 Wisdom (Insight). On failing the Persuasion check, the PC didn't make a good impression on the Elven Protector. On succeeding Persuasion but failing Insight, the Elven Protector has taken a liking to the PC but they haven't realized it yet because of her quiet and taciturn manner.

Rank 2—The Elven Protector is once again looking away from the PC, scanning for dangers while working on arrows. When the PC approaches, she engages the PC in few words about the most recent dangers the caravan has faced, praising, advising, or scolding as appropriate based on how the PC acted in the face of those dangers. She still spends much of the time listening to the PC or in silence.

DC 12 Charisma (Persuasion) and DC 13 Wisdom (Insight). On failing the Persuasion check, the Elven Protector didn't think that the PC understood her point. On failing the Insight check, the PC didn't realize that this kind of treatment meant that the Elven Protector was feeling closer to the PC.

Rank 3—The Elven Protector continues to scan for dangers and work on arrows as the PC speaks with her. This time, she occasionally turns slightly to look toward the PC as they talk. She focuses on what precautions the PC is taking to protect the Destined Empress and avoid ambushes, although she continues mostly to listen and speak with few words.

DC 13 Charisma (Persuasion) and DC 14 Wisdom (Insight). On failing the Persuasion, the Elven Protector is not convinced that the PC is taking sufficient precautions. On failing the Insight, the PC doesn't realize that picking apart the proposed defenses is the Elven Protector's way of helping and that she is feeling closer to the PC.

Rank 4 (Breakthrough)—The Elven Protector seems to be scanning for threats and working on arrows as usual.

DC 15 Wisdom (Insight). On failure, the PC does not determine that anything is unusual and may speak with the Elven Protector if they wish, but they do not advance the breakthrough. On success, the PC realizes that the Elven Protector is feeling upset tonight. If the PC mentions this or takes actions to comfort her, the Elven Protector at first doesn't want to talk about it and instead tries to quietly steer the conversation towards minutiae of their adventuring work.

DC 15 Charisma (Persuasion). On failure, the PC is unable to convince the Elven Protector to talk about what is upsetting her. On success, she turns to look at the PC directly, instead of scanning for threats. She admits that there is no particular reason for it, but she is feeling strong sorrow and loss over the death of her mother from long ago. She confesses that she was hoping for closure when she tracked down and slew the dragon that took her mother's life, but revenge hasn't softened the pain of losing a loved one. The PC can try to cheer her up, but words alone are not enough to soothe her.

DC 15 Check, Save, or Attack Roll (select an appropriate choice based on what the PC does. For instance, if they go shooting arrows with her, a ranged attack roll would work). On failure, she shakes her head and says that it doesn't help. On success, she thanks the PC for helping her keep her focus and make it through a rough spot. Future PCs use the next version of **Rank 4** instead.

Rank 4—The Elven Protector is scanning for threats and working on arrows, as usual.

DC 15 Wisdom (Insight). On failure, the PC doesn't notice anything out of the ordinary. On success, the PC realizes that she is slightly sad and might appreciate if the PC stands by her side but says nothing. If they do so for a time, she quietly thanks them and tells them that sometimes she feels a bit nostalgic.

Rank 5—The Elven Protector is scanning for threats and working on arrows as usual. This time, however, she turns to the PC and asks if they'd like to join her in fletching. The Elven Protector gives instruction by example, but she is a perfectionist, correcting each arrow in turn: "Too wide at the shaft"; "Now too narrow"; "Too wide again."

DC 15 Dexterity (artisan's tools apply for fletching). On failure, the Elven Protector gives a terse apology "I'm not much of a teacher", but she is willing to try again later. On success, the Elven Protector finally compliments some of the PCs arrows and is happy to have the PC make arrows with her in the future.

Rank 6—The Elven Protector wants to go out on a patrol. Instead of going alone as usual, she asks the PC to join her.

DC 16 Wisdom (Survival). On failure, she gives the PC some pointers to teach them how to track and scout more effectively in the future. On success, she is impressed by the PC and considers whether to talk to the PC about a personal concern.

DC 16 Wisdom (Insight). On failure, the Elven Protector delays telling the PC until the patrol is already over. On success, the PC realizes that there is something more and can convince the Elven Protector to talk about it. The Elven Protector admits that she hates feeling weak or helpless, unable to do anything: "Helpless...useless...I hate it." She is thinking of the times when the Destined Empress was comatose and kidnapped by assassins (especially if the Elven Protector was also kidnapped), but this also leads into her **Rank 7** Breakthrough about her relationship.

Rank 7 (Breakthrough)—The Elven Protector is scanning for threats and working on arrows. She invites the PC to join her via a nod of her head, and she watches the PC's arrow work for a while.

DC 17 Dexterity (artisan's tools apply for fletching). On failure, she gives the PC some more advanced pointers on crafting. On success, the PC's skillful fletching reminds her of herself learning archery with her human stepfather, and she decides to talk to the PC about her personal life a bit more. She explains about how she fell in love with a hero of Sandtown, but when she decided to tag along with him on his journey, she discovered that he was always too distracted in his work to pay attention to her. She eventually decided

that she couldn't serve as his cohort if she wanted to have his full respect, so she stayed behind after that, but then he almost died without her by his side and didn't send her regular updates so she would know he was still alive. Even so, absence helped him pay more attention to her, and she thinks they might be able to stay together, particularly if this journey of hers gives him time to reflect on what it's like not knowing from the other side. She tells this tale in her typical taciturn fashion, however, particularly terse at the moments that are most painful for her.

DC 17 Wisdom (Insight). Failure means the PC is unable to understand what she is saying from the fragmented tale, causing her to grow frustrated and give up for now. On success, fill in the PC more between the lines of what the Elven Protector actually said and present the story above. The Elven Protector then asks the PC for advice. The PC can choose to either convince the Elven Protector to keep working on the relationship or to break up with him, discussing the situation in detail with her.

DC 17 Charisma (Persuasion) (with disadvantage if the PC is trying to convince her to break up with her boyfriend in order to start a romantic relationship with her). On failure, she still isn't convinced by the PC's arguments. On success, she finally decides to do as the PC suggested. If two PCs are simultaneously trying to perform this breakthrough with opposite advice, after this success, give the other PC one additional chance to not only beat DC 17 but surpass the other PC's result and then the Elven Protector decides based on whoever had the highest check (both PCs still reach **Rank 7** with her). Future PCs use the next version of **Rank 7** instead.

Rank 7—The Elven Protector is scanning for threats and working on arrows. She invites the PC to join her via a nod of her head, and she watches the PC's arrow work for a while.

DC 17 Dexterity (artisan's tools apply for fletching). On failure, she gives the PC some more advanced pointers on crafting. On success, the PC's skillful fletching reminds her of herself learning archery with her human stepfather, and she talks about him a little with the PC.

Rank 8—The Elven Protector is scanning for threats and fletching arrows as usual. This time, she invites the PC to watch with her.

DC 18 Wisdom (Perception). On failure, the Elven Protector is distracted by the fact that the PC doesn't seem to be noticing some of the sounds that she is noticing. On success, she feels that the PC is paying sufficient attention that she can take some of her focus off guard duty and look directly at the PC as they talk about the journey.

DC 18 Wisdom (Insight). On failure, the PC doesn't realize it yet, but the Elven Protector is really coming to rely on the PC. On success, the PC realizes this fact and fully reaches **Rank 8**.

Rank 9—The Elven Protector has been gathering leaves and other samples of plants from the local area to familiarize herself with the new flora. She invites the PC to study with her in order to better determine a variety of details, like which plants are safe to eat and which make noticeable sounds when moving them aside.

DC 19 Intelligence (Nature). On failure, she admits that they both have to keep working on it. On success, the Elven Protector is satisfied that they have fully catalogued the local flora, at least for now.

Rank 10 (Breakthrough)—The Elven Protector is working on arrows and scanning for threats as usual. However, she puts her arrow work down and turns to greet the PC and talk about whatever topic the PC brings up.

DC 20 Wisdom (Insight). On failure, the conversation goes well but ultimately does not lead to a breakthrough. On success, the PC realizes that the Elven Protector has some feelings bubbling just under the surface and can work to try to bring them fully out.

DC 20 Charisma (Deception) to talk around the feelings delicately until they come out or *DC 20 Charisma (Performance)* to elicit them via a performance. On failure, the PC either fails to help the Elven Protector bring out her emotions or else is too blunt and causes her to withdraw. On success, she begins to cry for a short time. When she is done, she smiles and tells the PC that she needed that, and that she has never felt comfortable being so vulnerable around anyone before since her mother, not even her romantic partners. She explains that feeling vulnerable and helpless always gives her flashbacks to how she could do nothing against the dragon when it took her mother.

DC 21 Wisdom (Insight). On failure, the PC doesn't notice the other deeper layer buried under the first. On success, the PC realizes that the Elven Protector is realizing that she doesn't have to be a perfectionist and rely only on herself to be strong, but she hasn't fully convinced herself of that yet.

DC 20 Charisma (Persuasion). On failure, the PC's arguments aren't enough to overcome the Elven Protector's instincts honed from years of being a loner. On success, the Elven Protector is able to rely more on others, making a terse joke about the Mystic Seer telling her that the Desert card was important to her, wherein a trial can only be overcome by working together. She asks the PC what they plan on doing after defeating the oni and instating the Destined Empress. If the PCs convinced her to work on her relationship with the hero of Sandtown, she talks about her plans to return there, pointing out that they will be able to have a relationship of peers now that both of them have succeeded at an epic journey. If she is in a relationship with a PC, her plans involve staying with her lover. If neither is the case, then she tells the PC that she is still deciding between staying here with the Destined Empress and going back to Sandtown to annihilate all the goblin tribes once and for all.



The Lonely Sprite

The Lonely Sprite is both a *sprite*[SRD] and a cleric of Lady Luck who once traveled as the ally of a more powerful human cleric until her companion met an untimely end. Afterwards, she prayed to Lady Luck to show her guidance in her travels and set off on a random path, letting luck and the stars decide. Eventually, she reached the place where she saw a sign and decided to stay, watching and waiting to see why that spot is where she should stay. The Lonely Sprite is an excellent match for any campaign with a Chaotic Good outlook, particularly those involving travel or overthrowing tyranny. The Lonely Sprite's relationship link is focused self-discovery and understanding more of her role in the universe. As she grows closer to the PC, she becomes more willing to talk about her former companion, and her thoughts about destiny and luck.

Preferred Gifts and Interactions: The Lonely Sprite is difficult to influence with gifts and interactions. She prefers unique experiences and tires of repetition more quickly than usual. The one thing she appreciates most of all is something that can lift an oppressive mood and bring optimism and good cheer to others; in her mind, a perfectly crafted joke can do all of those things, but she dislikes mean-spirited and hurtful jokes.

Affinity Notes: The Lonely Sprite has a positive affinity for clergy of Lady Luck, like herself and her former companion. She has negative affinity for evil characters and particularly for demons and those who worship them. If an adventuring party includes both the Lonely Sprite and the Mute Harpy, this antagonism might lead to interesting interactions between the PCs and NPCs.

Joining the Party: When the party comes across the place where the Lonely Sprite ended her guided flight, she hides and follows them curiously. She is willing to help them if she sees them in trouble, at least while they adventure near her chosen location, and a request via Persuasion (DC 15) can convince her to join the party for at least a short time; she can always fly back if necessary, and, though she's keeping it to herself, she realizes that the party might be why she was guided here.

Staying with the Party: Eventually, the Lonely Sprite will reach a decision point where she has to decide whether she's going to go all-in with the party or part ways and return to the spot her goddess showed her. In general, this should be at a point in the campaign that seems like a point of no return, like just before heading up into trackless arctic regions, deep sea, or similar remote locales. In the unlikely event that a character has reached rank 6 or higher with the Lonely Sprite before this decision point, she automatically stays. To convince the Lonely Sprite to stay otherwise requires a character to make a plea to her (Charisma (Persuasion) DC 25, or DC 20 if the character is at least rank 4, and DC 17 if they are rank 5). Each character at least at rank 3 with her can make their request separately; characters can't use the help action on this roll.

Advancement: The Lonely Sprite advances as a cleric of Lady Luck. For experience points, if you want her to be a strong option for the party, consider her starting her as a pixie cleric 3. Otherwise, you should consider her as a level or two higher than that.

Participation: The Lonely Sprite, unlike most NPCs, has exploration literally in her blood, so she is generally happy to come with the PCs, even at low relationship ranks. However, she is prone to her own ideas of what might be interesting to see, so until a PC reaches rank 4 with her, there is a 25% chance that she decides to do something else on a given day. The Lonely Sprite will agree to become a cohort to a PC only after she is at Rank 7 with that PC and has expressed her grief over the last time she was a cohort. As a free spirit, she generally prefers not to be a cohort, and even as a cohort, she won't always follow orders from her PC.

Romance: The Lonely Sprite is willing to try anything at least once, and, more surprised that a PC would propose it than shy or dismissive, she would be willing to pursue a romance as early as Rank 4. In her friendships, the Lonely Sprite is extremely loyal, but in

her intimate affections, she is still a chaotic and free fey, prone to fits of whimsy and rapid changes of heart. A character romancing her should expect an on-again off-again relationship that flirts between casual and more intimate at times, all the way up to Rank 10, at which point even the Lonely Sprite could become seriously committed.

Boons

Lonely Sprite's Comrade (Rank 7)—While the Lonely Sprite is quick to make friends, she is slower to truly trust, and you are one of the few in her most trusted circles. You gain proficiency in your choice of Nature or Perform, and you gain advantage on saving throws against other fey.

Lonely Sprite's Lifeline (Rank 10)—The Lonely Sprite owes part of her epiphany to her friendship with you, and she trusts that even if she is destroyed, you will carry on her memory. Twice per day as a reaction, you can gain the effects of *freedom of movement* for 1 round.

Rank-Ups

Rank 1—The Lonely Sprite introduces herself to the PC and asks the PC to tell her more about himself or herself. She is particularly curious about the PC's religious beliefs.

DC 11 Charisma (Persuasion). On failure, the Lonely Sprite becomes distracted, tells the PC that they should speak again later, and flies off.

Rank 2—The Lonely Sprite wants to hear more about the PC, including the PCs' adventures so far. Her goal is to subtly test the PC's personality, good nature, and sense of humor, while also learning what the PC has been up to before meeting her.

DC 12 Charisma (Persuasion or Performance). On failure, the Lonely Sprite says that she'd like to hear more at a later time.

Rank 3—The Lonely Sprite wants to go trailblazing a bit with the PC, discovering the secrets of the land around them in honor of Lady Luck.

DC 13 Wisdom (Survival). On failure, the Lonely Sprite chuckles good-naturedly at the way the PC is getting turned around and offers to go exploring again later.

Rank 4 (Breakthrough)—The Lonely Sprite is considering the branching paths of luck and possibility that brought her here with the PCs.

DC 14 Wisdom (Insight). On failure, the PC doesn't recognize the Lonely Sprite's contemplative mood. If successful, the PCs realizes that she is pondering the situation deeply with intense introspection, not typical for the usually gregarious Lonely Sprite. If the PC offers to join her or discuss what's on her mind, the Lonely Sprite gives a sad smile and asks the PC what he knows about what sort of creature she is.

DC 14 Intelligence (Nature) and DC 14 Intelligence (Religion). On failure, the PC still might know basic facts, like that she is a pixie, but the Lonely Sprite shakes her head and says it's deeper than that. On a success, the PC realizes that as a servant of Lady Luck, it was very unusual that the Lonely Sprite would have been staying in one place for so long where the PCs found her. The Lonely Sprite nods sadly and explains that she met with a great loss, so she took part in a ritual to Lady Luck where she let the glinting lights of the night stars off her starknife guide her in seemingly random directions, hoping she would find a sign. When she saw the location where the PCs found her, perhaps a beautiful cemetery shrine of Lady Luck fallen into disrepair, she knew it was a sign, and she stayed to re-consecrate the place and wait to see why it might be significant. She admits to the PC that she believes it is possible that the PCs' arrival was what she was waiting for, but she still needs to wait and pray and contemplate to see if that turns out to be so. She welcomes the PC in joining her. Future PCs use the next version of Rank 4 instead.

Rank 4—The Lonely Sprite is curious what the PC thinks about her kind.

DC 14 Intelligence (Nature). On failure, the PC doesn't remember anything much about pixies, and the Lonely Sprite makes a joke involving incorrect facts about humans and suggests the PC learn more about his traveling companions. On success, she smiles and tells the PC that she is learning more about the PC, and the other PCs, as well.

Rank 5—The Lonely Sprite is interested in sharing jokes; particularly, she wants to hear the best one the PC has to offer. She points out that humor is a great way to maintain optimism even in the fact of uncertainty, so since Lady Luck is a goddess of eternal optimism, a joke is like a prayer to Lady Luck.

DC 15 Charisma (Performance). On failure, she shakes her head and asks the PC to come up with something better than that. On success, she laughs and claps her hands, sharing a joke of her own in return.

Rank 6—The Lonely Sprite muses over the group's many adventures so far, and she wonders what the PC sees as the driving philosophical force behind the journey.

DC 16 Intelligence (Religion). On failure, the Lonely Sprite asks the PC to keep thinking about it and come back to her later. On success, the PC is able to explain his beliefs or to determine that the Lonely Sprite sees Lady Luck's fingerprints on the group's journeys so far. The Lonely Sprite shares her viewpoint, that the group has been guided by Lady Luck, citing any twists of luck in the group's favor, the journey they have taken together, and any plans that fall in line with Lady Luck's purview (for instance, freeing the Empire of Dawn from tyranny, if assisting the Destined Empress). The Lonely Sprite thinks it's all just too perfect to be merely a coincidence.

Rank 7 (Breakthrough)—The Lonely Sprite seems uncharacteristically quiet.

DC 17 Wisdom (Insight). On failure, the PC can't figure out why. On success, the PC realizes that the Lonely Sprite has grown somber over an extremely weighty topic. If the PC offers to join her, the Lonely Sprite tells the PC that she isn't in the mood for talking right now, but she'd be happy to quietly share a few jokes under the starlight.

DC 16 Charisma (Performance). On failure, the Lonely Sprite forces a smile, thanks the PC, and heads off on her own. On success, the Lonely Sprite is able to feel more comfortable, so she tells the PC all about her previous companion, a priestess of Lady Luck, and their adventures together, culminating in how the priestess was devoured by a plant creature, while the Lonely Sprite could do nothing to stop the plant, even though the plant couldn't grapple her or stop her from flying away. As the priestess was dying, she told the Lonely Sprite to fly away, and not to stay there and perish alongside her friend.

DC 17 Intelligence (Religion). On failure, the Lonely Sprite tells the PC she is glad she was able to tell her story, but the PC doesn't realize the further implications yet, though she might later on. On success, the PC realizes the Lonely Sprite fears that she will die before completing whatever fate Lady Luck has in store for her, and if this happens, she may lose the Lady's favor in the afterlife. The Lonely Sprite nods, sadly, and tells the PC that at that the time, she had been willing to accept that fate if there had been some way to save her companion, but there wasn't one. But now, the Lonely Sprite feels that the PCs' current endeavor is a worthy cause. She knows that with the battles getting deadlier and deadlier, someday, the Lonely Sprite might be felled by an attack and die with fate unfulfilled. She tells the PC that she has come to terms with that, and even if she must be a sacrifice along the journey, she trusts Lady Luck that it will be worth it in the good that their journey will bring for so many others. Future PCs use the next version of Rank 7 instead.

Rank 7—The Lonely Sprite shares more jokes with the PC.

DC 17 Charisma (Performance). On failure, the Lonely Sprite tells the PC to practice his delivery next time.

Rank 8—The Lonely Sprite wants to go flying with the PC, enjoying the rush of the air and the way the sky feels as they chat together. If somehow the PCs have absolutely no means to fly by this point, she offers to help with magic if she can. If that's still not enough for the PC to be able to fly, she is willing to accept a substitute adventure, grudgingly.

DC 18 Dexterity (Acrobatics). On failure, the Lonely Sprite's perfect maneuverability leaves the PC in the dust. She laughs with glee and promises to help teach the PC how to fly. If the PC succeeds, he can see how joyous the Lonely Sprite is when she's flying free, and they can discuss many things together in the sky.

Rank 9—In keeping with the optimism of a priestess of Lady Luck, the Lonely Sprite has at this point decided that the PCs' great adventure will be a success, so she's busy planning several future journeys. She tells the PC that he is welcome to come with her, and she asks for some advice on exciting geographical locations

DC 19 Intelligence (History). On failure, she agrees that the PC's suggestions are interesting, but she says that nothing has really sparked her imagination yet. On success, she is delighted and agrees that the suggested location is a place she just has to go see.

Rank 10 (Breakthrough)—The Lonely Sprite is on the cusp of a major epiphany. While she'd like the PC to join her, she also needs time to think without the words of conversation interrupting her train of thought.

DC 20 Wisdom (Insight). On failure, the PC doesn't realize, and likely either heads off or speaks, disrupting her concentration. On success, the PC realizes that for the moment, and contrary to normal, the best thing is to sit with the Lonely Sprite and wait, even though the Lonely Sprite herself is not simply sitting but instead pacing through the air. Eventually, she stops pacing and turns to face the PC. She smiles and thanks the PC for waiting for her and asks if the PC expects a joke. Whatever the PC answers, the Lonely Sprite admits that much as a joke might be a good distraction, now is not the time for one just yet. She asks the PC to consider with her the intertwined roles she bears as both a pixie, a creature of nature, and a priestess of Lady Luck. She wonders, between the two of those roles, whether her nature, no matter how free-spirited, was never free for her to choose, and whether she possesses significant individuality to herself, to call her own.

DC 20 Intelligence Religion and DC 20 Charisma (Persuasion). On failure, the PC might still make a response, but it doesn't seem to satisfy the Lonely Sprite. On success, the PC can convince the Lonely Sprite what the fey herself is already beginning to understand; that she has become more than her ordinary pixie sisters but that ultimately, her fate has always belonged to her. The Lonely Sprite wonders if her friend, the deceased priestess of Lady Luck, will see her again, either in life or afterwards. Joyful, she takes the PC up to fly with her again in the starlight, her spirit feeling as light as the air itself.

Dexterity (Acrobatics) DC 20. On failure, she leaves the PC behind but promises to fly with the PC again later. On success, the two soar through the starlit night and see a shooting star pass above them. The Lonely Sprite smiles and tells the PC that no matter what happens to her, she knows the PC will carry on her memory, and she will do the same for the PC. She promises the PC that if the PC's soul reaches the afterlife, she'll find them and still be their friend.



The Mystic Seer

The Mystic Seer's relationship link explores the ideas of fate, responsibility, and mortality. The Mystic Seer's mother has overshadowed her for much of her life, and she regrets having missed out on the opportunity to explore and adventure during her youth. The Mystic Seer discusses various philosophical and esoteric topics with the PCs throughout the journey, as well as providing enigmatic card readings.

Preferred Gifts and Interactions: The Mystic Seer loves gifts related to travel and exotic locales. She enjoys going on trips to interesting places with the PCs rather than being cooped up in the caravan "like an old lady."

Affinity Notes: A foster mother several times over, the Mystic Seer might have a positive affinity for PCs who are childlike or need a mother figure. She has a negative affinity for those who oppress others and force them to abandon their hopes and dreams.

Joining the Caravan: The Mystic Seer is the caravan's fortune-teller and the foster mother of the Caravan Master. She automatically joins when the PCs gain access to the caravan.

Staying with the Caravan: The Mystic Seer will not be denied her chance at a true journey. She will always stay with the caravan.

Participation: The Mystic Seer will join the PCs in active adventuring duty after any PC gets a breakthrough at **Rank 4**. The Mystic Seer will agree to become a cohort to a PC if she is at **Rank 7** with that PC.

Romance: The Mystic Seer can be romanced at **Rank 6**. She is no stranger to brief flings from her youth, but this time she is looking for something more fulfilling.

Boons

Prophecy Seeker (Rank 7)—You have explored the ways of the Harrow deck with the Mystic Seer and puzzled over her mother's strange prophecy. You gain proficiency in your choice of Religion or Insight.

Mystic Seer's Light (Rank 10)—You are the light that shines through the Mystic Seer's darkest hour. If you have a campaign trait with the Mystic Seer, double all trait bonuses you receive from the trait. As long as the Mystic Seer is within 30 feet of you, you may reroll a failed saving throw once per day.

Rank-Ups

Rank 1—The Mystic Seer introduces herself and her role in the caravan. She gives a Harrow reading for the PC (consider stacking the deck so that the PC's card shows up in this initial reading).

DC 12 Charisma (Persuasion). On failure, she surmises that the reading was inconclusive and they must try again later.

Rank 2—The Mystic Seer wonders about the PC's past and how it will influence their future. She explains that the Harrow is a gift from Lady Luck to help each person influence their own futures, rather than a prophecy written in stone. Even on a terrible Harrowing, Lady Luck teaches that those who hold out hope shall find a path.

DC 12 Charisma (Persuasion or Performance). On failure, she tells the PC that they need to consider their past more carefully if they wish to find the best future.

Rank 3—The Mystic Seer shares knowledge of herblore and medicine with the PC, reminding them that skills like those of the healer can mitigate even the most unfortunate of fates and that the future is always open to change. Healing is the art of refusing to accept a dire fate as inevitable.

DC 13 Wisdom (Medicine) (with advantage if PC any healing magic). On failure, she tells the PC that they should practice what she has taught them and speak with her again.

Rank 4 (Breakthrough)—The Mystic Seer has become uncertain of her path. She has learned of the kami and their foes the oni, and the worldview expressed by the battle of these two forces seems to her to run contrary to the teachings of Lady Luck.

DC 14 Wisdom (Insight). On failure, the PC doesn't realize anything is amiss, but on a success, the PC

discovers that she is puzzled. She asks the PC to try to read an epic from the Empire of Dawn closely for nuance, offering a *comprehend languages* spell if they need it.

DC 14 Intelligence (Investigation)(with advantage if the PC knows an ancient language, since the original makes it easier to understand metaphors than the translation from the spell). On failure, she asks the PC to contemplate the text and come back to her when they understand it better, confessing that she herself doesn't fully understand it either. On success, she admits to the PC that she has been troubled for a long time about the balances of new experiences and responsibilities. She explains how she has put off her own journey because of her responsibilities, but she considers that Lady Luck teaches her faithful to seize the moment and find new experiences. Nonetheless, the oni are shown to be evil specifically for desiring new experiences and eschewing responsibility. She asks the PC if they have any thoughts on the matter and weighs their opinion, particularly looking for answers based on faith or philosophy. She respects an answer from either side of the philosophical spectrum.

DC 13 Intelligence (Religion). On failure, she asks the PC to consider her question carefully and consult the holy book of their deity of choice. On success, the PC's answer has helped the Mystic Seer understand her own situation better. Future PCs uses the next version of **Rank 4** instead.

Rank 4—The Mystic Seer presents the puzzle of experience versus responsibility, as exemplified by the kami and the oni, as well as the teachings of Lady Luck to seize the moment. She asks the PC if they have any thoughts on the matter and weighs their opinion, particularly looking for answers based on faith or philosophy. She respects an answer from either side of the philosophical spectrum.

DC 14 Intelligence (Religion). On failure, she asks the PC to consider her question carefully and consult the holy book of their deity of choice.

Rank 5—Finally able to fully concentrate on the joy of the epic journey to the Empire of Dawn, the Mystic Seer is getting more excited about interesting locations to visit along the way. She has out all of her maps and travelogues out and is interested in comparing her ideas with those of the PC.

DC 15 Intelligence (History). On failure, she asks the PC to go find some more sources and then brainstorm side-trip ideas with her again.

Rank 6—The Mystic Seer is looking carefully at her Harrow deck as the PC arrives. She wonders whether the PC has spent much time considering the significance of the various major and minor cards in her mystic deck, the meanings of each card, and the origins of the suits.

DC 16 Intelligence (Arcana). On failure, she tells the PC to contemplate the deck, particularly whichever card is the PC's card, and come back to her if they have found new insight.

Rank 7—At long last, the Mystic Seer feels she is ready to relieve herself of the final burden her mother placed upon her. Just before dying, the Mystic Seer's mother spoke a cryptic premonition, and she made the Mystic Seer swear to keep it secret until she knew in her heart that the time was right. She is considering whether to tell the PC.

DC 17 Wisdom (Insight). On failure, the PC is unable to determine why the Mystic Seer is pensive. On success, she admits that there is something she is considering, but she is not convinced whether the time is right. Allow the PC to try any creative means to convince her.

DC 17 Charisma (Persuasion or other appropriate skill). On failure, the Mystic Seer believes that the time is soon, but not just yet. On success, after extracting a promise of secrecy, she reveals the premonition from her mother's deathbed, inviting the PC to speculate at the hidden meaning.

DC 14 Intelligence check. On failure, much of the hidden meaning eludes the PC, and the Mystic Seer suggests that the PC let it percolate. On success, the Mystic Seer agrees that the PC has discovered a part of the meaning and suggests that they keep it in mind going forward. She feels some of her mother's burden lifted. Future PCs use the next version of **Rank 7** instead.

Rank 7—The Mystic Seer reveals the premonition from her mother's deathbed (see sidebar), inviting the PC to speculate at the hidden meaning.

DC 14 Intelligence check. On failure, much of the hidden meaning eludes the PC, and the Mystic Seer suggests that the PC let it percolate. On success, the Mystic Seer agrees that the PC has discovered a part of the meaning and suggests that they keep it in mind going forward.

Rank 8—The Mystic Seer tells the PC more about her mother and wonders what kind of relationship the PC had with their parents. She swaps stories and is particularly interested if the PC ever felt the reach of their parents' shadows.

DC 18 Charisma (Performance) to swap tales. On failure, the Mystic Seer still wants to hear more.

Rank 9—The Mystic Seer has been debating the nature of concepts such as Fate, Prophecy, Luck, and Destiny with the Lonely Sprite (or other appropriate NPCs if she has perished or left the party). She believes that Lady Luck's teachings mean that the future is a blank slate meant to be filled by those with the faith and belief to paint a beautiful future. The others hold slightly nuanced viewpoints on the topic. For instance, the some might believe that the future is a mystery with clues and pieces of the puzzle that can be fit together in order to predict what will happen. The Mystic Seer asks the PC what they believe about these heavy topics,

asking them to support their ideas with philosophical or religious teachings if they can.

DC 19 Intelligence (Religion). On failure, the Mystic Seer isn't satisfied with the answer, though she respects the PC's right to hold their opinion. She asks them to fully form their idea and explain it to her again.

Rank 10—The Mystic Seer is concentrating intensely on a Harrowing with no one else around.

DC 20 Wisdom (Insight). On failure, the PC can't tell the importance. On success, the PC realizes that the Mystic Seer seems deeply troubled about something, and she talks frankly to the PC about living in the shadow of her mother, and the dual nature of her own thoughts, at both loving her mother and her foster children, and yet resenting how she lost the best years of her life, unable to pursue her dream. Both parts of her consider the other to be repugnant. How could she think such things about the people she loves? But how too could she ignore the teachings of her goddess and her own heart? She wonders whether the PC has ever been of two minds so strongly and asks for any relevant proverbs or teachings from the PC's own religion..

DC 20 Intelligence (Religion). On failure, she asks the PC to come back if they can find some guidance for her. On success, she seems satisfied with their religious answer, but she asks the PC which path they would have chosen and ultimately whether they believe she has chosen wisely.

DC 20 Charisma (Persuasion) allows the PC to explain their answer in a way that satisfies the Mystic Seer. On failure, she seems unconvinced and retreats to her own thoughts. On success, the Mystic Seer thanks the PC and wonders if her lost youth, too, was all a part of the path of her journey, all necessary to shape her so she would be ready for this adventure.

DC 20 Wisdom (Perception) allows the PC to notice a shooting star passing by overhead, indicating Lady Luck's favor. On failure, the shooting star does not pass overhead, as Lady Luck will only send her sign of favor when it will be noticed. When the PC notices the shooting star, the Mystic Seer recognizes the good omen and takes it as a sign that she has discovered something important about herself, with the PC's help.

The Viking Shieldmaiden

The Viking Shieldmaiden is a proud viking warrior who must come to grips with the taste of dishonor and failure. With the PCs' help, she might come out the other side stronger than ever. The Viking Shieldmaiden is extremely competitive, reacts aggressively when she feels she is being disrespected, and often becomes confused when the ins and outs of viking honor aren't as obvious to others as they are to her. However, she is fiercely loyal to her true friends and comrades, and she is never bitter about losing a competition fairly, merely excited to improve and try again.

The Viking Shieldmaiden had participated in successful raids, but she had never led one. That all changed when she found a long-lost scroll indicating a secret entrance to a forgotten dungeon. Her blood-brethren agreed that this was a sign from the Lord in Iron, so they set sail for the dungeon and named her the leader of the raid. Unfortunately, they bit off more than they could chew, and now the rest of her blood-brethren lie dead. At least they died in glorious battle. The Viking Shieldmaiden has been captured by the denizens of the dungeon, where she can only assume she will die dishonorably, alone, and forgotten. Fortunately, the dungeon the Viking Shieldmaiden attacked was the same dungeon the PCs are exploring. They have a chance to save this proud warrior from her chains, but they will have to be careful how they act towards her, as the physical chains are only the beginning.

The Viking Shieldmaiden is an excellent match for any campaign with a dungeon or lost fortification in it where she could have been captured, particularly one headed into viking lands. The Viking Shieldmaiden's relationship link is focused on the PC learning viking honor and culture and helping the Viking Shieldmaiden come to terms with her own honor. Only as she grows much closer to a PC will she become willing to talk about things like her insecurities and doubts.

Preferred Gifts and Interactions: The Viking Shieldmaiden enjoys contests of strength, such as wrestling or duels, and she is also a fan of the telling of epic sagas like the skalds sing as well as of boasting contests. As far as gifts, she enjoys mementos of glorious battles in which she participated, such as the composition of a saga or a bracelet in the shape of a beast she helped defeat carved from one of its bones.

Affinity Notes: The Viking Shieldmaiden has a positive affinity for warriors who fight with strength and honor, by her standards of honor. She has negative affinity for those who employ cowardly tactics such as cursing or hexing enemies, like enchanters or illusionists, and she absolutely despises the icy witches from her nation's wild lands and their servitors.

Joining the Party: When the party finds the Viking Shieldmaiden, she is badly injured, exhausted, hungry, and stripped of her gear. How the PCs interact with her at first is crucial to her opinion of them. Those who are patronizing or act overly sorry for her she meets with anger, while those who show her respect and quietly allow her to regain her bearings earn her respect in turn. If the PCs haven't antagonized her, after a day to recover, she is willing to assist the PCs, if they have any of the dungeon left to explore. Afterwards, she agrees to join the PCs if they are journeying to her homeland because there is strength in numbers, and she agrees to give them a gift for their assistance upon arrival. Along the way, she offers to help when trouble arises. If the PCs are not headed that way but you want to use the Viking Shieldmaiden anyway, have her offer her blade to the party in exchange for their rescue, instead.

Staying with the Party: After arriving back at her homeland, when the PCs are about to leave it, or when her term of service is over if using that option, the Viking Shieldmaiden leaves the party unless someone has reached at least Rank 4 with her. Such a character can convince her to join the party on a more permanent basis with a DC 15 Charisma (Persuasion) check, though they advantage if they emphasize the honor and glory and the tales that will be told of their battles. They also receive a



cumulative +4 bonus for every rank they have reached beyond 4.

Advancement: The Viking Shieldmaiden advances as a barbarian.

Participation: The Viking Shieldmaiden yearns for battle. She will agree to join for adventuring on any day where there is an expectation of battle, and starting at Rank 4, she will come along regardless if the PC requests her aid in an appropriate way, by emphasizing how her assistance would be helpful on that day despite the dearth of battle. The Viking Shieldmaiden is highly skeptical about the idea of becoming a cohort, but a character at Rank 7 with her who possesses formidable viking honor might be able to convince her.

Romance: The Viking Shieldmaiden is no stranger to physical relationships, and she's happy to engage in one with someone strong and honorable who catches her eye as early as Rank 2 or 3. She closes her inner feelings off to almost everyone, however. Only someone at least Rank 7 is in that inner circle, and thus they are the only ones who truly have a chance for a deeper relationship with her.

Boons

Viking Shieldmaiden's Blood Brother/Sister (Rank 7)—You have not only shown true honor but earned the Viking Shieldmaiden's trust, so she considers you her blood kindred. You gain proficiency in Intimidation or Survival.

Viking Shieldmaiden's Shield (Rank 10)—Much as the Viking Shieldmaiden trusts her physical shield with her life in battle, she trusts you to protect the vulnerable parts of her personality that she won't allow others to see. In turn, she protects you. As long as you are standing adjacent to the Viking Shieldmaiden, she is using a shield, and she is able take actions, you gain a +2 bonus to AC. If you are also using a shield, the Viking Shieldmaiden gains this bonus also.

Rank-Ups

Rank 1—The Viking Shieldmaiden introduces herself more formally to the PC, after their tenser meeting in the dungeon where she was imprisoned. She is curious to learn the PC's name and exploits, as well as what sort of warrior the PC is.

DC 11 Charisma (Persuasion). On failure, the Viking Warrior is suspicious of the PC, though she is willing to give another chance later.

Rank 2—On a day when it won't interfere with adventuring, the Viking Shieldmaiden wants a friendly duel against the PC, using honorable tactics, meaning melee weapons, not cowardly witchcraft, and striking for points, not injury (track damage as usual, but it isn't true injury and goes away at the end of the duel. If the PC wins the duel honorably, she is impressed.

The PC must either win the duel honorably or succeed at a DC 14 attack roll. If the PC wins the duel dishonorably, he loses 2 CP with the Viking Shieldmaiden and the relationship becomes misaligned until he gains 2 CP again. Otherwise, on failure, she is satisfied with the PC's honor and agrees to challenge him again later. On success, she is suitably impressed, especially if the PC won the duel by strength of arms (which grants an extra CP towards rank 3 if the PC is the same level as the Viking Shieldmaiden or lower).

Rank 3—The Viking Shieldmaiden wishes to hear tales of glorious battle and heroism that the PC learned when he was little, in grand oratory or song like the skalds tell them.

DC 13 Charisma (Performance). On failure, the Viking Shieldmaiden asks the PC to tell a better tale next time.

Rank 4 (Breakthrough)—The Viking Shieldmaiden is performing a viking memorial rite of honor for her fallen comrades.

DC 14 Intelligence (History). On failure, the PC don't recognize exactly what she's doing and may mistake the cultural rite for a religious ceremony. In this case, the Viking Shieldmaiden asks the PC to leave, though the PC has a chance to learn more and try again next time, as usual. On a success, the PCs recognizes the rite for what it is, and if the PC mentions that to her, she invites the PC to stay quietly.

DC 14 Wisdom (Insight). On failure, though the PC stays through the rite, he doesn't recognize anything about the Viking Shieldmaiden's feelings other than her sorrow for the loss. On a success, he realizes that she is afflicted by guilt as well, feeling responsible for her comrades' deaths. The PC can attempt to talk to her about it and convince her that it wasn't all her fault.

DC 14 Charisma (Persuasion). On failure, she lashes out at the PC for his presumption in telling her what to think and stalks away, though she's willing to talk about it again later. On success, the PC has convinced her not to blame herself so much, though she won't admit it; she gives a bold smile and tells the PC that of course it wasn't her fault.

Future PCs use the next version of Rank 4 instead.

Rank 4—The Viking Shieldmaiden is willing to share some viking customs with the PC.

DC 14 Intelligence (history). On failure, the PC doesn't understand the customs well enough, causing the Viking Shieldmaiden to become exasperated. On success, she nods and tells the PC that he final begins to understand.

Rank 5—The Viking Shieldmaiden challenges the PC to a wrestling contest.

The PC must either successfully grapple the Viking Shieldmaiden while already grappling her before she pins him, or else succeed at a DC 20 check to grapple at any point. On failure, she tells the PC to practice more before challenging her to a rematch. On success,

the Viking Shieldmaiden is impressed, particularly if the PC managed to grapple her and win instead of just succeeding at an impressive check (which grants an extra CP towards rank 6 if the PC is the same level as the Viking Shieldmaiden or lower).

Rank 6—The Viking Shieldmaiden wants to share a viking boasting contest with the PC. Even though, as usual, she is extremely competitive, this time it's as much about hearing the PC boast and instructing in proper viking boasts as it is a competition.

DC 16 Charisma (Performance or Intimidation). On failure, the Viking Shieldmaiden tells the PC to practice some boasts and save up any ideas he develops for their rematch. On success, she is highly amused by the PC's impressive boasts, and tells the PC that he has finally learned to boast like a viking.

Rank 7 (Breakthrough)—The Viking Shieldmaiden challenges the PC to a drinking contest.

DC 17 Constitution save. On failure, the PC either passes out or becomes too drunk to continue the conversation, but the Viking Shieldmaiden might challenge the PC again later. On success, the PC is victorious, and may attempt the next check.

DC 17 Wisdom (Insight). On failure, the PC takes his victory at face value; unlike normal breakthroughs, the PC must go back to the beginning and win another drinking contest with a Fortitude save before trying Sense Motive again. On success, the PC realizes that there was more to the drinking contest than the Viking Shieldmaiden's usual competitive spirit. She was getting tipsy on purpose because she wants to say something that is difficult for her. The PC will need to convince her to continue further, however.

DC 17 Charisma (Persuasion). On failure, the Viking Shieldmaiden can't bring herself to continue, and if the PC presses, she angrily denies that she had anything else to say; as above for Sense Motive, the PC must win another drinking contest with a Fortitude save before continuing, though he need not attempt another Sense Motive. On success, the PC manages to help her continue in a manner that is supportive without being patronizing. The Viking Shieldmaiden makes the PC promise to keep her thoughts in the strictest confidence. She then explains that the PC had been correct in the last breakthrough (or if the PC is different from last breakthrough she explains further) and that even though part of her knows that she shouldn't blame herself for the failure of the expedition and the deaths of all her comrades-in-arms, she still does. Contrary to her self-assured and almost arrogant persona, she admits that there's in a voice in her head that tells her that she will always be a failure, that she had been cowardly enough to consider killing herself, and part of why she wanted to be part of the hardest battles against the fierce beasts and enemies the party faces is that it could have granted her a way to do that and still die a glorious death in battle, as the Lord in Iron demands. She requests that the PC now give her something equal of themselves in return (no skill check required). Afterwards, if the PC doesn't stop her, she cuts their hands to allow the blood to trickle together and declares them blood brothers or blood sisters. At this point, if the PC ever betrays that trust, such as by sharing her secret thoughts, the relationship link becomes permanently misaligned. Future PCs use the next version of Rank 7 instead.

Rank 7—The Viking Shieldmaiden challenges the PC to a drinking contest.

DC 17 Constitution save. On failure, the PC loses, but the Viking Shieldmaiden might challenge the PC again later. On success, the PC is victorious, and the Viking Shieldmaiden tells him that they are well-matched in skill and should become blood brothers or blood sisters. If the PC agrees, she cuts their hands to allow the blood to trickle together. At this point, if the PC ever betrays that trust, the relationship link becomes permanently misaligned.

Rank 8—The Viking Shieldmaiden has decided that the PC needs his own epithet (something like Dragonslayer that describes a deed) to go after his name, to describe his deeds and accomplishments. She urges the PC to help her decide one, then goes on a long list of possible deeds the PC has achieved, along with commentary about how each one would sound after the PC's name, in both Common and Skall.

DC 18 Intelligence (History). On failure, the Viking Shieldmaiden still can't decide on the perfect epithet for the PC and says they should try again later. On success, the Viking Shieldmaiden smiles and nods vigorously at the PC's suggestion, then she beats her hand against her shield like a drum and bellows out a loud announcement of the PC's new epithet.

Rank 9—The Viking Shieldmaiden wants to become closer with the PC, so she shares with the PC some of the most treasured historical tales from her own family's past and asks the PC what he knows about both viking history and the early history of his own family.

DC 19 Intelligence (History). On failure, she asks the PC to see if he can't learn more about at least one of those two topics and tell her what he discovers. On success, she is satisfied that the PC has also shared with her treasured tales from his family's past and is, even if slowly, beginning to master viking history and culture.

Rank 10 (Breakthrough)—The Viking Shieldmaiden is feeling emotional and vulnerable, a rare situation she typically manages to avoid through stubbornness and force of will.

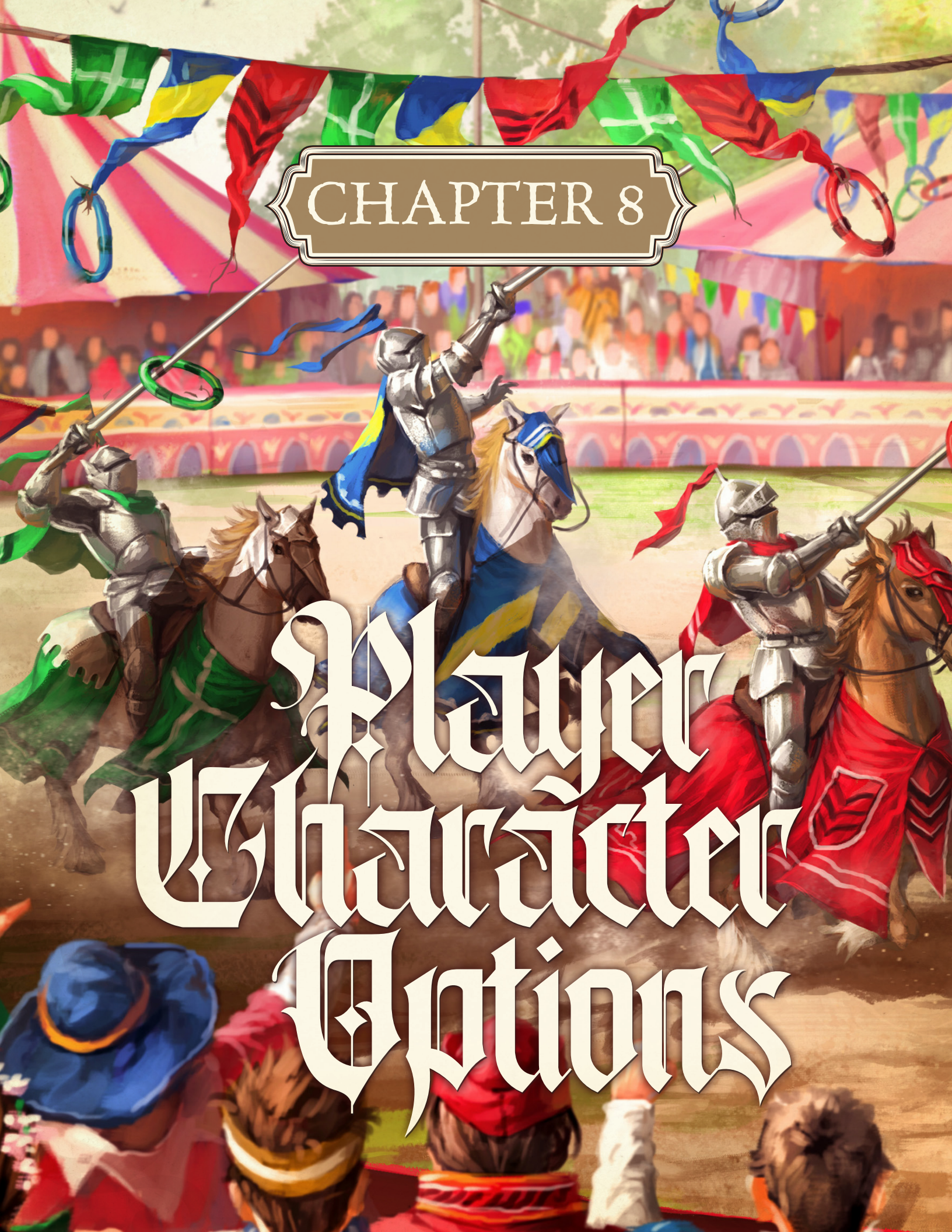
DC 20 Wisdom (Insight). On failure, the PC doesn't realize what she is feeling, and the Viking Shieldmaiden leaves to be alone with her thoughts. On success, the PC realizes what she is feeling, and she allows the PC to talk to her about it. She explains that she wants to move forward, leave her doubts behind, and become a true hero, like in the tales, but that her experiences and journey have made her question whether such a thing is

even possible or whether the heroes of tales aren't all as flawed as anyone else, once you get to know them. She is looking for more than pretty words; she wants a deep and evidenced answer.

DC 20 Intelligence (History) and Charisma (Persuasion). On failure, the PC's answer isn't enough to satisfy the Viking Shieldmaiden, and she tells the PC that they need to talk again later. On success, the PC expresses his belief about the people who become the heroes of tales, based on actual information about some of them. The Viking Shieldmaiden seems satisfied, and if the PC convinces her that heroes really have human flaws, she seems deeply relieved. She admits to the PC that after her crisis, her relationships with him and the other PCs have been the things that have helped her most to move onward. She always tried to wear a tough exterior as a shield, but it wore away at her; she tells the PC that if she and he act as shields for each other, somehow it feels much less taxing than always being her own shield once did. She wonders, once the major threat from the current campaign or adventure path is over, what stories the skalds will tell of her and of the PC. Her curiosity piqued, she requests the PC give her a rendition.

Charisma (Performance) DC 20. On failure, she tells the PC there is still time yet to make their tale. On success, she smiles contentedly and sighs, feeling some of the tension that never left her since before she met the PCs relax away. She asks the PC what he plans to do after the adventure's end, and she tells him that she plans to go off on another adventure, perhaps to slay a linnorm in single combat. She wonders if he will come along with her, so they can continue their journeys together.




CHAPTER 8
Player Character Options

While most of ***Ultimate Kingdoms*** is dedicated to subsystems that extend far beyond the ordinary world of adventurers and their quests, building strongholds and carving out domains to rule, there are places where the preparing for rulership and conquest circles back to the character level. This chapter contains a variety of options for player characters to use in the course of careers that allow them to affect entire batttlefields or fortresses or to extend their reach to their subjects, allies, and enemies across the map. They also may be used to infuse the flavor of lordship into a typical 5E campaign if you're not using the full-fledged kingdom and warfare and intrigue rules from the earlier chapters in this book but still want to capture some of the key themes and elements to use in your ongoing game.

Spells and Strongholds

In a magical world, the use of magic to defend your stronghold is a necessity. A great many spells have obvious uses in creating fortifications, such as *wall of iron,* or *wall of stone,* or using spells like *fabricate,* or *stone shape* to make repairs to damaged buildings and fortifications. Other spells like *arcane lock* can make existing fortresses far more secure. In addition to these core spells, the spells in this section help armies and adventurers alike attack and defend fortresses in the course of a campaign.

Stronghold Spells: As an optional rule, many of the spells designed to defend a stronghold below may be ruled to function *only* in an area that is a fixed point of defense called your stronghold. For the purpose of a stronghold spell, your stronghold must be a specific location or structure you designate, no larger than a cube 30 feet per level on a side. If this covers only part of a larger structure or location, you may use stronghold spells only within the designated area. You must spend at least seven days focusing on your stronghold, meditating upon its every detail, placing magical marks that resonate with your personal magic.

You may have only one stronghold at a time. If you create and designate a new one, the benefits of the old one fade immediately. Your death does not alter your stronghold, and stronghold spells persist after your death to the extent of their normal duration.

Spells By School

Abjuration: *gate of the faithful, greater secure seal, secure seal, sky warning*

Conjuration: *elemental architecture, scalding cauldron, stout barracks, stronghold sanctuary*

Divination: *early warning, spellguard watchtower, stronghold status*

Enchantment: *stolen valor*

Evocation: *battering bolt, consecrated stronghold, desecrated stronghold, dusk fortress, fortress of light, spiritual pike wall*

Illusion: *haunted ruin*

Necromancy: *deathless defenders, invader's bane, necrotic architecture*

Transmutation: *animated artillery, castellan's call, entrenchment, hardened surface, natural architecture, tunneling*

Spell Descriptions

Animated Artillery

4th-level transmutation
Casting Time: 1 action
Components: V, S, M (a braided rope)
Range: 30 feet
Duration: Concentration, up to 1 minute
Classes: cleric, sorcerer, wizard

This specialized version of *animate objects* targets a single siege weapon, allowing it to spring to life and perform attacks as if crewed by a number of invisible phantom artillerists equal to your caster level. The phantom artillerists are invisible and cannot attack or be attacked; their only function is to operate the siege weapon. Those unable to perceive invisible things see the siege weapon operating on its own. They load, aim, and shoot the siege engine just as a normal crew would, using your spell attack bonus to determine whether attacks with the siege weapon hit. You can command the *animated artillery* as a free action as long as you are within range, redirecting its attacks as you choose. If you are out of range, the *animated artillery* continues following your last command.

If actual living artillerists are present, you can command the *animated artillery* to simply allow itself to be operated by those people (during which time the spell has no effect), or you can command the *animated artillery* to work against them. In this case, living artillerists and phantom artillerists cancel each other out for the purpose of operating the siege weapon. Whoever has a larger number of artillerists has control of it and can load, aim, and shoot the siege engine, but only the number of artillerists that exceed those of the opponent count towards those required to operate it.



Battering Bolt

2nd-level evocation
Casting Time: 1 action
Components: V, S, M (a carved ram's horn)
Range: 30 ft.
Duration: instantaneous
Classes: sorcerer, wizard

You create a bolt of force resembling a battering ram that strikes a single target you choose, dealing 1d6 points of force damage, plus one point per caster level when used to attack an object. The *battering bolt* deals full damage to objects. In addition, the force of the *battering bolt* allows you to push a creature struck unless they make a Constitution saving throw. If you target a door, wall, or similar structure, you can make a Strength check to break it down but use your spellcasting ability in place of your Strength bonus.

Castellan's Call

2nd-level transmutation
Casting Time: 1 action
Range: 30 ft.
Components: V, S
Duration: Concentration, up to 10 minutes
Classes: bard, cleric, paladin

You empower the target with tremendous vocal prowess, enabling its voice to be clearly heard everywhere in your stronghold. It does not penetrate areas of magical *silence* or allow deafened creatures to hear the target's voice, nor does it overcome language barriers.

If the target has a bardic ability that requires audible components all creatures within the stronghold can benefit from that performance, to a maximum of the normal maximum targets.

Castellan's call can be used to counter or dispel a *silence* spell, even if you are not within your stronghold.

Consecrated Stronghold

6th-level evocation
Casting Time: 10 minutes
Range: Touch
Components: V, S, M (four vials of holy water)
Duration: Until dispelled
Classes: cleric

This spell blesses your entire stronghold, up to a 60-foot radius from the point you touch, with radiant energy. Creatures slain within your *consecrated stronghold* cannot be turned into undead for as long as the spell lasts, even if their bodies are removed from your stronghold. If you cast *deathless defenders* to animate skeletal or zombie defenders within your *consecrated stronghold*, they gain resistance to radiant damage and a +1 bonus on attack and damage rolls. All other undead take a -1 penalty on attack and damage rolls and have weakness to radiant energy.

A *consecrated stronghold* automatically dispels any *hallow* spells within your stronghold, and no new *hallow* spell can be cast there while the *consecrated stronghold* persists unless the *hallow* spell's caster level exceeds yours, in which case the *consecrate* caster must attempt a caster level check (DC 15 + your caster level) or the spell fails. Even if successfully cast, the *hallow* spell's duration is 24 hours instead of indefinite.

Deathless Defenders

4th-level necromancy
Casting Time: 1 action
Range: 30 feet
Components: V, S
Duration: Concentration, up to 1 minute
Classes: cleric, paladin, sorcerer, wizard

This spell functions as *animate dead* except as noted above, but the undead you raise can take no actions other than attacking creatures you designate. Your *deathless defenders* have the same alignment you do, and when you cast this spell the spell gains alignment subtypes to match your alignment.

Deathless defenders gain advantage on any saving throw against an effect that would move them. Any skeletons or zombies that leave the area of your stronghold begin crumbling to dust, taking 2d6 points of damage per round until they return to the stronghold or are destroyed. A corpse that has been animated with *deathless defenders* and then destroyed cannot be reanimated by this spell or by *animate dead*.

At Higher Levels. When you cast this spell using a spell slot of 5th level or higher, you animate or reassert control over two additional undead creatures for each slot level above 4th. Each of the creatures must come from a different corpse or pile of bones.

Desecrated Stronghold

6th-level evocation
Casting Time: 10 minutes
Range: Touch
Components: V, S, M (four vials of unholy water)
Duration: Until dispelled
Classes: cleric

This spell blesses your entire stronghold, up to a 60-foot radius from the point you touch, with necrotic energy. Living creatures that normally have resistance to necrotic energy lose that resistance within the *desecrated stronghold,* and celestials can't enter the area, and any effects used by celestials that charm, frighten, or possess creatures have no effect within the area, ending immediately if creatures so affected enter the area. Undead within the *desecrated stronghold* gain a +1 bonus on attack and damage rolls.

A *desecrated stronghold* automatically dispels any *hallow* spells within your stronghold, and no new *hallow* spell can be cast there while the *desecrated stronghold* persists unless the *hallow* spell's caster level exceeds yours, in which case the *consecrate* caster must attempt a caster level check (DC 15 + your caster level) or the spell fails. Even if successfully cast, the *hallow* spell's duration is 24 hours instead of indefinite.



Dusk Fortress

4th-level evocation
Casting Time: 1 action
Components: V, S
Range: 30 feet
Duration: 1 hour
Classes: cleric

You cause all walls, towers, doors, and other surfaces within your stronghold to draw light into them, creating shadowy darkness and reducing illumination by one step within 60 feet. Normal light becomes dim light, and dim light becomes darkness. This does not stack with other forms of magical darkness and does not suppress or dispel magical light effects within the area. It can be used to counter a magical light spell of 4th-level or lower if cast within your stronghold.

Early Warning

3rd-level divination
Casting Time: 1 action
Range: Self
Components: V, S, F (a silver hourglass filled with diamond dust worth 500 gp)
Duration: 8 hours
Classes: sorcerer, wizard

You gain a precognitive sense that presages the appearance of creatures teleporting into your stronghold, as long as they appear within 5 feet per level of your location. This distance is measured directly from you and does not require line of sight or line of effect, and it reveals to you the size, number, and location of creature arriving by teleportation effects, even if their arrival in your stronghold is unintentional. When your *early warning* is triggered, you cannot be surprised by the teleporting creatures. Your premonition enables you to take 1 round of actions before they arrive. If allies are present, you can quickly inform them of what is coming in general terms, granting them advantage on initiative checks when the teleporting creatures arrive, but they do not gain the other benefits of the *early warning*.

Elemental Architecture

5th-level conjuration
Casting Time: 1 hour
Range: 30 feet
Components: V, S, M (100 gp of crushed corundum gems per 5-foot-square section)
Duration: Until dispelled
Classes: cleric, druid, sorcerer, wizard

This spell allows you to draw forth the elemental essence of the planes, shaping and forming it into a permanent structure like a section of wall or floor. You can create three 5-foot-square sections, with characteristics as described in the **Exotic Strongholds** section**.** You cannot create *elemental architecture* in an area occupied by creatures or objects, though minor obstructions like rubble and undergrowth do not interfere with its creation. Creating simple structures like straight walls, pillars, straight ramps, and floors requires a successful DC 5 Intelligence check, while more detailed structures like stairs, bridges, curved walls, arches, roofs, and simple idols require a DC 10 check. Moving structures like doors and drawbridges require a DC 15 check, as do statues or similar very detailed static objects.

Elemental architecture can be dispelled, but it is more difficult to do so than for a typical spell. A successful *dispel magic* suppresses the binding magic holding together a single 5-foot square of an elemental wall or floor, causing it to collapse for a number of rounds equal to the caster level of the *dispel magic* spell. For every 2 points by which the caster exceeds the DC, one more 5-foot square of the elemental structure can be suppressed. All squares affected by a single casting of *dispel magic* must be contiguous, and all must be within the area of effect of the *dispel magic* spell. The structure reforms 1d4 rounds later, and its reforming is slow enough that any creature able to move can get out of the way before it finishes reforming.

If the caster level check to dispel the *elemental architecture* exceeds the DC by 5 or more, the caster of *dispel magic* can instead choose to permanently destroy a 5-foot-square section of the structure, plus one more 5-foot-square for every 5 points by which she beats the DC.

An antimagic field suppresses all elemental structures for as long as their areas overlap.

In addition to the above general methods, many structures have additional methods for destroying, eliminating, or otherwise countering them, as described for each specific type of structure.

At Higher Levels. When you cast this spell using a spell slot of 6th level or higher, you create one additional 5-foot section for each slot level above 5th.

Entrenchment

4th-level transmutation
Casting Time: 1 round
Range: 30 feet
Components: V, S
Duration: Instantaneous
Classes: druid, ranger, sorcerer, wizard

This spell excavates a trench 20 feet long that is 5 feet wide and 5 feet deep. Creatures in the area where the trench appears are knocked prone in the pit unless they make a successful saving throw. If they make a successful saving throw, they land on their feet in the pit, or on either side of it (creature's choice).

The dirt excavated by the spell is hurled up to form a 5-foot-high earthen berm along one side of the trench. This berm is of loosely packed soil, with 90 hit points per 5-foot section. Creatures in the area where the berm appears are partially buried and gain the restrained condition unless they succeed on a Reflex save. A successful save allows them to move into an adjacent square and avoid being restrained. A creature partially buried can free themselves with a successful DC 10 Strength or Dexterity check or can dig themselves out by dealing 15 points of damage to the berm.

At Higher Levels. When you cast this spell using a spell slot of 5th level or higher, the trench is 5 feet longer for each slot level above 4th.

Fortress of Light

4th-level evocation
Casting Time: 1 action
Range: 30 feet
Components: V, S
Duration: 1 hour
Classes: cleric, druid, paladin

You cause all walls, towers, doors, and other surfaces within your stronghold to glow brightly, creating normal light within 80 feet, and dim light within 120 feet. This does not stack with other forms of magical light and does not suppress or dispel magical darkness effects within the area. It can be used to counter a magical darkness spell of 4th-level or lower if cast within your stronghold.

Gate of the Faithful

3rd-level abjuration
Casting Time: 1 minute
Range: 30 feet
Components: V, S
Duration: 8 hours
Classes: cleric, paladin

You infuse a door, gate, portal, or opening such as an archway or colonnade in your stronghold



with a magical field that repels creatures that do not worship your deity. Creatures that share your patron or wear its holy symbol can move through the *gate of the faithful* without impediment, but other creatures attempting to enter the gate are pushed back 5 feet and stunned for 1 round (Constitution saving throw negates). Creatures failing their saves thereafter are poisoned for 1 round (Constitution saving throw negates) if they move or begin their turn within 10 feet of the *gate of the faithful*. Once a creature successfully saves against this spell, they can freely move through the gate.

Hardened Surface

4th-level transmutation
Casting Time: 1 minute
Range: Touch
Components: V, S
Duration: Until dispelled
Classes: cleric, sorcerer, wizard

You cause the surface of a permanent structure within your stronghold, such as a wall, door, or statue, to become harder and more durable, up to a 10-foot square surface, increasing its damage threshold by 5 and adding 10 hit points to each 5-foot square you affect. The *hardened surface* extends 1 foot deep into the structure. If you wish to harden the entire thickness of an object that is thicker than 1 foot, you can cast *hardened surface* repeatedly in the same area, with each casting increasing its depth by 1 foot. While this spell increases the surface's resistance to physical damage, it does not alter the fundamental characteristics of the material that makes up the structure. A wall of paper or straw still can be set aflame, a structure of snow or ice can melt, and so on.

This spell also can be used to harden structures made of snow and ice.

If you establish a new stronghold, any *hardened surface* spells you cast in your former stronghold begin to fade, ending after one day per caster level passes.

At Higher Levels. When you cast this spell using a spell slot of 5th level or higher, the damage threshold increases by 1 and the hit points for each 5-foot section increase by 2.

Haunted Ruin

4th-level illusion
Casting Time: 1 action
Range: 60 feet
Components: V, S
Duration: 1 hour
Classes: bard, cleric, sorcerer, wizard

You shroud your stronghold in a macabre illusion, causing it to appear as a grisly abattoir, a place of despair and massacre. Illusory bloodstains are everywhere, as are hacked remains, broken weapons, scorch marks, and eerie noises like scratching scavengers, moving shadows, and distant, bloodcurdling wails and moans.

The distraction caused by the *haunted ruin* causes enemies to gain disadvantage on Perception and Survival checks unless they successfully disbelieve the illusion. In addition, creatures spending more than 1 minute within the *haunted ruin* must succeed on a Wisdom saving throw once per minute or become frightened as long they remain within it and for 1d4 rounds thereafter.

Invader's Bane

3rd-level necromancy
Casting Time: 1 action
Range: 120 feet
Components: V, S
Duration: Concentration, up to 1 minute
Classes: cleric, paladin, ranger

You name a single specific kind of creature and rebuke them for daring to invade your stronghold. You must designate the invaders specifically. You also could designate members of a specific religious or political group as your invaders. There must be at least five creatures of the designated type within your stronghold when you cast the spell or the spell fails.

Allies within your stronghold do an additional 1d6 damage against the designated enemies.

If your designated invaders are one of your favored enemies, the bonus this spell provides increases by 1.

Natural Architecture

5th-level transmutation
Components: V, S, M (100 gp of rare herbs and essential oils per 5-foot-square section)
Classes: druid

This spell functions as *elemental architecture* but is used to create structures of crystal, ice, insects,

plants, or webs. If you create a solid structure with this spell, that structure is 1 inch thick per two caster levels.

Necrotic architecture

5th-level necromancy
Components: V, S, M (100 gp of crushed black onyx per 5-foot-square section)
Classes: cleric, sorcerer, wizard

This spell functions as *elemental architecture* but is used to create structures of bone, flesh, or spirit.

Scalding Cauldron

4th-level conjuration
Casting Time: 1 action
Range: 30 feet
Duration: 1 round; see text
Classes: sorcerer, wizard

You create huge cauldron atop a structure within your stronghold, which tips over and spills its burning-hot contents (such as oil, scalding water, ashes, sand, etc.) upon those below. The flow from the *scalding cauldron* must be adjacent to a wall, and all creatures failing their saves take 4d6 points of fire damage (Dexterity saving throw for half). In addition, the burning effluent from the *scalding cauldron* sticks to creatures failing their saves for one round per three caster levels, dealing an additional 2d6 points of damage each round on your turn.

The scalding material created by the cauldron is not flammable, but it does make the floor at the bottom of the cylinder, as well as all walls adjacent to the cylinder and any rope, ladder, or similar item in the area, as slippery as a *grease* spell for three rounds.

Secure Seal

4th-level abjuration
Casting Time: 1 minute
Range: 30 feet
Components: V, S, M (gold dust worth 100 gp)
Duration: Until dispelled
Classes: sorcerer, wizard

This spell affects a portal or opening within your stronghold as *arcane lock,* but it additionally creates a magical trap on it. If the *secure seal* is forced open by any means, it explodes in a 20-foot radius burst, dealing 5d6 force damage. This burst does not harm the walls, floor, windows, or any other permanent furnishings or features of your stronghold. Spell resistance applies against this damage, A Dexterity saving throw is allowed for half damage. The *secure seal* can be detected as a magical trap. After a *secure seal* explodes, the spell ends. You can freely pass through your own *secure seal* without triggering its explosion.

You can cast this spell outside your stronghold, but its duration is reduced to 1 day.

Secure Seal, Greater

7th-level abjuration
Casting Time: 10 minutes
Range: 30 feet
Components: V, S, M (gold dust worth 500 gp)
Duration: Until dispelled
Classes: sorcerer, wizard

This spell functions as *secure seal,* but it can be cast even on an opening without a door or similar barrier, such as an archway, alleyway, corridor, or similar opening, preventing creatures from passing through the sealed location. If cast upon an actual door, gate, chest, or similar object, it increases the object's damage threshold by 10, its break DC (if any) by 5, and increases its hit points by 5 per caster level. The warded object is always entitled to make saving throws as if it were you. A *greater secure seal* can be removed with *dispel magic*, but the caster level check to dispel gains disadvantage.

Like a *secure seal*, if the portal or opening guarded by this spell is destroyed or forced open, it explodes in a 20-foot-radius burst, dealing 15d6 force damage. Unlike a *secure seal*, this explosion does not end the spell, though it cannot explode again until 24 hours have passed.

Sky Warning

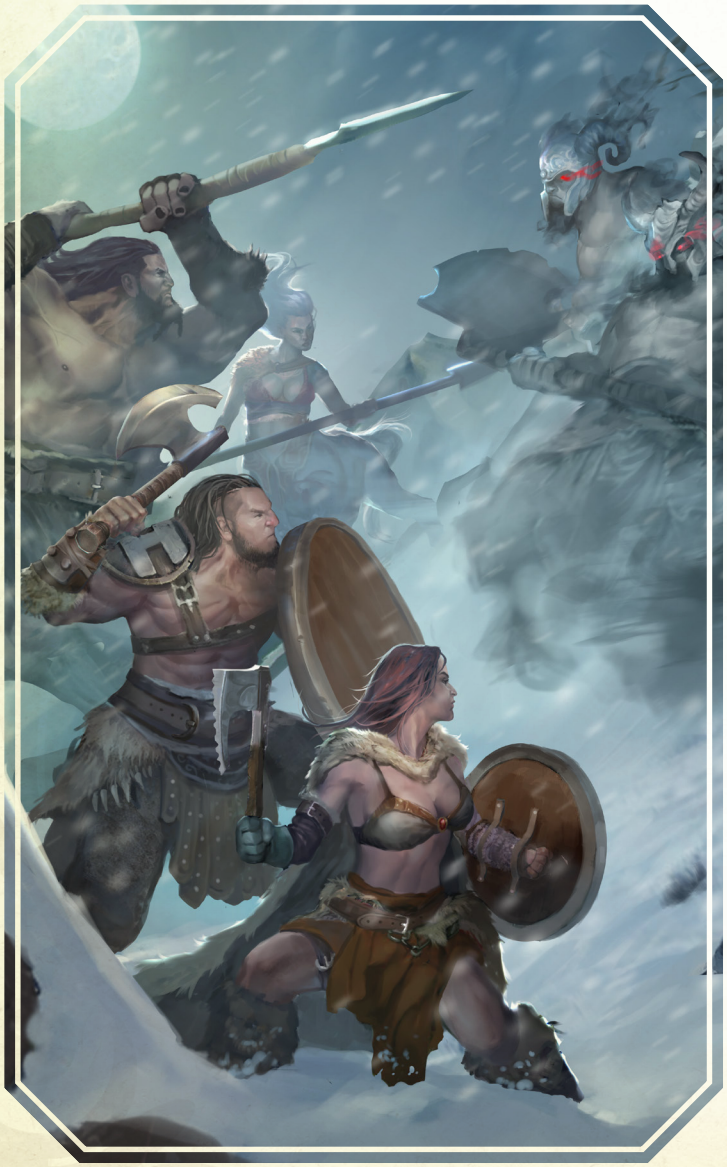
2nd-level abjuration
Casting Time: 1 action
Range: 120 feet
Components: V, S, M (a metal bell or gong)
Duration: 8 hours
Classes: ranger, sorcerer, wizard

This spell functions like an *alarm* spell, but its area extends 50 feet per caster level into the air, and it is triggered only by flying creatures, including creatures using *levitate, feather fall*, and any other magical effect that allows travel through the air. You may set your *sky warning* to trigger only by the entry of flying creatures of a certain size, and you may also choose to exclude flying creatures with Intelligence 2 or lower from triggering its alarm. If you choose the latter option, the alarm is still triggered if a more intelligent creature is mounted on a flying mount with Intelligence of 2 or lower.

Spellguard Watchtower

3rd-level divination
Casting Time: 1 action
Range: Self
Components: V, S
Duration: 1 hour
Classes: cleric, sorcerer, wizard

Within your stronghold, you can perceive the flow of magical forces more easily and can counter their manipulation. You gain advantage on any check to identify spells. In addition, you can sense the use of any spell or (including spells created by magic items) being used within your stronghold if the caster or the spell effect is within 60 feet, even if you have no line of sight or line of effect to the creature using the ability. You can attempt to identify the spell being cast with an Arcana check (for bard, sorcerer, warlock, and wizard spells, as well as the effects of magic items), Religion check (for cleric or paladin spells), or Nature check (for druid or ranger spells).



If you have identified a spell being cast within your stronghold and you have line of effect to the creature casting it (even if you do not have line of sight) and you can cast *dispel magic,* you can cast *dispel magic* as a reaction to negate that spell as it is cast. If you successfully dispel the spell, your *spellguard watchtower* ends.

Spiritual Pike Wall

5th-level evocation
Casting Time: 1 action
Range: 30 feet
Components: V, S
Duration: Concentration, up to 1 minute
Classes: cleric

You create a pair of force constructs, each similar to a spiritual weapon. The *spiritual pike wall* must be created in two contiguous squares; it cannot appear in diagonal squares. Each construct bears a shield of force and carries a long pike that grants it reach. While it takes the form of a pair of spectral soldiers, your *spiritual pike wall* is treated as a single effect for the purpose of being dispelled or otherwise destroyed. Each attack is treated as a *spiritual weapon*SRD (with 10-foot reach from the location of the *spiritual pike wall*). You can make a single attack as a bonus action or attack with both pikes as an action.

In addition to its ability to attack, a *spiritual pike wall* uses its shields for defense. It grants a +2 bonus to AC against any attack made by your enemies that passes through its space. This does not affect attacks made by you or your allies.

As a reaction, you can direct your *spiritual pike wall* to adopt a defensive stance until the end of your next turn, during which they cannot attack but increases the bonus it provides to AC to +4.

Stolen Valor

3rd-level enchantment
Casting Time: 1 action
Range: 30 feet
Components: V
Duration: 5 minutes
Classes: bard

You denounce your enemy as callow and feckless, unworthy of loyalty and shorn of hope. The target must make a Charisma saving throw or not count as an ally, nor count anyone else as an ally for the purpose of flanking or moving freely through the space of allies. They may not use the Help action, and others cannot use the Help action to aid them.

They can't cast beneficial spells on others without making an attack roll, and if others attempt to cast beneficial spells on the target while within the target's reach, the target is compelled to make an opportunity attack against them as a reaction. If a creature would cast a beneficial spell that affects multiple allied creatures or all creatures in an area, the target of this spell is excluded from that effect. A creature affected by this spell may use their action to make a new saving throw against this spell.

Stout Barracks

5th-level conjuration
Casting Time: 1 round
Range: 30 feet
Components: V, S, M (a small box of wood, stone, or metal and a bit of dried meat)
Duration: 8 hours
Classes: cleric, sorcerer, wizard

You create several simple but stout buildings. They must be created as a single contiguous building, though they can be shaped as the caster wishes. The *stout barracks* contains 40 bunks, two long tables with 10 stools each, and two fireplaces already lit when the spell is cast and with enough fuel to keep the *stout barracks* warm, as well as enough food to provide for up to 40 Medium-sized creatures for one day. The doors and windows are solid and secure and can be barred from the inside.

A *stout barracks* cannot be created in a space already occupied by other objects or creatures, though it can be created in an area of light rubble, light undergrowth, a gentle slope, or similar slightly cluttered or uneven terrain.

Stronghold Sanctuary

9th-Level Conjuration
Casting Time: 10 Minutes
Range: Self
Components: V, S, M (A Summoning Circle Inscribed With Rare Herbs And The Blood Of Fiends – 500 Gp)
Duration: 1 Month Or Until Discharged
Classes: Cleric, Druid, Sorcerer, Wizard

This spell whisks you and all you carry back to your stronghold whenever a triggering condition is met. You may set up to 6 different triggers for the spell's activation. When any of them occur, you are immediately teleported back to your stronghold, appearing within the summoning circle you used as a component; this destroys the circle. This teleportation has no chance of error, even if you are on another plane, though you are still subject to effects that block teleportation. When your *stronghold sanctuary* activates, it brings you and what you are wearing or carrying, plus a single object of up to 10 pounds per level. If your familiar or animal companion is adjacent to you when the spell triggers, they also may accompany you, but otherwise no creatures can be brought along by the spell.

Stronghold Status

5th-Level Divination
Casting Time: 1 Minute
Range: 120 Feet
Components: V, S
Duration: 8 Hours
Classes: Cleric

This allows you to monitor the status of every ally within your stronghold. You are aware of their general direction, if they are wounded, and any condition they suffer from. If an ally leaves your stronghold, you cannot perceive them with *stronghold status* until they return. You also cannot detect allies using magic to screen them from divinations.

Tunnelling

5th-Level Transmutation
Casting Time 1 Standard Action
Range 30 Feet
Components V, S
Duration Instantaneous
Classes: Druid

This spell creates an opening through earth, brick, wood, plaster, or stone barriers like *passwall*, but the effect is instantaneous. *Tunneling* also can dig through barriers made of ice or snow, but it cannot penetrate metal. If the barrier is thicker than the spell's area, it creates a partial tunnel. Repeated castings of the spell can continue to dig out a larger tunnel.



The Castellan Arcane Tradition

A castellan is the true master of a castle. While a high and mighty lord or lady may think themselves ruler, a castellan knows they are but a figurehead when it comes to the day-to-day operation of the stronghold and all that it requires. The specialized knowledge and practical experience necessary to maintain the many things that go into the castle's upkeep is beyond what most noble dilettantes know or care to know, so the castellan sees to every detail, learning the necessary skills of mundane management as well as applying a bit of magic to make it all come together. The castle is your sanctuary, and those who intrude upon it without your permission must prepare to face your wrath. In truth, you study every detail of your stronghold so closely that you may be nervous and uneasy outside it where events are outside your control and leave you vulnerable and ready to return to familiar surroundings at your earliest opportunity.

Class Features

The following are class features of the castellan.

Inspiration

Beginning at 2nd level, you can inspire others through stirring words. To do so, you use a bonus action on your turn to choose one creature other than yourself within 60 feet of you who can hear you. That creature gains one inspiration die, a d6.

Once within the next 10 minutes, the creature can roll the die and add the number rolled to one ability check, Attack roll, or saving throw it makes. The creature can wait until after it rolls the d20 before deciding to use the Inspiration die but must decide before the DM says whether the roll succeeds or fails. Once the Inspiration die is rolled, it is lost. A creature can have only one Inspiration die at a time. A creature may not have an Inspiration die and a Bardic Inspiration die at the same time.

You can use this feature a number of times equal to your Charisma modifier (a minimum of once). You regain any expended uses when you finish a Long Rest.

Stronghold Mastery

At 2nd level, a castellan's familiarity with their stronghold is so complete that they know its entire layout from memory. While inside their stronghold, a castellan can move at normal speed even when unable to see, when in crowds, or in areas of difficult terrain that are relatively stable and persistent (such as an area of rubble from a fallen wall, but not including newly created obstacles or barriers). A castellan can open or close a door (including secret doors) as a free action and can bypass traps without triggering them, and as a bonus action when passing a trap can trigger it to go off 1 round after they move past it. If a castellan passes within 10 feet of anything that has been changed or disturbed, even a chair or book out of place or an area of dust that has been disturbed, they gain an automatic Wisdom (Perception) check to notice it. They gain advantage on such Perception checks and on Survival checks to track creatures within their stronghold.

Devoted Defender

At 6th level, your will to protect the stronghold you steward is unconquerable. When in your stronghold you gain advantage on all opposed skill checks. You can expend one use of your inspiration as a reaction to perform a counterspell.

Constant Monitoring

At 10th level, a castellan can expend one use of inspiration to use *alarm, arcane eye, castellan's call*, clairvoyance, early warning*, invader's bane*, sky warning*,* or *spellguard watchtower**. These spells function only within your stronghold when cast this way.

Spells marked with an asterisk (*) are described in **Spells and Strongholds** above.

Stronghold Shift

At 14th level, twice per day a castellan can teleport to any location within their stronghold. There is no chance of error with this ability. The castellan can bring a familiar along when teleporting with this ability but cannot take other creatures or more than 50 pounds of objects with them.



The General (character class)

Over the course of multiple generations of roleplaying games, many attempts have been made to create a class or mechanics that really captures the flavor of an officer in an army, leading his troops. Of the intelligent and charismatic leader, deftly guiding her charges into perilous combat, and returning unscathed thanks to genius planning. Many of these classes worked on granting new abilities to those around them, such as the cavalier. Some would focus on increasing the bonuses granted in certain tactical situations. Still others would focus on the intelligent fighter, the wily fighter whose keen mind and situational awareness was as important as her razor-sharp blade. For many of these classes and rules systems, the rest of the party was a proxy for the commander's troop. Rather than having a number of warriors under his command, he would instead have a rogue, a wizard, a cleric, and a bard, or any other combination. While the rules were often couched in terms of commands, at the end of the day, they were really just suggestions.

That is where the **general** (and the **hordelord** alternate class) steps in. The general is a unique class in that where others have explored the rules space around the ever-popular leader of soldiers concept, the general does exactly what the concept is about: you gain a troop of armed men and women under your command, and they live and die by your strategy, bravery, and decisions.

The concept of this class is rooted in the idea of the swarm, the mob, the troop; whatever you want to call it, a band of lesser creatures working together to become more than the sum of their parts. This principle for using a company of soldiers as opponents suggested a similar path for using soldiers as part of the player characters' arsenal. That is to say, if the main problem facing the leader-of-soldiers archetype was the headache-inducing number of warriors to keep track of, why not abstract them away? Why not give them all the trappings of numerous warriors, the drilled tactics, the intricate maneuverability that is so essential to the archetype, but make it so that it fits the confines and assumptions of the *5E*?

The general is therefore a class built around working with a troop of soldiers called a **squad**, in a way very similar to druids or rangers and their animal companions. Like those companions, the general's squad does not precisely follow the standard rules and statistics for a troop of creatures of its kind. Instead, its capabilities are built to scale with the class level of the player character. Unlike an animal companion, however, a troop represents an abstracted mass of functionally interchangeable soldiers rather than a single pet. Rather than equipping each individual soldier, their gear is assumed to exist as part of the skills and resources of their leader and the tactics that she teaches her troops. Their wounds, and to a lesser extent the number of soldiers in the troop, are abstractions. Admittedly, this is a somewhat gamist approach to class design, but it is a class that straddles the border between the mild abstraction of standard *5E* gameplay and the highly abstract nature of the mass combat rules in this book. As such, it requires a certain suspension of disbelief, but no more so than the magic and mystery already inherent in the game.

Troops in a Campaign

The general is a unique class with a number of people under her control. This puts the class at odds with a few of the assumptions of 5th Edition, and this requires some special rules and guidelines. In the interest of making the class fun to play, it requires a certain level of suspension of disbelief in how the troop interacts with the world. The game would slow to a crawl if the player

of the general had to micromanage every single soldier and extraordinary soldier under her command.

The general works best when you view her squad as a single creature, rather than as a group of individuals. It's generally best to try to prevent the squad from needing to "disband," or not work as a group, or to be able to be broken down into single soldiers each doing different things. The squad has its own skill bonuses, which represent its ability to work together to notice threats or handle obstacles. For example, when the party is camping for the night, rather than keeping track of exactly which members of the squad are awake and asleep, rolling individual Perception checks, and applying penalties to the sleeping squads, the squad rolls a single Perception check to represent the soldiers who are alert.

Eventually, a case will come up with the squad must be split up. Even so, the individual members of the squad become noncombatants at all times when split from the rest of the squad easily slain by any enemy that sets its mind to attack them. Most of the rules presented in the squad ability are for combat, and the GM and players are expected to have the squads act in a normal fashion when outside of combat: the members of the squad do not need to move contiguously at all times when going through a bar. For ambushes, this may mean that the squad needs a short time to assemble into a unit, but this generally shouldn't take longer than a round.

The general need not and, for the sake of simplicity and abstraction, cannot purchase gear or supplies for her squad. Outfitting the entire squad with gear and providing all of the supplies that the squads requires using standard 5E rules would be time consuming and require the general's player to juggle gear for dozens of indistinct characters. In addition, unusual purchases (such as riding tigers for every member of the squad) would disrupt the balance of the squad. Many of the extraordinary tactics and class abilities are done in such a way to lessen the need for gear. While exceptions to the rule of not buying gear can be made at the GM's discretion, any gear bought should generally only be for out of combat purposes. This class relies upon abstractions more than most others, so the GM and player should determine a plausible explanation for the constant supplies that the squad receives.

Another topic to consider is how to handle squad death. Classes such as the ranger can easily regain a companion, and even if the companion is killed they generally have many other class abilities to fall back on if their companion is killed. The general has a few abilities she can use, but for the most part it she is reliant on her squad in one way or another. For this reason, it is generally better to assess most damage the squad takes to be of the form of injuries, rather than deaths or desertions, especially when the general will be far away from civilization for long periods of time. This isn't to say that the squad should be invincible, but the logistical issues inherent with such a class are worthwhile to keep in mind.



Class Description: The General

Role: A general bolsters allies and leads by example, but her signature ability is to inspire and train a squad of lesser warriors to assist her allies in battle.

Table 8-1: General Class Features

LVL	PROFICIENCY BONUS	SPECIAL	TACTICS KNOWN	STRATAGEMS KNOWN
1st	+0	Attack command, expert general, motivational speech, squad	0	0
2nd	+1	Extraordinary tactic, genius stratagem	1	0
3rd	+2	Archetype ability, swarm command	1	0
4th	+3	Attribute score increase	2	0
5th	+3	Genius stratagem	2	1
6th	+4	Extraordinary tactic, support command	3	1
7th	+5	Archetype ability	3	1
8th	+6	Ability score increase	4	1
9th	+6	Genius stratagem	4	2
10th	+7	Convincing greatness	5	2
11th	+8	Genius stratagem	5	3
12th	+9	Attribute score increase	6	3
13th	+9	Archetype ability	6	3
14th	+10	Vanguard	7	3
15th	+11	Assured success, genius stratagem	7	4
16th	+12	Attribute score increase	8	4
17th	+12	Fight to the death	8	4
18th	+13	Always ready	9	4
19th	+14	Attribute score increase	9	4
20th	+15	Greatness realized	10	5

Class Features

As a general, you gain the following class features.

Hit Points

Hit Dice: 1d8 per general level
Hit Points at 1st Level: 8 + your Constitution modifier
Hit Points at Higher Levels: 1d8 (or 5) + your Constitution modifier per general level after 1st

Proficiencies

Armor: Light armor, medium armor, shields

Weapons: Simple weapons, martial weapons

Tools: None

Saving Throws: Strength, Constitution

Skills: Choose three from Athletics, Insight, Investigation, Perception, and Stealth. Choose one of either Intimidation or Persuasion.

Equipment

You start with the following equipment, in addition to the equipment granted by your background:

(a) scale mail or (b) leather armor

(a) two shortswords or (b) two simple melee weapons

(a) a dungeoneer's pack or (b) an explorer's pack

A longbow and a quiver of 20 arrows

The Soldier Squad

At 1st level, the general gains a squad of people to lead. This squad is comprised of a number of people who all are outfitted with basic armor and weapons of war. As the general gains experience in commanding her forces, and her renown grows, her squad increases in power and in size. The squad does not blindly follow suicidal orders, and its members act as NPCs appropriate to the general's overall theme.

During combat, the squad acts in aggregate, with no single member more important than the rest. The statistics of the general's squad follow a set guideline and advance as she levels up. These can be found in *Table 8-3*.

The squad is something of an abstraction, in that the component creatures that make up the squad are mostly irrelevant; only the squad as a whole matters for the purposes of combat. Squads are generally assumed to be composed of similar members of the same race, and a general typically leads members of her own race. Even if there are a few members of other races, the squad is considered a member of the general's race and gains the same racial abilities as the general does. If it fits the general's backstory, with the permission of the GM, the general can choose another race instead.

Reducing the squad to 0 hit points or fewer causes it to break up, effectively destroying the squad, though the damage taken until that point does not degrade its ability to attack or resist attack.

The squad has a single pool of Hit Dice and hit points, a single initiative modifier, a single speed, and a single armor class. The squad makes saving throws as a single creature. The squad initially occupies 3 squares, though the actual size category of the squad is the same as that of the component creatures. The area occupied by the squad is completely shape-able, though the squad must remain in contiguous squares at all times, even during movement, to accurately reflect the teamwork of trained military units. The squad has a reach equal to that of the component creatures, based on size. The squad can move through squares occupied by creatures and vice versa without impediment, although the squad provokes an opportunity attack if it does so. The squad can move through any area large enough for its component creatures. The exact number of a squad's component creatures varies based on the level of the general and some other factors but is generally equal to 2 or 3 times the numbers of squares the squad takes up.

The squad is never reduced to a dying state by damage; it simply disperses instead.

The squad cannot be moved involuntarily, except by area effects that do so (like an avalanche, or *thunderwave*). However, a squad can grapple an opponent, and this does cause the squad to gain the grappled condition.

Squads are immune to single target spells (such as *invisibility*). To be affected by multiple target spells, the spell must have a sufficient number of targets to affect all the members of the squad, and the squad uses up a number of targets equal to the number of soldiers in the squad. At the GM's discretion, the squad may be partially hindered by a spell that targets a high number of its members; for instance, if the squad fails a saving throw against an effect that would paralyze most of the soldiers in the squad, the GM might rule that part of the squad is affected by the spell.

The squad is weak to spells or effects that affect an area, taking +50% damage as usual. When a squad 0 hp, make a DC 10 Constitution save. On a failure, the squad may not be healed past 50% hp until the general has an opportunity to recruit new members.

To replace fallen soldiers, the general must enter a settlement of village size or larger and attempt a Charisma (Deception, Intimidation or Persuasion) skill check. The DC of this check depends on the type of settlement. The type of settlement she is in sets the base



DC. As always, other factors as determined by the GM may change the DC (for instance, if a tiny village was founded by a platoon of war veterans, it might be easier to recruit there than normal). Each squad acquisition check takes 8 hours, and the general can attempt one such check per day. If she succeeds at the acquisition check, the squad recovers up to full hp and may continue to do so until reduced to 0 hp and failing its save again.

Table 8-2: Squad Recruitment

Settlement Type	Population Range	Recruitment Base DC
Thorp	Fewer than 20	N/A
Hamlet	21-60	N/A
Village	61-200	20
Small Town	201-2,000	17
Large Town	2,001-5,000	15
Small City	5,001-10,000	12
Large City	10,001-25,000	10
Metropolis	More than 25,000	5

For example, a 2nd level general in a Village would have a recruitment DC of 20.

The squad attacks with a variety of weapons, so the squad attack as a whole counts as the following weapon:

Squad Attack. *Melee Weapon Attack.* Reach 5 ft., one target. *Hit:* 4 (1d8) bludgeoning, piercing, or slashing damage (choose one type each round). This attack counts as a versatile weapon, and the squad can either wield it in one "hand" and carry shields (gaining a +2 bonus to AC) or wield it in both hands, increasing damage to 5 (1d10). The squad can change whether it is using the squad weapon attack in one hand with a shield or in both hands as a bonus action. The squad can use any actions a PC could normally use.

Kingdom General

Unsurprisingly, a general serves particularly well as a kingdom's general. As a kingdom's general, she increases the kingdom's loyalty score by 1 for every 5 general levels (minimum 1). Additionally, her increased leadership and logistical skills provide ever-increasing benefits in times of war. As a kingdom's general, she decreases the time to train a new army by 2% per general level, increases the number of armies the kingdom can house by 2% per general level, decreases the consumption cost of the kingdom's armies by 2% per general level, increases the number of elite soldiers the kingdom can have by 5% per general level, and increases the Movement score of armies under her command by 1.

Squad Command

At 1st level, a general gains the ability to command her squad to greater effect. As an action, she can issue an attack command. This functions as the Help action when attacking an opponent, but the general does not need to be within 5 feet of either the squad or the opponent.

At 3rd level, she can instead issue a swarm command as an action. When she issues this command, the squad can attack wildly in all directions as its action, dealing damage equal to the general's class level to all creatures and unattended objects within its reach.

At 6th level, she can instead issue a support command as a bonus action. When she issues this command, the squad focuses on supporting the general. This functions as the Help action, except the general receives advantage on all attack rolls, not only the first, against that foe.

Motivational Speech

The general's rousing words bolster her squad before combat, giving them an edge for when things turn sour. Once per short rest if the general delivers a speech to her squad and rolls hit dice to heal, she may select 1 hit die to give to her squad. She does not gain the healing from this hit die, but the squad heals an amount equal to that hit die times half the general's level.

Extraordinary Tactic

At 2nd level and every 2 levels thereafter the general's training enhances the capabilities of her squad, augmenting and modifying its abilities to better suit the focus of the general's training. While called extraordinary tactics, these may represent the teachings of the general, intense training with specialized teachers (for example, with a sorcerer on how to mitigate fire), or with a trained person joining the squad and dispersing their knowledge throughout the squad. She selects *squad tactics* from the list on page 298, and she can only select a squad tactic once.



Genius Stratagem

At 2nd level, the general learns how to read battlefields and coordinate plans of attacks to best make use of the situation, allowing her to choose one of the stratagems from the list below. As she levels, she learns more stratagems at the specified levels on *Table 8-1*.

As a move, the general can deploy her stratagem, granting an ally other than herself or her squad within 30 feet who can see and hear her that stratagem's benefits. This ability is a single target effect. Once the general deploys a stratagem, it lasts for a number of rounds equal to her Intelligence modifier (minimum 1) or until she deploys another stratagem, whichever comes first. The general's stratagems take into account potential variables, so they remain active for their duration even if she becomes unconscious or unable to take actions, unless the nature of the battle changes so fundamentally that the general's previous stratagem could not possibly help (typically only when a new initiative is rolled). The general can use this ability any number of times per day, but her stratagems only work when she can adapt them to the specifics of the current battle, so she can't use them before a fight break loose.

Area Avoidance: The general takes careful stock of the battlefield, directing her ally to locations ideal for avoiding area of effect attacks. The ally gains advantage on Dexterity or Constitution saving throws against spells or effects that affect an area, such as a dragon's breath attack or a rockslide.

Defensive Bulwark: The general coordinates her stratagem to protect her ally from harm. This grants attackers attacking the ally disadvantage on their attacks, as if the ally had taken the Dodge action.

Exploit Openings: The general's stratagem involves a formidable offense that leaves no reprieve and exploits every flaw in the opponents' defenses. Her ally gains advantage on their next opportunity attack they make before the stratagem expires.

Logistical Mastery: The general deduces a cunning way for the ally to choose his path and gain just a bit more speed, granting that ally a +5-foot bonus to movement speed and allowing the ally to ignore one square of difficult terrain during his movement each round.

Perfect Offensive: The general uses her knowledge of the battlefield to direct her ally on the perfect offensive, hitting every enemy in their weak spot. If she takes the Help action to give advantage to an ally's attack roll, it applies to all attack rolls against that foe, not only the first.

Psychological Preparation: The general uses her own knowledge of her ally's psychology to prepare that ally for assaults that prey on his emotions or fears. The ally gains advantage on Wisdom or Intelligence saving throws against fear or emotion effects.

Take Prisoners: The general's plan works best with prisoners, and she finds the weaknesses in her opponents' defenses to allow her ally to subdue them without killing them. When her ally would reduce a creature to 0 hp, they may choose whether that creature is killed or left stable but unconscious.

Archetype

There are as many leadership styles among generals as there are generals, but these styles can usually be divided into a few broad categories. These can include and be influenced by their personal history and squad history, past military service, attitude towards leadership, and the environments, foes, and tactics they've encountered in the past. Your choice of archetype reflects the direction you're leading your squad, not necessarily its past.

Ability Score Improvement

When you reach 4th level, and again at 8th, 10th, 12th, 16th, and 19th level, you can increase one ability score of your choice by 2, or you can increase two ability scores of your choice by 1. As normal, you can't increase an ability score above 20 using this feature.

Using the optional feats rule, you can forgo taking this feature to take a feat of your choice instead.

Convincing Greatness

At 10th level, when the general attempts a Charisma (Deception, Persuasion, or Intimidation) skill check to influence the attitude of someone or convince someone to help her, she gains advantage.

Lead the Charge

At 11th level, the general's bravado inspires her allies to action. If the general moves at least 10 feet in a straight line and attacks an opponent, she can take the Help action as a bonus action to grant advantage against that opponent.

Vanguard

At 14th level, the general's soldiers are so loyal that they will sacrifice their own lives to defend her. When the general is adjacent to one of the squad's squares and is attacked with a melee attack, the squad can take a reaction to take the damage from the attack as if it were the original target.

Assured Success

At 15th level, once per long rest when rolling a saving throw, the general can, as a reaction, gain advantage on that saving throw.

Fight to the Death

At 17th level, the general can inspire her squad to fight on, even when faced with certain death. As a reaction, when the squad would take damage that would reduce them to 0 damage,

Always Ready

At 19th level, a general is never caught without a backup plan. After rolling a d20 roll, but before the results are revealed, she can roll again, switching instantly to her contingency plan. She must take the result of the second roll, even if it is worse. She can use this ability once per short rest. She can also use her superb planning to assist her allies.

Greatness Realized

At 20th level, the general's renown has spread far and wide. Anyone who succeeds on a DC 10 Intelligence (History) check has heard of her. Against those who know of her reputation, she gains advantage on all Charisma (Intimidation or Persuasion) checks checks that leverage her status. When using genius stratagem, she doubles its duration.

Feats of Command

The following feats complement the general and her troop but are available to all who can meet the prerequisites.

Eye of the Storm

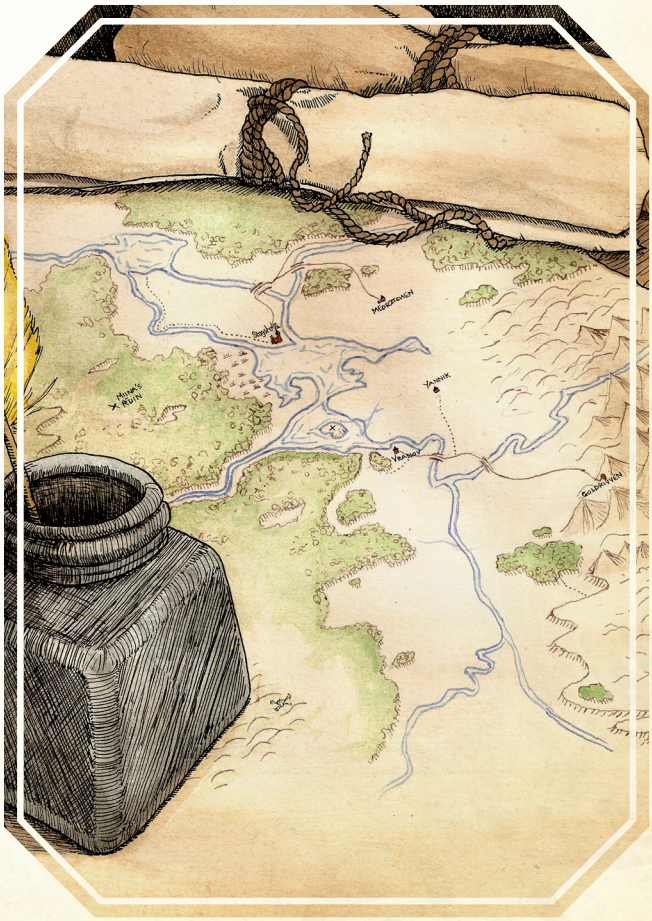
You've spent many hours with your compatriots in arms practicing against foes, allowing you to better utilize your superior coordination to overwhelm your foes.

- You gain a +1 bonus to Strength.
- You are not affected by Chaos of Combat ability of friendly squads or hordes.

Withheld Strikes

You and your compatriots in arms can swarm your foes with precision missing from lesser troops.

- You gain a +1 bonus to Charisma
- Whenever you or an ally would reduce a foe to 0 hit points, you may choose for them to be considered unconscious but stable. If you do so when an ally reduces a foe to 0 hit points, you must spend your reaction to do so.



The General's Squad

Starting Statistics

Speed: 30 ft, **Ability Scores:** Str 15, Dex 13, Con 14, Int 10, Wis 12, Cha 8

Squad Skills

A squad has d8 HD. The squad has proficiency in 2 of the skills the General has proficiency in.

Class Level: This is the character's general level.

HD: This is the total number of eight sided (d8) Hit Dice the squad possesses, each of which gains a Constitution modifier, as normal.

Armor Bonus: The squad has an armor bonus to AC equal to the number in this column.

Str/Con Bonus: Add this modifier to the squad's Strength and Constitution scores.

Squares: This is the maximum number of squares the squad can occupy.

Soldiers: This is the usual range of number of soldiers in the squad for the given level.

Ability Score Increases: A squad adds +1 to one of its ability scores at 1st level and every 4 levels thereafter.

Chaos of Combat: Starting at 1st level, spellcasting or concentrating on spells within the reach of a squad or within its reach requires a concentration check (DC 8 + proficiency bonus).

Table 8-3: General's Squad Base Statistics

Class Level	HD	Proficiency Bonus	Armor Bonus	Str/Con Bonus	Squares	Soldiers
1st	1	+2	+2	+1	3	6–9
2nd	2	+2	+2	+1	3	6–9
3rd	3	+2	+3	+1	3	6–9
4th	4	+2	+3	+1	3	6–9
5th	5	+3	+3	+2	4	8–12
6th	6	+3	+4	+2	4	8–12
7th	7	+3	+4	+2	4	8–12
8th	8	+3	+4	+2	4	8–12
9th	9	+4	+5	+3	4	8–12
10th	10	+4	+5	+3	5	10–15
11th	11	+4	+5	+3	5	10–15
12th	12	+4	+6	+3	5	10–15
13th	13	+5	+6	+4	5	10–15
14th	14	+5	+6	+4	5	10–15
15th	15	+5	+7	+4	6	12–18
16th	16	+5	+7	+4	6	12–18
17th	17	+6	+7	+5	6	12–18
18th	18	+6	+8	+5	6	12–18
19th	19	+6	+8	+5	6	12–18
20th	20	+6	+8	+5	6	12–18

See the section *Troops in a Campaign* for additional rules and suggestions on how to incorporate the general and squad into campaigns.



Squad Tactics

The general can choose from the following extraordinary tactics for his squad.

Advancing tactics: The squad learns how to advance towards their foes more efficiently and at less risk to themselves. The squad's base speed increases by 5 feet per round.

Aiding tactics: The aiding tactic teaches the squad how to best aid their compatriots in battle, giving them the edge they need to succeed. If the squad takes the Help action, they may also take the Help action that turn as a bonus action.

Area denial tactics: The area denial tactic equips the squads with a number of light thrown projectiles that can impede movement. The squad can spend a full-round action to pelt a 5-foot radius area, within 60 feet and within line of effect, with stones or other projectiles for 1 round. During that time, the area counts as difficult terrain, and creatures in the area gain disadvantage on concentration checks and skill checks as the constant rain of light projectiles impedes their abilities. A creature can choose to ignore these penalties but must succeed at a Dexterity saving throw (DC 8 + the squad's proficiency bonus + the squad's Dexterity modifier) or take 1d8 + Strength modifier damage from the rocks.

Brawling tactics: The brawling tactic allows the squad to better fight in unconventional ways. The squad gains a martial maneuver and a martial die to use it with, as the Fighter archetype.

Chaos tactics: The chaos tactic makes it even more difficult to concentrate in and around the squad. The DC of any concentration check caused by Chaos of Combat is increased by 1.

Crossbow tactics: The squad learns how to use, and gains, crossbows. In addition to a one-handed weapon with a shield or a two-handed weapon, the squad can use crossbows. When using crossbows as their squad attack, the squad attack acts as if the squad were using a light crossbow, with all the rules using a ranged weapon entails.

Crossbow volley tactics: Building upon prior lessons, the general trains her squad in the use of crossbows for volley fire. As an action when their squad attack is the crossbow, the squad can make a volley fire attack. The squad targets a single square within 80 feet of itself, and all creatures and objects within a 5-foot radius of that square are peppered with arrows. Each such target must succeed at a Dexterity save (DC 10 + proficiency bonus + dex) or suffer 1d8 points of piercing damage.

Defilading tactics: The defilading tactic gives the squad the skills and knowledge necessary to fight closer together. As a bonus action, the squad can enter a reduced state, reducing the number of squares it takes by up to 2, to a minimum of 3 squares. It can return to its normal size as a bonus action. If a squad also has the enfilading tactic, it must return to its normal size before entering an expanded state.

Dirty fighting tactics: The dirty fighting tactic teaches the squad how to create openings in their foes for their allies to take advantage of. The squad gains Sneak

Attack (1d6) as a rogue. The squad's weapons count as finesse weapons.

Elemental Mitigation tactics: The general chooses either air, earth, fire, or water when selecting this extraordinary tactic: As an action, the squad can gain resistance against the chosen element.

Enfilading tactics: The enfilading tactic helps the squad best use its constituent members, stretching them thin at no reduction in capabilities. As a bonus action, the squad can enter an expanded state, increasing the number of squares it takes up by 1 square. It can return to its normal size again as a bonus action.

Fluid tactics: The fluid tactic allows the squad to adapt to new challenges as they arrive. The squad can change what type of weapon their squad attack is (one-handed with shield, two-handed, or with crossbows or long spears if the general selected the relevant tactics) as a bonus action. In addition, if an extraordinary tactic requires a bonus action to activate, the squad can choose to use the ability as a move instead.

Hard hitting tactics: The general instructs her squad on to how best wield their multitude of weapons so they strike true. The squad can spend a bonus action to utilize these lessons, causing all of the squad's attacks to gain a +2 bonus on damage rolls until the beginning of the squad's next turn.

Hunter tactics: The hunter tactic outfits the squad with the knowledge and tools necessary to more efficiently hunt and gather from beasts. The squad gains a +2 bonus on damage rolls against animals and vermin. In addition, the hunter tactic grants the squad advantage on any Wisdom (Survival) checks to track and to survive in the wilderness.

Light-foot tactics: The light-foot tactic assists the squad's movement through natural undergrowth and difficult terrain. The squad ignores the first square of difficult terrain it traverses each turn.

Long spear tactics: The squad is trained in the use of coordinated long spears and other long weapons. When selecting the squad attack weapon type, they can choose to use a two-handed weapon with the reach property.

Mitigation tactics: The mitigation tactic teaches the squad how to react to blows they cannot avoid, mitigating their effects. As a bonus action, the squad can prepare to mitigate damage, reducing the amount of damage that either the squad (or the general if she is adjacent to the squad) takes from one hit in the following round by 1d6.

Resolve tactics: This tactic bolsters the resolve of the squads, allowing them to fearless face foes and shrug off minor blows. The squad gains advantage on saving throws against fear and emotion effects.

Sapper tactics: The general teaches her squad knowledge of makeshift fortifications and the use of shovels to create or destroy these efficiently. This allows the squad to take a number of actions to be able to raise or lower an earthen square the squad is in by 5 feet. This takes 1 minute of effort from the squad and displaces dirt and soil as normal. Raising the earth creates difficult terrain in the adjacent squares.

Siege tactics: With the siege tactic, the squad gains an understanding of siege engines and engineering, allowing the squad to man a siege engine as if they were a number of Medium creatures equal to the total size of the squad. They may also add their proficiency bonus to any roll to construct, repair, or demolish siege weapons.

Skilled tactics: The squad has spent time learning the ins-and-outs of a skill. The squad gains any one skill proficiency.

Shield breaker tactics: The squad receives training on how to better use pilums and other weapons whose purpose is shield breaking. Once per round, when the squad uses a melee weapon to deal damage to a shield-bearing enemy, the opponent loses the AC bonus from that shield until he takes an action to pry the remnants of the pilum from the shield.

Supply tactics: The supply tactic helps the squad with the upkeep and supply of their weapons. When the general teaches this extraordinary tactic, their weapons are treated as silver and adamantine for purposes of overcoming resistance.

Squad's strike: This extraordinary tactic enhances the attacks of the squad. As a bonus action, the squad can treat their squad attack as a magic weapon for one round.

Archetypes

The general has a number of archetypes listed below.

Crusader

Devoted to certain faith, the crusader leads holy warriors on a sacred quest for justice or unholy minions on warriors on a path profane.

Faith's Reward

At 3rd level, once per short rest, the crusader's squad cast use divine smite, as if they had sacrificed a first level spell slot.

Crusader's Blessing

Starting at 7th level the crusader can call on her deity to bless her and her squad as an action once per long rest. At any point in the next minute, the squad and the crusader can each advantage on an ability check, attack roll, saving throw, or skill check. They each must decide to use this bonus before rolling the check.

Divine Protection

At 14th level, the crusader's squad's AC bonus increases by 2.

Guerrilla

The guerilla specializes in hit and run tactics, expertly leading her light-footed squad on raids.

Stealth

At 3rd level the guerrilla and her squad gain Stealth proficiency.

Squad

At 7th level the guerrilla's squad has different base abilities than normal, focusing less on long confrontational battles and instead on hit and run tactics. The squad's starting Strength score is 13, and their starting Dexterity score is 15. Instead of gaining Constitution as the general increases in level, as noted in the Str/Con Bonus column of the squad table, the squad gains the bonus to its Dexterity score. The squad's base move speed is equal to 35 feet.

Hit and Run

At 14th level, the guerrilla's squad can use disengage as a bonus action.

Kingpin

The kingpin has some less-than-forthright desires and knows that one must fight dirty to get an advantage in this world. The kingpin teaches that people are either wolves or sheep, and her squad is full of those who don't want to be sheep.

Undercover

The kingpin realizes that a leader and a squad of soldiers stick out like a sore thumb, highly undesirable for her kind of work. She trains with her squad to blend in. Whenever the kingpin or her squad are in area with plenty of people, they can blend into the crowd while still being ready to mobilize for a fight at a moment's notice. In such a situation, the kingpin adds half her general level to Stealth and Deception checks to avoid notice, and the squad suffers no penalty to such checks for being a giant cohesive squad. The kingpin can use Stealth and Deception to blend in with her own squad. After doing so, as long as she takes no other action than to keep moving in the squad's squares, opponents can't determine that she is important enough to target unless they defeat her Dexterity (Stealth) or Charisma (Deception) check with a Wisdom (Perception) or Wisdom (Insight) check respectively, preventing them from targeting her or making an attack roll specifically against her. If the kingpin makes an attack against an opponent who doesn't notice her within her squad, on a hit, she deals an additional 1d6 damage, but at that point, she has taken an action, so the enemy automatically notices her.



Truth Foil

At 7th level, the kingpin repeats her mantras of deceit until even her own mind is malleable to her will. Anyone who uses a magical effect against the kingpin that would detect her lies or force her to speak the truth, must succeed at an ability check using their spellcasting ability against a DC of 8 + the kingpin's proficiency bonus + the kingpin's Intelligence modifier, or the effect does not detect the kingpin's lies or force her to speak only the truth, but the caster is convinced that the magic is still working.

Puppetmaster without a Name

At 15th level, the kingpin has erased her own name from the records and replaced it with an alias, and she spreads misinformation and misdirection into the minds of so many people, that even magic begins to pick up the wrong information. When someone wishes to use a spell or effect to gather information about her through divination magic, they must succeed at the check described in Truth Foil or pick up misinformation based on the kingpin's alias (perhaps seeing a false vision when *scrying*).

Mindbender

The mindbender has with her a group of thralls she's enslaved into service using her magical guiles.

Mind Meld

At 3rd level, the mindbender can communicate with her squad in a weakly telepathic way. This means the squad does not need to see or hear the mindbender, as she sends the commands straight to their minds. When

the general gives a command using mind meld, until the beginning of her next turn, the mindbender can communicate telepathically with her squad, as long as the squad is within 100 feet. The squad can communicate back with the mindbender until the beginning of her next turn.

Hidden and Subtle Tells

At 7th level, by reading small expressions and mannerisms, combined with her latent telepathy, the mindbender gains certain benefits when interacting with creatures. She gains advantage on any check to determine if a creature if being influenced by mind or emotion affecting magic (e.g. *charm person*, *suggestion*, or *cause fear*). She further gains advantage on any roll to notice and decode hidden signals being passed between creatures (e.g. a subtle nod that means "cut her purse while we're chatting").



Psychic Interference

At 13th level, the mindbender can cause her squad to capitalize on the chaotic energy of fighting to distort the minds of those around the squad, making them easier to influence magically. As an action, the squad can cause all creatures within its chaos of combat to gain disadvantage on Wisdom saving throws. This does not affect the mindbender or her squad. Since it relies on the chaotic enterprise of combat, it can only be used during combat encounters.

Noble

The noble's highborn breeding provides her avenues available to few others, and she trained under the finest tutors in the land. It is no surprise, then, that her skill as a general combines the styles favored by the great generals she read about in her studies to create something all her own.

Noble Schooling

At 3rd level, the quality schooling that the noble received taught her more than her lower-born peers at the military academy about a variety of topics. She gains proficiency in any one skill of her choice.

Noblesse Oblige

At 7th level, the noble is a consummate and beloved patron of the arts, and her family's vast estates allow her to provide generous endowments. She may maintain the endowments for one building, allowing the kingdom to ignore the consumption cost of those endowments. This does not require the use of an Endowment Edict.

Friends in High Places

At 13th level, the noble's influence reaches far. In any town of village size or larger, the noble knows at least one person of prominence and influence, or several at the GM's discretion.

Rallier

Some generals focus on presenting a strong front in the face of fear, and ensuring their squads are able to help where is needed, no matter the threat.

Marcher

At 3rd level, the rallier's presence, encouragement, and guidance allows her and her allies to travel with confidence. The rallier and her squad are considered to have the movement, alertness, and navigation benefits of the ranger's Natural Explorer ability in all terrain, but does not gain the benefits related to tracking, foraging, or stealth.

Bravery

At 7th level, the rallier's squad gains immunity to the frightened effect.

Forward in the Face of Fear

At 13th level, any time an enemy subjects the rallier's squad to a fear causing effect, the squad gains advantage on attack rolls and saving throws until the end of their next turn.

Reaver

The reaver eschews directing her allies, believing that they need to pull their own weight. She focuses instead on using her squad to confound and catch foes off-guard.

Squad Strategy

At 3rd level, the reaver excels at using her squad to create advantageous situations. At 3rd level, the general's squad may use the reaver's Genius Stratagem ability but may only choose the general as its target.

Opportunistic Fighter

At 7th level, if the general is attacking an enemy within her squad's reach, she may add 1d6 additional damage once per turn.

Charge Through

At 13th level the reaver trains her squad to obscure her charges against foes, and then quickly follow up on her attacks. If the reaver moves through her squad and attacks a target, if the squad threatens the foe, the squad can make an attack with against the foe. This ability can be used once per long rest.

Redeemer

The redeemer truly believes that there is good in everyone, and she will go to any length to give others a second chance. Her squad is proof of her vision, as each member left behind a dark past for the brighter future the redeemer offered him.

Support Network

Not everyone the redeemer helps joins her squad, and when taken together, she leaves behind a trail of friends and potential future contacts, able to help when needed. In any settlement of village size or larger, the redeemer can find several friendly inhabitants willing to provide information and comfort, but it is up to GM discretion if any of them are willing to go beyond that.

Withheld Blade

At 7th level, the redeemer gains take prisoners as a bonus stratagem. If she already knows this stratagem, she may select any other.

Voice of Comfort

At 15th level, the redeemer can converse with someone for an hour and help them find their path in the darkness. This removes any mind or emotion affecting effect afflicting the person. This cannot remove curses.



Revolutionary

The revolutionary wants to overthrow the status quo and replace the current regime. Her squad is filled with hope for her vision of a bright tomorrow.

Viva la Revolution

At 3rd level, when the general would be reduced to 0 hit points, if the general's squad is not at 0 hit points, the general instead ignores the damage that would be suffered. This ability can be used once per long rest.

Surging Passions

At 7th level, the revolutionary's ideals surge through all through follow her like wildfire, leaving little room for other ideas or emotions. The revolutionary and her squad advantage on saving throws against fear and emotion altering effects.

Revolutionary Zeal

At 13th level, the revolutionary's squads believe in her cause, even to the death, and they fear failure or capture more than dying. When the squad would reach 0 hit points, the general may use her reaction to immediately restore the squad to 50% hp. The squad is considered to have reached 0 hp, and thus may not be healed past 50% until the general has recruited additional squad members.

Strategist

Most generals ensure they are in the thick of things with their squad, themselves no stranger to visceral glory. The strategist prefers to keep her distance, watching the battlefield unfold before her before making decisive orders.

Squad Command

At 3rd level the strategist gains the ability to use Genius Stratagem as a bonus action. When used in this way, the strategist must target her squad.

High-Value Target

At 7th level with a simple command, the strategist is able to focus the full might of her squad. At 7th level, the strategist can designate a high value target by giving an attack command. In addition to its normal effects, the command causes the squad to deal an extra 1d6 damage per hit to that target until the end of combat.

Lasting Strategy

At 13th level, the bonuses from Genius Stratagem last for 2 rounds.

Tactician

While other generals are inspiring orators or intimidating tyrants, the tactician is a genius on the battlefield. People follow her because when it comes to battle, it's safest and most effective to have the most cunning and effective commander around.

Incredible Tactics

At 3rd level, a tactician gains an extra tactic. This extra tactic can be swapped for any other tactic after a long rest.

Flexible Training

Starting at 7th level, the tactician has trained her squad for two different sets of tactics, with her squads learning how to cover multiple roles. The tactician can choose two legal sets of extraordinary tactics, and during a short rest her squad can switch between them. As she gains more extraordinary tactics, she continues to grow both of her sets.

Contingency Plan

At 13th level, the tactician plans four steps ahead. At any time, she can ready an action to deploy her contingency plan, which, when triggered allows her to grant any ally, including her squad, an extra action or move. She can use this ability once per long rest.

Tyrant

Fear is a tool. It can be as protective as plate mail and as penetrating as a quarrel in flight. The tyrant realizes that it is more effective for a general to be feared than loved.

Traumatic Fear

At 3rd level, the tyrant understands how to strike fear into the hearts of others that persists in their nightmares; after all, she practices this technique on her own squad every day. She gains intimidating presence, as the Barbarian ability.

Nightmare Strike

At 7th level, the tyrant can use her squad to menace her foes. Whenever the tyrant gives the attack command, as a bonus action, she can use traumatic fear ability against the squad's target.

Frightful Presence

At 13th level, lesser foes dare not fight against the tyrant and her squad. Any hostile creature of Challenge less than half the general's level who attempts to attack the tyrant or her squad must save against the tyrant's traumatic fear ability first, or be affected by it as normal.

Warbringer

Some generals fight for principles, to defend their homeland, or to make peace, but for a warbringer, war is in her blood, and she wouldn't know what to do with herself if there weren't battles to fight and enemies to crush. The soldiers who follow her share in her unquenchable bloodlust.

Blood Rage

At 3rd level, the warbringer's love of war and blood can strengthen her during battle. She gains the Rage ability as a Barbarian, but her damage bonus and rages per long rest never increase from 2.

Energizing Death

At 7th level, any time during an encounter that the warbringer reduces an opponent to 0 hit points, she gains advantage on her next attack roll.

Chaos of Me

At 13th level, a warbringer brings the chaos of war with her wherever she goes. She projects a 30-foot aura that has the same effect as her squad's chaos of combat ability.



The Hordelord (Alternate Class)

The hordelord sends forth groups of undead to do her nefarious bidding.

Class Features

As a hordelord, you gain the following class features.

Hit Points

Hit Dice: 1d8 per hordelord level

Hit Points at 1st Level: 8 + your Constitution modifier

Hit Points at Higher Levels: 1d8 (or 5) + your Constitution modifier per general level after 1st

Proficiencies

Armor: Light armor, medium armor, shields

Weapons: Simple weapons, martial weapons

Tools: None

Saving Throws: Charisma, Constitution

Skills: Choose three from Insight, Investigation, Perception, Religion and Stealth. Choose one of either Intimidation or Persuasion.

Equipment

You start with the following equipment, in addition to the equipment granted by your background:

(a) studded leather armor or (b) leather armor

(a) a dungeoneer's pack or (b) an explorer's pack

two simple melee weapons

Table 8-4: Hordelord Class Features

Level	Proficiency Bonus	Special
1st	+2	Ravenous death, zombie horde
2nd	+2	Fell tactic, path of depravity
3rd	+2	
4th	+2	Fell tactic
5th	+3	
6th	+3	Fell tactic
7th	+3	
8th	+3	Fell tactic
9th	+4	Path of depravity
10th	+4	Fell tactic
11th	+4	
12th	+4	Fell tactic
13th	+5	
14th	+5	Fell tactic
15th	+5	Arise
16th	+5	Fell tactic, path of depravity
17th	+6	
18th	+6	Fell tactic
19th	+6	
20th	+6	Master of undeath, fell tactic

The Zombie Horde

At 1st level, the hordelord gains a zombie horde consisting of 6 humanoid zombies of the same original race as the hordelord. The horde acts in aggregate, with no single member more important than the rest. The statistics of the hordelord's horde follow a set guideline and advance

as she levels up. These can be found in *Table 8-3*. During combat, the squad acts in aggregate, with no single member more important than the rest. The statistics of the general's squad follow a set guideline and advance as she levels up. These can be found in *Table 8-3*.

The horde is something of an abstraction, in that the component creatures that make up the horde are mostly irrelevant; only the horde as a whole matters for the purposes of combat. Hordes are generally assumed to be composed of similar members of the same race, and a hordelord typically commands members of her own race. Even if there are a few members of other races, the horde is considered a member of the hordelord's race and gains the same racial abilities as the hordelord does. If it fits the hordelord's backstory, with the permission of the GM, the hordelord can choose another race instead.

Reducing the horde to 0 hit points or fewer causes it to disperse, effectively destroying the horde, though the damage taken until that point does not degrade its ability to attack or resist attack.

The horde has a single pool of Hit Dice and hit points, a single initiative modifier, a single speed, and a single armor class. The horde makes saving throws as a single creature. The horde initially occupies 3 squares, though the actual size category of the horde is the same as that of the component creatures. The area occupied by the squad is completely shape-able, though the horde must remain in contiguous squares at all times, even during movement, to accurately reflect a zombie horde. The horde has a reach equal to that of the component creatures, based on size. The horde can move through squares occupied by creatures and vice versa without impediment, although the horde provokes an opportunity attack if it does so. The horde can move through any area large enough for its component creatures. The exact number of a horde's component creatures varies based on the level of the hordelord and some other factors but is generally equal to 2 or 3 times the numbers of squares the horde takes up.

The horde is never reduced to a dying state by damage; it simply disperses instead.

The horde cannot be moved involuntarily, except by area effects that do so (like an avalanche, or *thunderwave*). However, a squad can grapple an opponent, and this does cause the horde to gain the grappled condition.

Hordes are immune to single target spells (such as *invisibility*). To be affected by multiple target spells, the spell must have a sufficient number of targets to affect all the members of the horde, and the horde uses up a number of targets equal to the number of zombies in the horde. At the GM's discretion, the horde may be partially hindered by a spell that targets a high number of its members; for instance, if the horde fails a saving throw against an effect that would paralyze most of the zombies in the horde, the GM might rule that part of the horde is affected by the spell.

The horde is weak to spells or effects that affect an area, taking +50% damage as usual. When the horde reaches 0 hp, they are dispersed; the horde consists of 0 zombies if this happens.

So long as the horde has at least the minimum number of zombies in it equal to the minimum number in the zombies column for the hordelord's level, the horde takes no penalties. If the horde has less zombies than the minimum number, the horde loses all benefits of fell tactics until its numbers are replenished. If the horde has fewer zombies in it than 1-1/2 times the number of squares the horde occupies, it is treated as dispersed until the hordelord replenishes the number of zombies in the horde.

Horde Attack. *Melee Weapon Attack.* Reach 5 ft., one target. *Hit:* 4 (1d8) bludgeoning, piercing, or slashing damage (choose one type each round). The horde's attack counts as a two-handed weapon. The horde can use any actions a PC could normally use. If the hordelord has selected a fell tactic that gives a new option for the horde attack, the horde can change between types of horde attacks as a bonus action.

Some abilities of the hordelord allow her to sacrifice members of her horde. When this happens, she selects one zombie within her horde and severs the necrotic energy that was allowing it un-life. The selected body turns to dust instantly, and it reduces the number of zombies in the horde by 1.

The hordelord replenishes the zombies in her horde through a specialized ritual that is like *animate dead*. This ritual takes 1 minute to perform and requires the body to be reanimated and an onyx gem worth 25 gp. Upon completion, the zombie rises and joins the horde as a member. Regardless of the size and shape of the original corpse, the zombie arises as a humanoid zombie. At GM's discretion, larger sized corpses could arise as multiple zombies. If her horde of zombies is at the maximum allowed amount, the hordelord cannot use the ritual until there is room in the horde.

When the hordelord gains a level where the minimum number of zombies in her horde increases, she gains those additional zombies for free, so long as there are corpses that can be used.

Class Features

The following are class features of the hordelord.

Ravenous Death

At 1st level, once per turn when the hordelord or the horde reduces a creature to 0 hit points, the horde regains 4 times the creature's challenge rating hit points.

Fell Tactics

The hordelord gains the extraordinary tactic ability of the general, except as listed below. The extraordinary

tactics are not tactics, but instead are behaviors that the hordelord infused her zombies with, granting special power that mimics the capabilities of normal extraordinary tactics. The hordelord cannot select the following extraordinary tactics: fluid tactics, hunter tactics, long spear tactics, or skilled tactics. The hordelord can select from the following additional fell tactics.

Fearful presence tactics: The hordelord modifies her zombie horde to be more fearsome to those within range of the horde. Creatures with the frightened condition also treat the horde as the source of its fear for purposes of movement.

Necrophage tactic: The necrophage fell tactic infects the horde with a ravenous appetite for flesh. As a full-round action, the horde can devour a corpse that is in a square it occupies. This gives the horde +2 strength until the next time the hordelord rests. This bonus does not stack with itself.

Essence conduit tactic: The negative energy conduit fell tactic infuses the horde with a bit of the hordelord's necrotic energy. When the horde would gain hit points from its ravenous death ability, the hordelord may gain the benefit of that healing instead.

Spellcasting

The hordelord can cast spells, as described below. Their spell list includes all wizard spells of up to 6th level in the Necromancy school.

Cantrips: You know one cantrip from the hordelord spell list.

Spell Slots: The Hordelord table below shows how many spell slots you have to cast spells of 1st level and higher. To cast one of these spells, you must expend a slot of the spell's level or higher. You regain all expended slots when you finish a long rest.

Spells Known of 1st level and Higher: You know two 1st level spells of your choice from the hordelord list. The Spells Known column on the table shows when you learn more hordelord spells of your choice. Each of these spells must be of a level for which you have spell slots.

In addition, whenever you gain a level in this class, you may choose one of the hordelord spells you know and replace it with another hordelord spell, which must also be of a level for which you have slots.

Spellcasting Ability: Charisma is your casting ability for hordelord spells. Your magic comes from the innate ability you have to magically commune with the dead. When a spell refers to your spellcasting ability, you use Charisma. In addition, you use your Charisma to determine the save DC of any hordelord spell which requires one, and when making an attack roll with one.

Spell save DC= 8 + your proficiency bonus + your Charisma modifier

Spell attack modifier= your proficiency bonus + your Charisma modifier



Ritual Casting: You may cast any hordelord spell you know as a ritual if it has the ritual tag. A spell cast as a ritual takes an additional 10 minutes to cast but does not require you to expend a spell slot.

Table 8-5: Hordelord Spells Per Day

Level	1st	2nd	3rd	4th	5th	6th
1st	1	—	—	—	—	—
2nd	2	—	—	—	—	—
3rd	3	—	—	—	—	—
4th	3	1	—	—	—	—
5th	4	1	—	—	—	—
6th	4	2	—	—	—	—
7th	4	2	1	—	—	—
8th	4	2	2	—	—	—
9th	4	3	2	—	—	—
10th	4	3	2	1	—	—
11th	4	3	3	1	—	—
12th	4	3	3	2	—	—
13th	4	3	3	2	1	—
14th	4	3	3	2	2	—
15th	4	3	3	3	2	—
16th	4	3	3	3	2	1
17th	4	3	3	3	2	1
18th	4	3	3	3	3	1
19th	4	3	3	3	3	2
20th	4	3	3	3	3	2

Table 8-6: Hordelord Spells Known

Level	Spells
1st	2
2nd	3
3rd	4
4th	5
5th	6
6th	6
7th	7
8th	7
9th	8
10th	8
11th	9
12th	9
13th	10
14th	10
15th	11
16th	11
17th	12
18th	12
19th	12
20th	12

Horde Command

At 1st level, a hordelord gains the ability to command her horde to greater effect. As an action, she can issue an attack command. This functions as the Help action when attacking an opponent, but the hordelord does not need to be within 5 feet of either the horde or the opponent.

At 3rd level, she can instead issue a swarm command as an action. When she issues this command, the horde can attack wildly in all directions as its action, dealing damage equal to the general's class level to all creatures and unattended objects within its reach.

At 6th level, she can instead issue a support command as a bonus action. When she issues this command, the squad focuses on supporting the hordelord. This functions as the Help action, except the hordelord receives advantage on all attack rolls, not only the first, against that foe.

Path of Depravity

There are many paths to mastery of undeath, and each hordelord follows one best suited for her individual goals. At 2nd level, the hordelord chooses a single path of depravity. This path grants her a number of special abilities as she gains levels. See page XX for the list of *Paths of Depravity*.

Arise

At 15th level, the hordelord is able to weave her own necrotic energy with the animating principles of the reanimation spells. If a creature would die while affected by one of the hordelord's spells, she may use her reaction to cause it to rise as a zombie and join her horde.

Master of Undeath

The hordelord's mastery is complete. At 20th level, the hordelord may bolster his horde's necrotic essence as an action. They are immediately restored to full hit points, and any negative conditions on them are removed. Once the hordelord uses this ability, she must complete a long rest before using it again.

Zombie Horde Statistics

Starting Statistics



Speed: 20 ft, **Ability Scores:** Str 15, Dex 13, Con 14, Int 3, Wis 12, Cha 14

Class Level: This is the character's hordelord level. Only levels in the hordelord class count for the purposes of the horde's abilities.

HD: This is the total number of eight sided (d8) Hit Dice the horde possesses, each of which gains a Constitution modifier, as normal.

Proficiency Bonus: This is the horde's proficiency bonus.

Armor Bonus: The horde has an armor bonus to AC equal to the number in this column.

Str/Con Bonus: Add this modifier to the horde's Strength and Constitution scores.

Squares: This is the maximum number of squares the horde can occupy.

Zombies: This is the range of number of zombies in the horde.

Chaos of Combat: Starting at 1st level, spellcasting or concentrating on spells within the reach of a horde or within its reach requires a concentration check (DC 8 + proficiency bonus).

Table 8-7: Zombie Horde Base Statistics

Class Level	HD	Proficiency Bonus	Armor Bonus	Str/Con Bonus	Squares	Zombies
1st	1	+2	+2	+1	3	6–9
2nd	2	+2	+2	+1	3	6–9
3rd	3	+2	+3	+1	3	6–9
4th	4	+2	+3	+1	3	6–9
5th	5	+3	+3	+2	4	8–12
6th	6	+3	+4	+2	4	8–12
7th	7	+3	+4	+2	4	8–12
8th	8	+3	+4	+2	4	8–12
9th	9	+4	+5	+3	4	8–12
10th	10	+4	+5	+3	5	10–15
11th	11	+4	+5	+3	5	10–15
12th	12	+4	+6	+3	5	10–15
13th	13	+5	+6	+4	5	10–15
14th	14	+5	+6	+4	5	10–15
15th	15	+5	+7	+4	6	12–18
16th	16	+5	+7	+4	6	12–18
17th	17	+6	+7	+5	6	12–18
18th	18	+6	+8	+5	6	12–18
19th	19	+6	+8	+5	6	12–18
20th	20	+6	+8	+5	6	12–18



Paths of Depravity

Path of the Master

Hordelords on the path of the master desire the means to drown their enemies in seas of undeath. Their abilities focus on enhancing their horde to cause their foes to tremble in fear.

True Horde

At 2nd level, the maximum size of the hordelord's zombie horde increases by 2 zombies and 1 square.

Heedless Rush

At 9th level, the zombie horde gains the ability to use the Dash action as a bonus action.

Replenishing Horde

At 16th level, twice per day the hordelord can use the ritual to add a new basic zombie to her horde as an action, without the need for an onyx gem.

Path of the Night

Hordelords of the night focus on the necromatic effects they can inflict upon others, fascinated with the myriad possibilities.

Necrotic Magic

At 2nd level, the hordelord can sacrifice a member of her zombie horde to modify her spells. Select one Sorcerer metamagic option. Whenever the zombie horde is within 30 feet of the hordelord and she casts a spell, she can apply this metamagic to her spell by sacrificing a number of zombies equal to twice the sorcery points the metamagic would cost. This destroys the selected zombies.

Fellsurge

At 9th level, the hordelord can use her latent necrotic energy in such a way as to bolster her horde. As a reaction action, she can expend a spell slot to add damage to her horde's attack, as Divine Smite, except the damage is necrotic.

Frightful Magic

Whenever the hordelord casts a necromancy spell against a single target currently within her horde's chaos of combat, she can choose to cause the target to be frightened unless they succeed at a Wisdom saving throw whose DC is equal to DC of the spell she cast. This effect occurs after the spell is resolved.

Path of the Reaper

Hordelords that follow the path of the reaper feast upon the fleeting souls.

Reaping

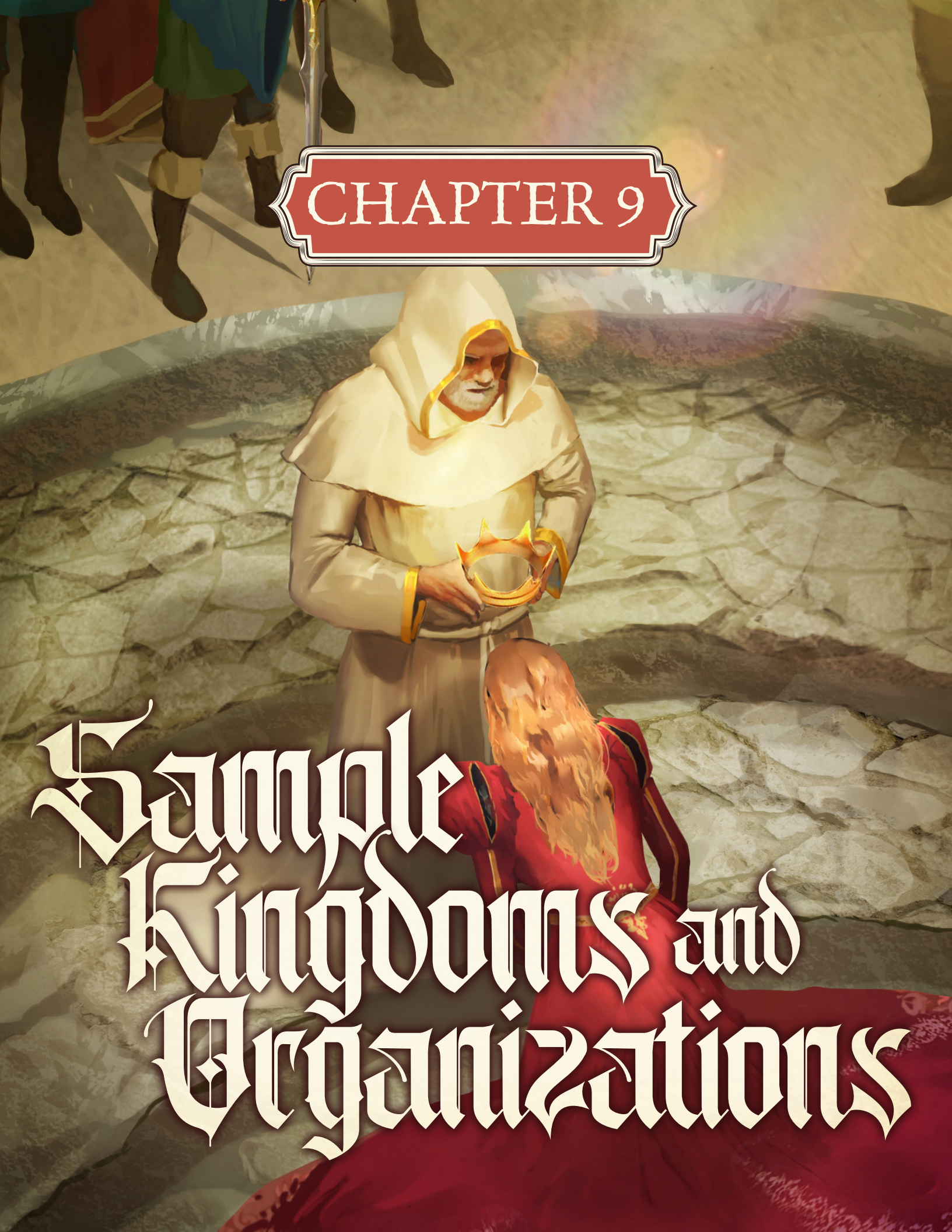
The hordelord gains proficiency with martial weapons.

Deadly Juggernaut

At 9th level, when the hordelord's zombie horde reduces an enemy to 0 hit points, they may immediately make another attack against any enemy in reach.

...What You've Sown

The hordelord's zombie horde becomes a tool of vengeful might. At 16th level, when an enemy attacks and misses the zombie horde, the horde may make an opportunity attack against that enemy.


CHAPTER 9
Sample Kingdoms and Organizations



Aalarthien

The queendom of Aalarthien was established by Queen Jasmine Aalart after she conquered a lawless stretch of wilderness that was formerly the domain of bandits. The queendom grew over the last 20 years as more external threats were defeated. One neighboring kingdom sought to undermine Aalarthien in an effort to take control, but Queen Jasmine, leading her armies with genius stratagems was able to defeat her rival. In showing those people the wickedness of their previous ruler, Aalarthien swelled in population and power as it welcomed former enemies as countryfolk.

Geography

Aalarthien is a country that consists primarily of temperate lightly wooded hills and a multitude of rivers. There are high mountains that make up the eastern border, and a dense forest to the west. The northern and southern borders of Aalarthien are marked predominantly by rivers. Most of the kingdom is rural, with forts marking older borders. In addition to the rich farmland throughout, the foothills into the mountains have mineral resources, and logging is commonplace in the west. Settlements, such as Rook's Roost and Bishop's Hold, are named after chess features. The capitol, Queenside, is a major urban center presided over by a fortress palace. There is a port on Turtlemere Lake that flows into the Elkhorn River offering swift passage to distant countries. Queenside is a center of arts, fashion, and trade. The queen is known to patronize jewelers and tapestry weavers, among other artists.

Government

Aalarthien is ruled by Queen Jasmine, and she has formed a diverse council of individuals to advise her. Law and order are firm tenants in Aalarthien and even government officials in positions of power are not exempt. Queen Jasmine embodies the notion of noblesse oblige, truly trying to ensure the wellbeing of all of her subjects. The government has been generally successful seeking peaceful contact with other countries, and the Queen has no interest in expanding into her peacefully ruled neighbors.

Inhabitants

The people of Aalarthien are mostly human, but anyone willing to live by the laws and treat their neighbors with respect are welcome. Many of the native inhabitants of the land who were willing to work with the kingdom were incorporated into it. This even includes kobolds and lizardfolk with whom Queen Jasmine was able to negotiate peace with! The majority of the citizens have seen a rise in security and stability. Banditry and other lawlessness is quite rare; citizens are able to appeal for justice should they feel they are being mistreated.

Adventure Hooks

There are many ruins throughout Aalarthien from previous attempts at establishing a lasting country in the area. Adventuring groups built frontier strongholds in the wilderness and other nations attempted colonies, all long abandoned...though hardly vacant. The humanoid tribes in the area eschewed their old shrines since joining the queendom, although some whisper of old cults still active in the shadows. More established countries might seek to bring this young and prosperous land under their control.

Alignment: Lawful good

Capital: Queenside

Ruler: Queen Jasmine Aalart

Government: Monarchy

Demonym: Aalarthien

Adjective: Aalarthien

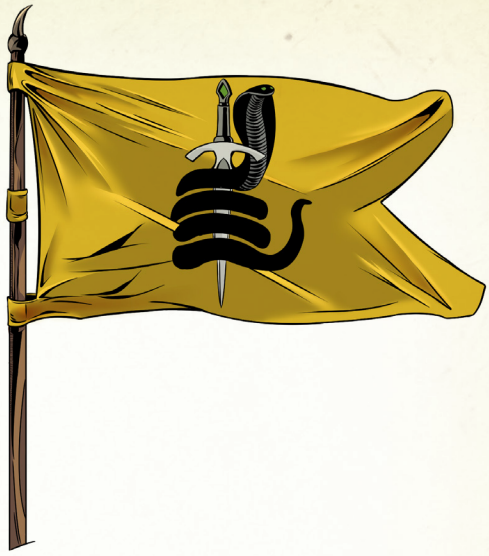
Languages: Common, Draconic

Religions: Goddess of Strategy, Deities of Law and Good



Tim Mace

The Al-Sabah



"The dreaded Al-Sabah? Yes acolyte, I know the name. Now carry my books and let us hurry a bit faster. They are the slithering clutch of thugs wielded by the Grand Temple of Set. Certainly, I have heard of their exploits, but I think them tall tales made up by the Setites and overprotective wetnurses. I mean, no one has seen one and I would think that if one of their spies was in my presence I would... Gah! I... can't breathe! My blood... it feels afire! What have you done to me?"

"Ammon Jabare sends his regards."

The Al-Sabah, or "Steel Serpents" as they are known in the common tongue, are a sect of mystic monk-assassins who serve the high temple of Set as mercenaries and hired killers. Their whispered name is often just as dangerous as the blade that deals the fatal blow. That fearsome reputation having been handed down in legend for centuries, if not millennia. They exist to remove those that the high temple of Set deems to have wronged them, and their skill at such tasks is legendary, blending martial skill with the mystic talents of the dark and the deadliness of a serpent's kiss.

Goals: To Quench the Light

The Al-Sabah exist only to serve as the hand of doom to those enemies of the Grand Temple of Set. They take great pleasure in the slow desecration and destruction of those of good alignment and power, particularly clerics and paladins of good deities. Most often they serve to seek out and destroy priests of Osiris, but any who threaten the strength of Set can earn their enmity.

Alignment: Neutral Evil

The Al-Sabah are evil through and through. They have no compunctions about who they kill so long as their foes are opponents of the church. Their methods are nefarious and cunning, often using poison and tactics that prey upon their foes' own code of morality to draw them out.

Leader

Ammon Jabare, known as the Spitting Viper, is the official master of the Al-Sabah. He is responsible for maintaining the secrecy of the Viper's Nest, their elusive temple complex devoted to Set, along with the tutelage of future assassins who must endure a rigorous regimen of training to learn the skills of the steel serpents. Only the most capable are chosen for the great honor, and many do not survive the training at all.

Methodology

The Al-Sabah are skilled monk-assassins as capable in a fight as other militant organizations, but they choose to work from the cover of night or striking from the shadows.

The Steel Serpents know that to present themselves on a battlefield is to open themselves to destruction or capture. To allow their faces to be seen is to give form to their order. They know that fear is their most potent tool, and prey upon it.

By far, most victims of Al-Sabah come from assassination, poisoning or abduction. A deadly strike from a poisoned dagger only to disappear in a crowd, a venomous snake hidden in the target's bed or belongings, commonly used items coated with contact poison, all are hallmarks of the Steel Serpents.

Good Class Choices

Fighter, Monk, Ranger, Rogue

Challenging Class Choices

Barbarian, Bard, Cleric, Druid, Paladin, Sorcerer, Warlock, Wizard

Headquarters

The "Viper's Nest," or so it is called by outsiders, is a subterranean lair hidden deep within the desert. No light penetrates the Viper's Nest and here the would-be assassins train and pray within its dark depths.

Joining

Becoming one of the Steel Serpents is no simple feat. Many would be thugs work for the temple of Set but only those who have the true talents combined with dark faith are selected for "additional tutelage." Such tutelage

Gaining Prestige

To gain prestige within Al-Sabah, you must unswervingly do two things. Be subservient to the master and become a master of their deadly techniques.

Often a recruit shows great promise, passing the horrific training process with great fervor, having dispatched numerous other classmates to grasp the honor, only to find themselves apprenticed undercover as an acolyte to a rival deity's church, sweeping floors for years. Those who show themselves capable of restraint and obedience are then taught the greatest secrets of the order.

While obedience gains you minor prestige and opens the doors to greater teachings, the ability to dispatch death with efficacy and utter anonymity is the order's highest calling. Those that are capable of such feats earn great rewards from the order.

Resources

The Al-Sabah are funded through the wealth of the temple of Set. While and overtly evil deity, there are still those who feel it wiser to placate the Lord of Night with offerings rather than suffer his wrath.

The Steel Serpents are often chosen to dispatch high profile targets, and as such, the order makes a very lucrative amount of income.

Not always to they deal in gold either. Secrets, magic and other less savory things are often taken in barter.

New Weapon: "Coiled Cobra Chain"

The Al-Sabah use signature spiked chains (often called coiled cobras) with a blade on the end shaped like a serpent's head and tongue. The tongue is forked and grooved allowing for wicked cuts and the delivery of fatal toxins.

New Poison, "Sand in the Veins Venom"

This wicked poison is harvested from giant cobras, raised in the temples of Set. The snakes are treated as living embodiments of Set and fed a unique diet to ensure their toxicity. The resulting venom creates a horrific and painful death.

Sand in the Veins (Injury): This poison must be harvested from a sacred temple cobra. A creature subjected to this poison must succeed on a DC 15 Constitution saving throw, taking 24 (7d6) poison damage on a failed save, and be poisoned for 24 hours in excruciating pain, or half as much damage on a successful one and be poisoned for 1 minute.

Faction Feats

Striking Serpent Style (Faction)

Prerequisites: Dex 13, spiked chain proficiency, Steel Serpents faction

You fight with the grace of a striking serpent.

Your Dexterity score increases by +1, to a maximum of 20.

When wielding a spiked chain, you gain a +1 shield bonus to AC.

As a reaction, you may attempt to entangle

Blood of the Serpent (Faction)

Prerequisites: Con 15, Steel Serpents faction

The touch of the serpent's tongue does not poison you as it does so many others.

Your Constitution score increases by +1, to a maximum of 20.

You gain advantage on all saves against non-magical poison.

You gain resistance to poison damage.

Brian Berg

Ancient Belmirad

Ancient Belmirad was once a prosperous seafaring nation, but it fell on hard times after its coastline shifted cataclysmically during a series of incredibly severe storms, leaving all of its important ports – and the bulk of its fleet – stranded far from the sea on which its wealth depended.

Prior to being left high and dry, as well as being renowned traders, shipwrights, and explorers, the Belmiradians were also famed engineers. They built a chain of mighty lighthouses along their coastline, each one 230 feet tall, to guide their ships safely home through the terrible tempests that frequently lashed

their treacherous shores. Each morning, the sun would charge the enormous "jewel" housed at the top of each lighthouse, ready to shine forth at night and in times of danger. Belmirad's neighbors also benefited from the towers' presence, and they became widely known as "the Miraculous Beacons of Light."



However, after the sea receded and Belmirad's fortunes began to fail, the lighthouses were used for a much darker purpose. One desperate ruler used them to wreck passing ships, forcing his engineers to subvert the jewels' charging mechanism to disrupt ships' compasses and any other navigational aids they might be using. As a result, many ships were lost, their cargoes scavenged, and their crews sold into slavery or left to drown. This overt act of state-sponsored piracy brought their neighbors' wrath down upon them, sealing the kingdom's fate. After the various punitive actions against them came to an end, Belmirad became an isolated backwater, with most of its merchants, shipwrights, and engineers abandoning the nation for a better life elsewhere.

It was during this dark time that the lighthouses earned the name they are still known by: "the Black Beacons." (Although some argue this is because the towers were set to the torch during the reprisals, leaving the stones blackened and burned.)

Only one beacon now remains. Set amid the ruins of the once mighty city of Suryk, Belmirad's capital, its light still shines, though not as brightly nor as far as in the city's glory days. It is tended by the descendants of the engineers who originally built it, a dedicated band who do their utmost to maintain the light in penance for their ancestors' wicked deeds. The lighthouse is in dire need of major repairs, though, and who knows how much longer it will remain standing.

Suryk itself is a strange sight. Many of its homes are built from the repurposed carcasses of Belmirad's once mighty fleet – a literal ships' graveyard, 20 miles inland. The same is true for all the towns that grew up from Belmirad's abandoned ports, giving them a strangely nautical theme despite them being completely landlocked.

Belmirad survives in part on the coin brought in by adventurers seeking the remains of the lost jewels and technology that once powered the fallen lighthouses. Rumor has it that the jewels were, in fact, immense diamonds of incredible clarity and brilliance, enchanted to hold the sun's rays. Historians argue that if such were the case, then Belmirad wouldn't have needed to turn to piracy to maintain its fortunes – it could merely have refashioned and sold the gems to prop up its economy until new ports were built and trade resumed. Also, argue the same historians, if such jewels existed, surely the nations who crushed Belmirad would have carried them off at the time as reparations for their lost ships. But what do historians know, eh?

The exact nature of the one remaining jewel in the Black Beacon of Suryk remains unclear; so far, its guardians have managed to prevent any outsiders from viewing it up close.

Lynne Hardy

The Avetrol Fellowship

"When properly motivated, the Fellowship deal death at a rate that would make the reaper blush, but when you reach a bargain with the Avertrol, set aside three or four times their rate. They renegotiate with like ferocity and enthusiasm."

- The Coinkeeper Kalltul of the Arcanist Bank to Duke Grauis IV



There are pits of serpents writhing in the depths of Hell who could learn higher arts of treachery from the Avertol Fellowship. Encountering this mercenary band on the field of battle begins with sharp surprise and ends in the gasping of confusion of death. They are not interested in the conventional rules of war, knowing that a fair fight is a quick route to the grave, the Fellowship—commonly called "The Bastards" by their enemies and surviving victims—specialize in double-dealing, ambushes, cold-blooded murder, and the collection of ransom.

The Fellowship was born over a century ago during some long-forgotten civil war. A collection illegitimate offspring of petty nobles and low-born noble scions, the Fellowship started as an act of desperate, forgotten whelps wanting to make a mark—and they did. Their thirst for power and glory spurred them to acts of derring-do, achieving victory after victory for whatever side they served in the conflict. And they served many sides, often opportunistically shifting sides in the heat of battle.

At the start, the Fellowship was a direct democracy, one vote, and share of the booty for every cavalier—the title was given to any warrior who brought at least one horse, armor, and the weapons of war. This compact was adequate if not chaotic. Democracy in small numbers moves like hard gales on a broken coast—swift, random, and erratically emotional. From the start, the Fellowship followed their own self-interest, no matter how others judged their motivation.

Their particular brand of brutal daring yielded even greater power. Campaign after campaign, generation after generation, they were hired, negotiated with, and won victory on the field with fiendish ruthlessness. During this time, they acquired the island fortress of Galthinar, and bought a controlling share of the Arcanist Bank, becoming the moneylenders of nations and influential individuals within a hundred leagues of their island stronghold. And with this rise, came new recruits—men and women who could bring horse, armor, and weapons for their share of a vote and share of the booty and percentage usury. It during this time that the Fellowship settled on a single of five gold coins on a black field.

As the ranks increases, the early democracy began to settle into shifting factions swayed by the charismatic and those who grew their shares within the Fellowship by treachery and graft. In the first decade of their first century, squabbles turned to opportunistic power grabs, and more often than not, the various factions of the Fellowship took up arms against their companions to assume control of the Fellowship. The end of this conflict didn't come from within but from without.

By this time, stories of the wealth and infamy of the Fellowship had reach distant lands. A seafaring group of raiders and mercenaries who called themselves the Fellandur, flying under the standard of the wyvern decided to search out and join the Fellowship. Their ships made it to Galthinar during the height of the conflict for control—their fortress was in flames, the Arcanist Bank was besieged and nearly looted, and the Fellandur were able to storm into the fray and seize power, ruthlessly putting down the factional fighting.

The Fellandur leader, Thendris Vaun, was not interested in plundering the decimated Fellowship, but to usher it back to greatness; capitalizing on its mercurial nature and focusing it outward. To this end he restructured the Fellowship, abolishing the pure democracy in exchange for a kind of meritocracy, with first officers decided by Thendris, and then allowed each of those officers to groom their successors, though each must be approved by the new Fellandur overlords of the Fellowship.

Today the Avertol Fellowship is led by their Baroness Valicia Vaun II, a human woman of giant proportions and monster ferocity upon the battlefield. Valicia is the seventh in a line of such Fellandur "barons." Each such baron has brought internal stability to the Fellowship while advancing the military and financial success through skullduggery, massive armies, a quick and robust navy to carry troops and harass the shipping of legitimate nations failing to pay adequate protection, all supported by the powerful Arcanist bank, flying the coin and wyvern banner.

Stephen Radney-MacFarland

Belo's Irregulars

They'll take the small jobs other companies turn down. And you get 'em cheap if you're up against a right bastard. They're loyal and brave, just be sure to keep 'em fed.



Founded by **Belo Brownfox** (CG halfling fighter 7), Belo's Irregulars is a patchwork mercenary company composed primarily, but not entirely, of escaped halfling slaves. By banding together in force, and keeping a fearsome reputation, they ensure that their hard-earned freedom endures.

Foundation

After suffering years of abuse in servitude to a demanding owner, **Duchess Velorina Cala**, Belo incited an armed rebellion in her estate. More than three dozen halflings turned garden plows against spear and sword to fight for liberation, and the surviving 19 formed the original company as they marched their way across countries border and into the wider world.

As escaped and branded slaves, Belo didn't want to see his people turn to banditry or thievery to survive. Instead, they made their way to more untamed lands where they began taking on small contracts as a mercenary force. Under foolish cheap contracts, they served as caravan guard, scouting forces, and vermin exterminators. They finished each job with enthusiasm, because they couldn't afford failure, and slowly their reputation grew much taller than their diminutive stature.

Eventually, as word of a band of escaped slaves turned folk heroes spread, more escaped and liberated halflings made their way to enlist in Bolo's band, as well as other outcasts looking to serve a more interesting armed career.

Composition

Originally only 19 escaped slaves, Bolo's Irregulars has grown to a force of 53 strong. And while most of their number are liberated halfling slaves, many sympathetic free halflings have joined their cause, as well as a few humans, half elves, and most notably an overly rotund Ogre named **Bigslug** (CN ogre) that serves as the group's trump card when needed.

Bolo is extremely discerning when it comes to who he recruits, however, and turns away more soldiers than he accepts. Though he does point any escaped slaves he can't use towards friendly allies who can keep them out of the reaching arms of their former owners.

Most of Belo's force is trained in archery and the spear and are often fielded as a complimentary ranged unit with a defensive spear line.

Contracts

The Irregulars got their start taking any job that would come their way, but they have only become a little more discerning now that their reliable reputation has been established. They steadfast refuse to take any contract from an overtly cruel employer or in the service of slavery, however, and will often discount their rate if a contract works against known tyrants, slavers, or the slavery trade.

And while they will take most honest jobs, they are most commonly sought after for scouting work, as a harrying force, or clearing out the nests of goblins, kobolds, or other monsters whose lairs are easier for the small folk to maneuver.

They are also a popular hire for caravan escorts, supplemental guard work, or event security. They're friendly nature and unassuming stature helps to put guests or VIPs at ease where a more intimidating show of force might turn off more delicate sensibilities. Since most of the company served as servants in elite estates, they can also serve as a concealed security force, dressed to match the other servants of the house and taking easily to the mannerisms of the role.

Jefferson Jay Thacker (aka Perram)

Castle Mandragora

"I'd heard the tales, sure. Never thought to see it myself, didn't really believe in it. They say it's a portent of doom, that it brings evil when it comes. Well, that first part's true enough. But it doesn't *bring* evil, at least not exactly. Be kinder, maybe, if it did." —Surlas al-Virn, lone survivor of the royal guard under King Anhabban the Last

It begins as a shadow. Atop a hill, an embankment, or similar high ground, if such terrain is available; sometimes at the very borders of a nation, sometimes within sight of its capital. It starts small, easily unnoticed, a simple patch of shade without obvious source. Throughout the first days, it grows, darker, broader, and definitely longer, reaching toward the kingdom or city nearby—*always* toward, no matter the position of the sun in the sky.

Sometimes people notice. Sometimes they do not. But seen or unseen, no matter what steps are taken to investigate, to stop it, it grows.

Until, a week or two after it began, the sun rises one morning to reveal a great citadel, a massive walled monstrosity of stone and iron. Its towers loom impossibly high, its battlements impenetrably thick, its sides covered in scars and ivy as though it had already faced a dozen wars, a hundred years.

If the terrain provided no high ground on which the shadow might take root, it exists now, a mountain grown

from the earth, for the fortress *always* looks down upon the people it would torment.

Another land has seen the profane birth of Castle Mandragora.

Gods help them.

The Castle Hunts

Most nations never witness Castle Mandragora, but when it *does* appear, it always manifests within a few years after a major change in the direction of a sovereign land. The founding of a new nation; the end of a decades-long war; the rise of the first ruler of a new bloodline. These and similar forks in a nation's destiny are times of great travail, or times of great hope.

Mandragora comes to turn the former into the latter.

The Spread of Chaos

When Castle Mandragora rises, so too do the emotions and tempers of a select portion of the population of its target nation, and particularly of those who dwell nearby. But precisely *who* is affected varies from land to land.

Whatever attitudes and whatever peoples are most likely to destabilize a new or newly peaceful government, these are what Mandragora enflames.

In a land where a new regime holds sway, fear of a new order and loyalties to the previous government grow. If a culture lives in terror of the "savage wilds," nearby orc tribes, barbarian hordes, and druid circles find themselves drawn to the castle. In a theocracy, Mandragora makes worshipers of forbidden gods into zealots, and if a society is rife with caste or racial divides, then those people who are most oppressed swiftly find their patience reaching its breaking point.

Castle Mandragora never brings hostility or unrest from outside, only ensures that whatever faults already exist within a nation crack wide. Those drawn to it aren't necessarily evil; they may even, if a culture's ruler is wicked or its traditions oppressive, be viewed as the "good guys."

What matters isn't the triumph of evil or of good, but the fall of a nation to its own ills. No matter the inner nature of those drawn by its unheard call, no matter the righteousness or iniquity of their cause, they are driven to violence, their leaders encouraged by inner voices and a newfound magnetism to lead their charges to war.

Lord Malcuer

Before Castle Mandragora calls whoever will make up its newest army, the citadel is home to arcane defenses, animated object soldiers, and *unseen servants*, but only a single true creature: the castle's lord, Malcuer.

He—if indeed it is a "he"—sits upon a throne of granite, clad in old and corroded mail hauberk and armor. He wears an open-faced helm, revealing a visage of shifting smoke and hollow eyes, and he leans upon his great weapon—though the weapon changes from nation to nation, as does Malcuer himself.

Just as the sorts of souls drawn to the castle depend upon a society's flaws, so too do Malcuer's own abilities. In a war-torn land, he is a great warrior with a monstrous sword; at the head of a religious crusade, a potent priest with crushing mace; sometimes even an armor-clad mage with iron staff. What he may truly be—demon or angel, ancient undead or unknown demigod—none can say.

(Whatever his specific powers, he should be potent enough to challenge a high-level party; in lower-level campaigns, players need never face him directly.)

What always remains true is this: That his goal appears to be proving, though proving to *whom* is a mystery, that no mortal is worthy to rule. But he possesses a peculiar sense of fair play; if a nation or its champions somehow solve the societal ills he and his castle manipulated, defeat his assembled force by repairing the culture itself, he departs without further conflict. Otherwise, Malcuer and Castle Mandragora remain until the nation has collapsed in on itself, at which point a dawn comes and the structure is simply gone... until some other poor land attracts its unholy eye.

Ari Marmell

The City in the Shadow

Sprawling across the gentle hills overlooking the Crying Sea, the City in Shadow is a bustling port town of great economic significance. Nearly every major trade route passes through here or stops in the vibrant Shadetrees Market. The city welcomes everyone, with some of the most robust citizenship rights and protections in the world. Its robust judicial system, education, and public works departments have made it a wonder that draws even those not in search of goods.

Yet the city's greatest draw is nothing so tangible. Long ago, the realm was ruled by the Sulafa, a great dynasty of rulers with immense power. It was rumored

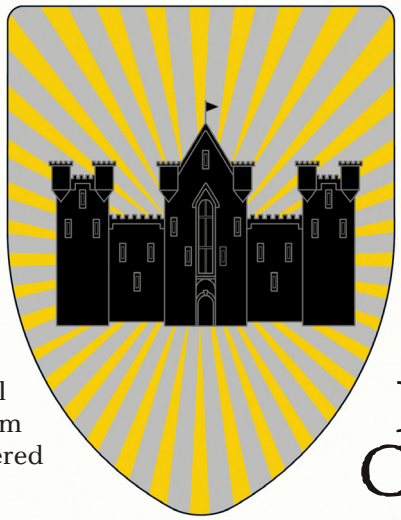
that they were demi-gods, the children, perhaps of Heliyava Sky-Bringer, or Fimma of the Pale Sun, but this is unproven. Regardless, the realm was filled with miracles and wonders: a forest of butterfly-leafed trees, a cavern filled with an ancient song which healed the heart-wounds of any who heard it, gem-like islands floating above the sea. Lives were long and prosperous, and the people became known for their grace, wisdom, and artistry.

As all great kingdoms, though, the shadows stretched long over its glory, and woe began to circle. Upstart kingdoms carved away pieces of the border, laying waste to hundreds of years of development. Monsters ravaged towns and fields before they were shot down. Three of the Gem Isles crashed into the sea, breaking ships and setting ruinous waves into the city.

The last queen stood on the parapets of her glittering castle and struck a bargain.

The Undying Queen

The people of the Lightfall realm believe that they are rays of light, corrupted and caught in human flesh by an evil sorcerer long ago. Over time, their light heals (through good works, enlightenment, or time) and they cease the cycle of reincarnation, rejoining the Light Eternal in their final rest. To hold back or prevent another from progressing along their cycle is considered the greatest evil.



Malav Sulafa, the last of the Sulafa Queens, saw that her legacy was dying, her people losing their light, the haven of good and right foundering in a sea of darkness. She left her palace in the stars, journeying into the underworld in search of a desperate bargain. After untold days among the writing horrors there, she came before Timebreaker, the goddess who once bound her people, and offered a bargain: for her own body to be a doorway into the waking world, her light forever feeding the Unslaked Maw. In return, her kingdom would be caught outside the rivers of time, protected and inviolate.

Amused, Timebreaker accepted and diverted the kingdom from the time-rivers. Knowing the underworld would dim Malav's light, Timebreaker cast her back into the waking world, and followed in a storm of darkness which laid waste to all the lands around Lightfall.

The kingdom was saved, but should it ever re-enter time, it will bring with it the darkness which consumes all.

The City of Shadow

The city itself is caught on the very border of the protected realm. Originally a port city, it has expanded as the borders shrank, and now edges into the fading kingdom. This has brought it prosperity and wealth, and a great deal of peace. But as the bargain fades, prophets of doom haunt the city corners, cultists draw near, and a sense of desperate obliviousness seems to cloak conversation. Surely everything will be fine if we just don't notice...

The city is broken up into several sections: Sunlit, the only region never caught in the shadow of the palace; **Shadetrees**, which takes its name from a lovely grove of old birch trees; **Silvered**, the heart of the city, caught in a permanent twilight; **Cathedral**, a small area where the rising sun shines through the brilliant stained glass windows of the castle; and **Deepshadow**, the area still within the sheltered kingdom that never sees direct sunlight. Outside of the city, the coast is thick with orchards and farms, all hugging the thin strip of land between the sea and the shadow. They are all fertile and beautiful, providing more food than the city could ever hope to use.

The Dreaming Castle

The Dreaming Castle is a tall, graceful structure of white stone, pale wood, and gold. It is not large, as palaces go, but its position on a towering spur of rock means it is nearly impregnable. The spur it sits on is the last remnant of an ancient mountain change, a vein of black rock harder than anything else in the region.

A steep path curls around the spur, the only access to the castle. It was shaped within the spur itself, a winding tunnel just big enough for two wagons to pass, tall enough for a giant...if he stoops. The walls are slick from centuries of use, and the floor is covered in a thick layer of clay and wood chips to provide footing. However, in areas, this has worn away.

The road ends in a huge chamber filled with stables, storage rooms, receiving bays, and sleeping quarters. The effect of the dark bargain is most obvious here, as horses and people, all in perfect health, seem to have simply fallen asleep. They cannot be roused.

A winding staircase offers access from the receiving room to the castle itself. Compact and elegant, the castle is only a few stories high, and covers most of the surface

of the spur. Offices, gardens, bedrooms, living quarters, guard rooms, libraries, and work rooms are laid out in an orderly fashion, their ancient denizens quietly asleep where the bargain overcame them.

Lost Queen's Redoubt

In the heart of the palace, the place which was once the great hall of the Sulafa Dynasty, a pair of great doors – built of white wood, set with yellow gems and inlaid with gold – stand shut against all comers. Darkness seems to bleed from beneath them, and they are so cold that any who touch them may lose their skin at least, and feels chilled as though they have stood outside in a winter storm for hours.

If the doors are opened, the room is strangely dark. Deep shadows seem to slink around the edges, behaving not as shadows should. Lights are dim here, barely extending beyond their immediate physicality.

In the center of the room, a throne of crystal is set on a large dais. The dais is made of the same white wood and yellow gems as the doors, and rests on a floor of golden marble. But again, everything feels dingy and faded.

The figure of a woman hovers above the throne, her arms and legs curved toward the floor, as if she is supported by the dark rift beneath her. Her chest is flayed open, the strange white flesh overlaying crystalline bones. No blood pours from the grievous wound, only pure light, dripping slowly into the rift, an agonizingly slow rivulet. Closer examination shows only traces of light left within her, and a withered, flickering core of light in the center of her chest.

Queen Malav Sulafa has bought centuries of peace and prosperity for her kingdom, but her light is fading, and with it, her bargain.

Jaym Gates

The Devil's Crooked Jawbone

"Broken isles lurch like crooked teeth from the boiling maelstrom, swirling in her mad carousel of black water. You count thirteen teeth and your heart sinks. The deceitful sea has danced you into the embrace of the Devil's Crooked Jaw, where the community known as the Islanders dwell.

"If you are ever dragged there; see the scrimshaw of the baleful eye rotting between tentacles, take your blade and end it then my brave friend. Death is better than meeting them..."

History

A terrible storm struck the ship Hope. Her captain records that the seas rose from black valleys to touch the clouds above. He feared all the passengers—colonists making a journey to a hopeful future—would be lost in the raging brine mountains that engulfed them for days. The captain's poetic miseries, as he looked into the eyes of the children whose souls would be broken by their salvation, have become haunting hymns sung by those who survived that chance storm.

Chance? Destiny never dances with chance. This storm was no natural freak, this was design, the design of the One, a kraken, the thing that now guides the Islanders with its broken dreams.

When the survivors woke; drenched threads of skin on flimsy, often broken bone, they could see no trace of their ship, nor her gallant captain. Many had been lost. Three score souls gazed across the boiling seas that infest the Jaw, over her scoured gargantuan cliffs and calloused skin. What life there was—hardy mollusks and mangy gulls that laid eggs with the frequency of passing seasons—could not feed them for long. What would they eat until salvation arrived. Would it even come?

Alas life must go on...

Today

It has been sixty years since that First Day. The Islanders survive, their numbers swollen, like their bellies, still yearning for food. True food. They hunger for the Bounty brought to them by the One; the prison stock of flesh they so carefully nurture and sparingly use—until the next Bounty arrives. As they did at the Beginning.

When the Bounty comes, the Islanders swarm like fleshy ants upon a ship. Ravenous, some forget the old Teachings, devouring the rich harvest of flesh it bears—they are punished. To share and share alike is the most sacred of Teachings. Sinners here are not slain—that would be wasteful—they are lowered into the sea and behold the One. And the glimpse of the colossi never leaves them: they work, they continue, but they are shells, husks that never utter another word.

Sometimes the Bounty is plentiful, the visitors too many at first, and a veneer of normality and smiles hides the discreet and slow capture of the visitors one

by one. The Bounty is taken to two teeth called the Twane Harvest—from which escape is impossible—and stored until the proper time comes to take. The Bounty themselves find meager sustenance in the churning waters about—pallid fish, thin seaweed, stringy gull—and exist. Oh they try to escape before the time for Harvesting comes, but that just brings them quicker to their inevitable end on the Orgy, the isle where the Iron Man made of flotsam and nails, with his hollow rusting head awaits them above his bride of precious timber and kindling; to prepare them for the feast.

The Islanders present matriarch is **Mother Sargasso** (NE druid 8), her bulging eyes, empty mouth and pale bleeding skin a sign of the gift of scurvy—the One's Blessing—something that affects all Islanders but is staved by a potent liquor only the Mother can make. Mother Sargasso is old for an Islander—almost fifty—and rules with an iron hand of tradition. Aided by the druidic Sisterhood, who report any sin, she has ruled since the One chose her—signifying Its acceptance of her by Its touch when she was but a child, at the Devouring of the last Mother.

Of late, the One has been slumbering, its dreaming-storms infrequent, and in this time sea devils have plagued the Islanders, braving the still mountainous seas spewed from underwater valleys and peaks to seek food themselves. Yet as the seas calmed, other visitors have come. The merciful One in Its wisdom has recently drawn a vessel intact to the Jaw for the Islanders, and flesh within to eat.

Soon they intend to voyage outwards from their isle to extend their Harvest, spreading the word of the One

Richard Pett

Folkdom of Phennshyre

The Folkdom of Phennshyre is a nation on the eastern seacoast. Surrounded on three sides by the snow-capped Horseshoe Mountains, it juts slightly into the rocky waters of the sea. Roughly elliptical in shape, it stretches about 200 miles from the northwest to the southeast and about 160 miles from the southwest to the northeast. Its temperate climate has cold, snowy winters and warm, rainy summers.

Phennshyre is divided into four regions by four main rivers. Nordland in the northwest has heavily wooded hills with numerous streams. Vostland in the southwest has high mountains giving way to rugged, forested hills. Yestland in the northeast has gentle hills of rich farmland sloping to the river valley. Surdland in the southeast has lightly wooded hills with numerous meadows. The Wald River flows south between Nordland and Yestland; the Berg River, north between Vostland and Surdland; and the Tal River, southeast between Nordland and Vostland. These three converge at a small island and form the mighty Threefold River, which courses seaward between Yestland and Surdland.

Phennshyre was founded by Kyenton Bann, a human paladin of devotion. The emperor awarded the isolated valley to Bann as a land grant for helping save the empire from a demon attack. Bann explored the valley and found mostly non-sentient animals and monsters. He discovered the small island at the rivers' junction and built a stone keep upon it. He encouraged others to settle the area. Phenn, the capital city, soon occupied the four river points around the island.

Since its founding, Phennshyre strives to be an egalitarian democracy. Its wisely and compassionately crafted constitution enshrines numerous rights for all. Citizens vote directly on laws. Each region elects two citizens to speak for the region, and all regions elect a citizen to speak for the nation, the Speaker of Phennshyre. The Speaker meets with the eight regional speakers at a round, wooden table in Bann Keep. All nine serve one-year terms and discuss all matters of government. The regional speakers relay votes and proposals between their constituents and the Speaker. The Speaker represents Phennshyre when dealing with other countries.



Following the example of the first Speaker, Kyenton Bann, Phennshyre encourages all sentient races to dwell in Phennshyre. Provided they accept and abide by the laws and constitution, they are welcome to settle and become citizens. Currently the population of the peaceful, neutral good country is about a hundred thousand. One quarter is humans, and another quarter is halflings. An eighth is dwarves, and another eighth is elves. Constituting the rest are aasimars, dragonborns, tieflings, gnomes, orcs, goblinoids, kobolds, hybrids, and others. Most settlements are planned to minimize impacts on and dangers from the environment.

Phennshyre's thriving ecology is closely linked to its thriving economy. Wise and respectful use of natural resources is paramount, and the county is largely self-sufficient. Items are built to last. When their usefulness finally ends, much of their materials are reused or repurposed. A variety of fish and timber, mostly oak, maple, and pine, are harvested from Nordland. Vostland's mountains and hills are mined for various minerals, gems, and ores, including iron and aluminum. A wide assortment of crops and fruit trees are tended in Surdland and Yestland, and seafood is caught along their coasts. Yestland supports several vineyards producing excellent red and white wines. Surdland is well-regarded for its peaches, apples, and pears. A small, natural harbor at the mouth of the Threefold River gives access to sea trade. Only one ship at a time can pass through the narrow opening between the rock-strewn waters.

Law tempered with compassion, freedom tempered with respect, and success tempered with charity are some of the founding tenets of Phennshyre society. The constitution proclaims that all people are equal and deserve equal rights and opportunities. All are encouraged to strive for improvement and to help others. With no royals, nobles, or aristocrats to support, much of the country's wealth is devoted to public works, defense, and helping the less fortunate. Citizens are proud of their numerous schools, museums, libraries, and hospitals. A well-trained and well-armed volunteer militia defends the Folkdom.

The multicolored circular flag can be seen in many places. With no official top or bottom, left or right, front or back, it is displayed in all orientations. Scraps from flag-making are turned into cloaks, coats, or vests for the nine speakers and the poor. Others buy such multihued garments to honor Phennshyre.

John H. Bookwalter, Jr.

Gredd's Legion

The mercenary company known as Gredd's Legion began as an adventuring band over 200 years ago, but as they became more successful, they began to take on new tasks that were larger in scope but less lethal than hardcore adventuring. Even so, they pursued every assignment with unwavering dedication and gained a reputation for carrying out any assignment to completion without fail.

The legion has a reputation for success and the use of unconventional combined arms. It is an unusual sight for the legion to deploy units to the field without both arcane and divine support directly attached to the units. These casters are able to augment the offensive and defensive nature of their units to great effectiveness. Their use of such integrated tactics has led to the lowest death ratio of any mercenary band in recent memory.

The mercenary band is structured as a military hierarchy, but there are exceptions and it has a robust support structure to keep all of the warriors and casters ready for battle. The Legion's armory is contained within a *portable hole* so it can be moved about as needed for quick armaments.

Unfortunately, the legion's luck has run cold recently, with recent losses of leaders and men within the legion hitting it hard and setting morale back on its heels. The good news for aspiring applicants is that there are now many openings and opportunities for advancement within the legion's prestigious elite infantry and cavalry units. With their diversification to meet so many needs, it is a surprise to some that Gredd's Legion lacks any naval forces, but this is no accident. Their commander, General Gredd, has steadfastly refused all requests for missions that venture into the deep or to take on vessels and crews to do so, as if he knows something no one else does.

Leaders

The leaders of the Legion and include the following:

General Szell Gredd (CG male half-elf fighter 13 (eldritch knight)) has a personal bodyguard of 6th-level fighters with a defensive cleric and wizard attached at all times. He no longer participates in battles except when hired as a tactician. A charismatic leader, he always has his eye on the long game. He is careful in his choices of employers, but his secret goal is to take service with a despotic tyrant and depose him, installing himself as ruler.

Eminence Zsarp Flendell (CG male elf cleric 12 (luck domain) is spiritual advisor and second in command, leading when General Gredd is unreachable. A member of the original founding adventuring company,

he considers his presence in the Legion to be divine providence and is fiercely loyal to the legion.

Sir Sal Atniky (LN male half-elf bard 10 (College of Lore) is the Legion's Chronicler, a now-aged member of the original adventuring company who has retired from battles to serve as the Legion's scribe, accountant, and magical crafter.

Colonel Ruhgardt Toxsarzeane is the recently fallen Commander of Ground forces. The heroic sacrifice of this original company member saved the Legion from a defeat, but the void in the Legion's command will be difficult to fill.

Man'Jar Ing'Sen (NG male gnome wizard 13 (illusionist)) is Commander of Air forces, having reared a hatchling red dragon that he now rides into battle. The dragon delights in the havoc his illusions create, especially larger versions of the dragon itself, as well as *wands of wonder* when illusions fail. Man'Jar enjoys his assignments and pranks on his stuffier comrades, but he is overly trusting of his dragon mount as it develops a devious personality to manipulate Man'Jar into teaching it magical and tactical tricks it one day will use for its own benefit when it leaves the Legion behind.

Great Spirit Johannes Schhlapp (N male human druid 12) is Commander of Magical forces. While his nature magic is potent, his true skills are in administration, strategy, training, logistics, and deployment rather than battlefield skirmishes.



Maestro Trindall Antax (CG male human bard 12 (College of Valor) is Chief of Morale, with his battle chants, war cries, and marching tunes encouraging the troops on to victory time and again. He also oversees training all of the Legion's bards.

Captain Thar Finpels (NG male halfling rogue 11) is Primus Scout, undermining enemies through false trails, ambushes, traps, and eliminating enemy lookouts to allow the Legion to claim favorable terrain or lead their enemies into trouble. He trains the Legion's scouting corps.

Captain Gradius Nard (NG male gnome rogue 11) is First Spy, spending so much time impersonating others that he nearly forgets himself but never his assignments. He sometimes competes with Man'Jar to out-prank him at the expense of fellow Legionnaires, but never to cause injury no matter how complex the trick.

Imperator Arden Duboke (LG male human paladin 12 (oath of devotion)) is Infantry commander and likely be promoted soon to take Colonel Toxsarzeane's place. He has devoted his existence to the business of war against the forces of evil and chaos, using his holy powers and unswerving devotion to safeguard the Legion and inspire his soldiers to do the same.

Major Pfarn Thrax (NG male human cleric 9 (war domain)) is Supreme Divine, adviser to the Legion in the use of divine magic, assigning lesser clerics and priests to their places throughout the Legion.

Major Ing'Tar Llwy (LN female elf sorcerer 11) is Magistrate Ultimate, adviser in the realm of arcane magic, and in charge of assigning duty for sorcerers, wizards, and warlocks throughout the Legion.

Major Jarrell Grindar (LG male human rogue 3/paladin 9 (oath of vengeance)) is the leader of the legions "special forces" which gets all the "fun" assignments deemed by others to be impossible. His alter ego is Ages Fleberpatt. He is often seen with **Kairl Mogrin** (LG female human rogue 3/paladin 7 (oath of vengeance)), a flamboyant crusader who enjoys clever infiltration as much as she does dispensing justice with her twin blades.

Captain Wilhelm (NG male dwarf fighter 9), nicknamed "The Flame," is the stoic, clanless Commander of Missiles, including siege weapons. He is equally adept with his *crossbow of speed* or the *flame tongue* sword that earned him his sobriquet.

Captain Davelung "The Bear" Aardil (NG male elf, ranger 10) is Aerial Commander, leading formations of pegasus cavalry. On the ground, he prefers the company of his woodland followers, including a bear that refuses to fly, even by magic.

Captain Faern of Bladebite, Cavalry Commander, was killed along with Colonel Toxsarzeane and has yet to be replaced.

Other key roles include the Quartermaster for logistics, Curator of Curiosities to craft magical arms and armor, Ordinance Officer to manage ammunition and explosives, Stable Master, Master of the Forge, and the beloved mistress of the Corps of Healers, **Charala Yondall** (NG female halfling cleric 14 (healing domain.

Bill Mead



The Heralds' Guild

The organization known popularly as the Heralds' Guild is not called that by its members. Heralds refer to their group as the College of Arms, emphasizing that they consider each other to be colleagues and that cooperation with other heralds is paramount. But what is a herald?

Definition

The simplest layer of defining a herald is that of a messenger, albeit one with ultra-diplomatic immunity. Heralds are also in charge of recognizing and announcing participants in tournaments from their shields and, more solemnly, listing the noble dead after battles. They have a minstrel function as well, for the feast after a battle demands a recounting of the day's deeds, with perhaps some extra glory and valor attributed to the herald's patron. In peacetime heralds organize and rule on submissions of design requests for coats of arms when the sovereign creates a new noble or an award of arms. Heralds are always good observers and excellent listeners, and it is assumed they will report accurate troop counts, conversations, and other gatherable information when they return to their sovereigns. It is whispered that members of the College of Arms have a secret duty to share all information within the College, making it the most significant source of intelligence in all the world!

Immunity

From earliest times, it was recognized that opposing forces needed to have some method to convey information, challenges, threats, declarations of war and peace, replies, etc. This became the duty of the herald. To make this work, the person wearing the herald's tabard was inviolate, not to be harmed under penalty of death. Generally even bandits and highwaymen leave them alone, because the trouble it will cause is not worth the little monetary treasure they might be carrying. A herald's surcoat or tabard is easily recognized; it is in gaudy colors, using the arms of the Herald's King or Queen with the emblem of the College of Arms in the upper left quarter as one views it (*Dexter*, the upper right from the point of view of the one wearing it).

Powers

It is the sole right of the Sovereign to create a noble or award arms; however, it is the right of the College of Arms to approve, reject, or offer modifications to that person's requested design of their coat of arms. Heralds of a patron noble can assist their noble with allowable designs within the guidelines of heraldry and with their knowledge of designs already in use. Heralds also maintain the *Order of Precedence*, which is the order in which they are introduced and seated at feasts and events—an important status symbol for all! Precedence is based on title rank, and then seniority within the same rank (titles and awards created earliest have higher precedence). Nobles may not like the idea that their heralds share information with the college, but if any herald is harmed or treated with dishonor that noble's arms may be stricken from the College. No one wants to be sent to the back of the seating order and announced as "Arms Unknown, Person Unknown" at a feast!

Blazon

The description of the arms, both written and verbal, is an art called "blazon". There are complex rules about the order of description, but roughly it's biggest to smallest, top to bottom, and dexter to sinister (wearer's left). The allowable tinctures are: **FURS**, ermine and vair; **METALS**, or (gold), argent (silver, and sometimes white); and **COLORS**, sable (black), gules (red), vert (green), azure (blue), purpure (purple), and more rarely, the stains sanguine (crimson- or blood-red) and tenné (orange or tawny). The very general guideline—originally for better visibility on the field of battle—is that it's acceptable to mix types, but to avoid colors within the same type. Thus, a silver lion could be placed on a Fur or a Color, but not on Gold (another Metal). The heraldic language should be the common language of nobility in your world (real-world heraldic nomenclature is based on French).

Organization

The College of Arms is ruled by the **King of Arms**, who functions as a Guildmaster would in other organizations. Since other sovereigns prefer not to recognize the title "King", he or she is only called that within the College; outside the King of Arms is simply called "The Master". Interestingly, females who rise to that position are also called King of Arms—the College is strong on tradition! Each city of significant size will have a **Herald**, subordinate to their sovereign as well as the King of Arms; within a kingdom, the Heralds may if they wish choose a **Chief Herald**. Below the Heralds are the **Pursuivants**, and yet below them are the **Journeymen**. Even Journeymen have full immunity if they are wearing their tabards; the more important the mission, the higher the rank of heralds that may be called upon to fulfill it.

Attributes

The prime requisite of a herald is Intelligence, but in addition Charisma-based skills such as Persuasion, Performance, Deception (for masking themselves and their intentions), and the like are all useful for Heralds.

Allen Hammack

The Kingdom of Azgund

Overview of Azgund

Azgund was once a monarchy. During the costly Thunian Wars, the monarch was overthrown, and the feudal barons took over rulership, forming the House of Lords. The practice of holding tournaments every four years was restructured into a method of determining lordship in an effort to do away with the hereditary system which often led to the rise of incompetent barons.

This was later expanded upon by adding a House of Commons to the system of government. Members of the House of Commons are appointed by their lords and are usually drawn from community leaders, merchant guild leaders, and the like. The House of Commons has the authority to force any lord to defend their title at the tournaments. Titles are also up for grabs whenever a lord or lady steps down, dies, or is deemed unfit for lordship.

This system has functioned fairly smoothly for the last 300 years. The old noble families still have quite a bit of influence and often send their best and brightest to the tournaments to win lordships. In recent years, the old families have begun to meet in secret, conspiring to reinstate the monarchy and the hereditary lines of rulership. A subtle campaign of blackmailing and buying off tournament judges has begun, along with influencing key members of the House of Commons to call for certain lordships to be contested in the tournaments.

Dating back to the old days of the monarchy, disputes in Azgund are settled by a formal duel. The parties involved in the dispute either fight for their own honor or appoint a stand-in. Nobles and well-to-do merchants often hire one of Azgund's famed elite Duelists to defend their honor. The winner of the duel is considered the winning party of the dispute.



Provinces and Baronies of Azgund

There are seven major provinces in Azgund, along with numerous border baronies.

Anovia – Situated along the northeastern coast, Anovia is ruled by **Lady Nineveh d'Anovia** (NG human sorcerer 7), a former adventurer with a regal bearing and many courtly admirers. Her popularity among her people and in the House of Lords has caused problems for the old families, who seek to have her removed, some going so far as to suggest assassination. Lady Nineveh has begun to suspect a conspiracy and has created a personal guard for herself, a group of Duelists whose first and only loyalty is to her.

Belle Cheval – The "land of beautiful horses," Belle Cheval dominates the southern border and is renowned for its horse breeders. Chevalian horses usually win the equestrian events at the tournaments. Belle Cheval is nominally ruled by **Lord Avril de Belle Cheval** (LG human fighter 4) but he has fallen ill and is expected to die before the next tournaments.

Guare – The central and largest province, Guare is home to most of Azgund's farmlands as well as its famous vineyards. Guare is ruled by **Lady Dawn de Guare** (NG half-elf cleric 7/sorcerer 3) who is rumored to have celestial blood.

Jiradeu – Nestled against the foothills of the northern border, Jiradeu is somewhat isolated and, some say, rustic. **Lady Vespa de Jiradeu** has left the province in the hands of her trusted seneschal while she attends to the health of her ailing mother.

Silvergard – Once a prosperous silver mining barony in the eastern mountains, Silvergard was abandoned ten years ago during the last war. What became of Silvergard and its people remains a mystery.

Sisan – With wealth second only to Guare, the seaports of the southwestern coast belong to Sisan. Sisan is ruled by **Lady Devera de Sisan** (CG elf rogue 17), a woman of many secrets who has won every challenge to her lordship for the last 100 years.

Vedlund – Azgund's primary defense against orc incursions from the eastern mountains, Vedlund is ruled by the hard-drinking and ill-mannered **Lord Ezra de Vedlund** (CG human fighter 9). Ezra takes cynical pleasure in being as crude and obnoxious as possible among the other lords and ladies, knowing full well that it is his people who provide the rest of the provinces the security and safety they take for granted.

The City of Azgund – The nation's capital where the House of Lords and House of Commons meet during the summer months and where the tournaments are held every four years is its own, self-contained domain, located on the border between Guare and Vedlund.

Karyn Willow Logan



Kingdom of Jhurcia

The Kingdom of Jhurcia was once a collection of smaller nations and states that rose together as one in response to a great invasion from across the sea. The invaders themselves were a disparate people, drawn together by desperation as they fled famine and plague in their homelands and seeking respite across the oceans. Over 50 years of warfare between these seaborne sojourners and the native folk gradually dissipated into at first a watchful détente and finally assimilation between natives and newcomers wherein the blending of languages, cultures, and traditions dissolved old rivalries and hostility and formed a patchwork quilt of a nation that came to coexist as one.

Jhurcia is unusual among the nations not in being ruled by a king, but in that the title is not inherited by family lineage. Instead, it is passed down to a person chosen and groomed by the current ruler. In addition, governance is invested in the Royal Council made up of 71 persons voted for by the general public. Anyone can be voted onto the Council, from peasants to nobility, and the leader of the Council is named the Lord of the Manor. Half of the positions are voted on every year, with the Lord of the Manor selected every three years. It has persisted thus for nearly 1200 years.

As befits its mélange of cultures, Jhurcia follows a polytheistic religious tradition. The most popular faiths are Nordic, though which deities hold the highest favor varies from place to place. In some parts of the nation, temples are sponsored by the Council and the King, and while other faiths exist around the margins of society no others have reached the same level of public endorsement and support.

Geography

Jhurcia is bordered on the west and north by the Pharusian Ocean and the south by a massive mountain range called the Mountains of Heaven. Large plains cover the interior of the country, broken up by small forests. The Black River, named for the dark soil it drags along its flow, is the largest river in the land. It arises in the mountainous north and flows past the great trading center of Morafrene, spilling into the ocean at the port city of Elphion, where Jhurcia's navy has its primary base. It has dozens of tributaries large and small that connect the heartland and the innumerable lakes scattered across the kingdom.

The capital city is also called Jhurcia and is located near the southern frontier, at the foot of the Mountains of Heaven. Its wealth is great, drawing upon the mineral riches of the foothills and the mountains' high valleys, and its sculpture and stonework are beyond compare. Iron and copper are the primary source of the kingdom's wealth, though its productive plains also make it an exporter of grain and foodstuffs to other nations.

Important Sites

The following famous locations are scattered throughout the kingdom.

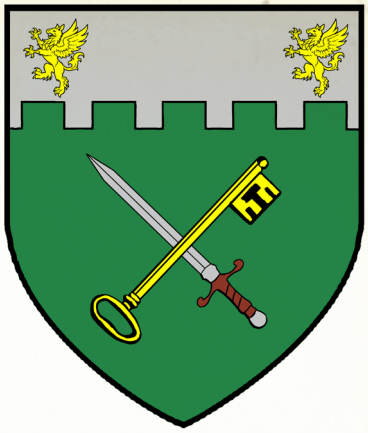
Legion Cemetery: The seacliffs above the port city of Elphion are studded with grand monuments and fields of graves marked row upon row in memory of those who died during the long-ago invasion. They stand as symbols of the sufferings of the past but also the hope that the future can always build higher and stronger when many come together as one, even when the battles themselves are but a distant memory about which even scholars know little. All soldiers fallen in the service of Jhurcia can be interred here as well even to this very day.

The Dragon's Aerie: The tallest peak in the Mountains of Heaven, it's unknown whether a dragon still dwells there, or even whether one ever did.

Cathedral of Words: This massive institution of learning is located in Morafrene and serves a library, archive, museum, and temple of the gods of knowledge.

Seat of the God's Hand: The capitol building in Jhurcia is where the king lives and the Council conducts its business of governance. For most citizens and officials, its name is shortened to "the Seat" in conversation.

Travis Drake



Kingdom of Magis

Motto: Honor, Fortitude and Unity

King: Alistar the Greymage (NG male human wizard 20)

Neutral Good (Corruption -1, Crime +0, Law +2, Lore +2, Productivity +5, Society +2)

Government: Constitutional Monarchy (The king with 15 elected representatives from the 5 baronies (3 from each barony). Each Barony in turn has a Governor/Baron and 15 regional senate members.

Resources: Lumber, iron, silver, copper, gems

Languages: Western Merchant (Common), Telosian (Human), Argosian (Human), Wood Elf, High Elf, Mountain Dwarf, Gnome

Region: Northwestern shores of the Sundered Seas

Money: Minted Gold Bit (1 gp), Silver Shields (1 sp), Copper Cut (1 cp). Gold coins are minted as to be easily broken in half.

Roads: Well-maintained roads connect the towns and cities. All along the roadways, Inns are common within a day's walk all along the Nettlesford road. Named for the general who mapped the routes and began building the roadway system.

Mail/Parcel Service: For most towns and cities a mail system has been setup for parcel delivery.

Education: Schools are known in the settlements of 1000 or more people. A few very rural areas have petitioned the king and council for schools which have been granted where appropriate.

Horse Information Relay Network (HIRN): A message delivery system setup kingdom wide. Where horses bred for endurance and speed travel

80-100 miles a day to deliver parcels or specific correspondence for the lords.

Games: The populace enjoy the racing of horses. Teams and individual events. The riders are treated as celebrities by the populace who cheer on their favorites. A tavern game has become popular called Smooch the Moose. Many taverns contain a fully stuffed moose, elk, or large deer. Challenges of accuracy with throwing darts and knives or sometimes bowshot is common. The winner gets a cash prize typically and local renown. The loser gets the honor of kissing the stuffed moose's hind quarters.

The Wood Elf population is approximately 100,000 for the entire kingdom, with the majority residing in the Phantom Wood. Wood Elves don't particularly care for the census.



Runedragon (Capital City)

Leader: Lord Tirram Ironclad (NG male human fighter 7)

City Population: 40,000 (human 31,000, dwarf 3,000, high elf 2,000, halfling 1,500, gnome 1,500, other 1,000)

Barony Population: 500,000 (human 380,000, dwarf 50,000, high elf 25,000, halfling 20,000, gnome 15,000, other 10,000) **Area:** 28,000 sq mi

The City of Runedragon has stood for 1100 years. A large center of trade since the great Dragon War in -460, when it was named Belter. After the war ended the city took on the name of the Runedragon. Runedragon boasts a college of higher learning for knowledge in wizardly as well as math and sciences (chemistry, physics, biology). The wizardly school can teach spells up to 3rd level. The city also claims a strategic deep-water harbor.

Berkshire

Leader: Sir Dendon Knight of the Gryphon (Paladin6, Male, LG)

Population: 7000

Barony Population: 220,000 (human 180,000, dwarf 15,000, high elf 10,000, halfling 7,000, gnome 5,000, other 3,000) **Area:** 14,000 sq mi

Castle Berkshire stands in defense of the region. The city is not walled. Known for a massive cathedral dedicated to Bahamut the Platinum Dragon.

Edalisa

Leader: Telaa the Bold (CG female human fighter 4/ wizard 3)

Population: 8,000

Barony Population: 280,000 (human 20,000, dwarf 20,000, high elf 5,000, halfling 25,000, gnome 20,000, other 10,000) **Area:** 10,000 sq mi

Edalisa is a fortified port city and official barony of the stables for the kingdom HIRN and racers

Thorston

Leader: Reece the Magister (LN human male wizard 9)

Population: 9,000

Barony Population: 370,000 (human 310,000, dwarf 5,000, high elf 20,000, halfling 15,000, gnome 17,000, other 13,000) **Area:** 17,000 sq mi

Thorston is a fortified port city on the western edge of the kingdom along. An incursion of Cirian troops 40 years ago left it in rubble. Runedragon forces eventually arrived and repelled the invaders. The city now is walled and well defended from attacks on land or sea.

Tira Stad (City of Steel)

Leader: Lord Abigail the Wise, Knight of the Gryphon (LG female human cleric 7)

Population: 5,000

Barony Population: 260,000 (human 200,000, dwarf 10,000, high elf 15,000, halfling 10,000, gnome 20,000, other 5,000) **Area:** 20,000 sq mi

Tira Stad stands on the southern shores of Silver Lake. The city is fortified with docks that support trade and the local fishing industry.

The great library of Nandënólemë

This ancient library of the high elves is dedicated to regional history, arcane arts, and magical research up to 9th-level spells. It is located north of Silver Lake in a well-preserved valley of the wood elves.

Patrick Dandrea

Kingdom of Toringeld

History of the Kingdom

The **Kingdom of Toringeld** (popularion 32,525; 80% humans, 12% elves, 8% other) is a split autocracy run equally by two rulers, twin descendants of the late **King Torbald the Great**. **Tristan the Wise** (male human ranger 4) is the eldest twin son, born to his mother in the early dawn hours. **Brinde the Brash** (male human fighter 4) was born later in the afternoon under stormy skies and with some complications to the birth. His mother survived the birthing, but it was rumored that the ordeal took much out of her. She lived to see her children reach their early teenage years but succumbed to a sudden illness during the winter of their 14th year.

The passing of Queen Relena the Just impacted their father tremendously, but he did his best to raise the children dutifully. In order to maintain cohesion in the land once his children gained control, he had both sons instructed in the ways of governance – but only in halves. Each son was instructed on aspects of rulership that were important to the successful running of a



kingdom, but which were utterly dependent upon the skills of the other son. This worked well as the children approached manhood. Things began to change in the years prior to King Torbald's death.

Torbald no longer instructed the children together. He spent extended time with one son or the other but his lessens began taking a much more competitive edge. The glimmer of mistrust was sown into the lessons and he began to comment about how only the shrewdest and most calculating son could truly rule the land. This seems to have had an effect, as each son formed their own personal guard and fortified their own wing of Castle Toringeld from attacks both within and without. Rulings across the land from one son often times directly contradict rulings from the other. The brothers frequently accuse the other of posing as them and making ridiculous or foolish proclamations in the guise of the other brother. This has led to the imprisonment, and even execution of citizens as they inadvertently break one law by supporting another. The kingdom appears to be a powder keg at the edge of civil war.

The Source of the Unrest

Unknown to anyone within the kingdom, the great Kingdom of Toringeld has been infiltrated by a cruel *doppleganger* named **Ungot**. Ungot heard a bard tale of a kingdom that would one day be ruled by twin sons of a just king. He took it as a personal challenge to destabilize the kingdom and lead it into warfare.

In order to complete his plan, Ungot first worked his way into the castle by eliminating and replacing ever more important roles in the castle. The first significant role was the master of coin, Ser Brethor. In this role,

Ungot could see the dynamics at play with the two children. King Torbald trusted only his own council when it came to raising his children. He was ever present in their instruction and in order to reach the children, Ungot would need to eliminate and replace King Torbald himself.

Murdering King Torbald was rather easy. His body was dismembered and lowered into the privy from the King's own private chambers. From then on, Ungot began managing all the lessons directly. The children at first thought that underlying anger and cruelty was a test. They resisted any attempt to pit one brother against another.

Ungot had to resort to further treachery. He began taking the shape of Tristan and Brinde directly. This allowed Ungot to directly control the brotherly interactions. Where they once had trust, they now considered their brother to be lying and cruel. With a firm hold on the brothers, Ungot dispensed with King Torbald. He staged a fire in the King's chambers and planted a body for others to find. With no clear heir chosen among the brothers and distrust at an all-time high, each brother assumed that the other was responsible for the fire. They each believed that they were the favored son (thanks to Ungot) and that their brother had murdered the King after finding out that they had fallen out of favor of the King. Ungot spends all his time in the shape and form of other creatures he has studied. He rarely takes on a new form unless he has had a chance to study the creature in great detail first, using his ability to read thoughts to learn their deepest secrets.

Doug Davison

The Kinship of Fillaxima

At the crossroads of five kingdoms stands Fillaxima, a place sacred to alliances, negotiations, and diplomacy. Legend tells that during the creation of the world, the gods bestowed the neighboring lands with untold bounty. Clear rivers, lush forests, and verdant plains supplied mortals with everything they needed and more. But as time went on, the inhabitants of the lands grew callous and took the land's gifts for granted. They quarreled among themselves and claimed sections of land as their own, keeping others out with violence.

The gods, angered by this behavior, took back their generous gift. From that moment on, mortals had to till the earth and hunt for game in order to eat. They were forced to dig wells for water and build fences to keep the beasts of the forests away. Only through cooperation could people survive. They did so, and today the five kingdoms exist as a testament to that cooperative spirit.

The seeds of discord still sprout from time to time, and the kingdoms have known their share of strife. In times of tension, when negotiation and diplomacy are required, the kingdoms' leaders gather at Fillaxima. At the place where the borders of the five kingdoms meet, a lush grove holds the promise of the paradise first created by the gods. A placid stream trickles between ancient trees. Rare and mystical creatures, including unicorns and faerie dragons, are often spotted. A sense of peace hangs over the grove, where it is always twilight and fireflies dance like stars among the branches.



In the center of the grove, a gray marble pavilion serves as the meeting place for the regents of the neighboring kingdoms. No violence is permitted at Fillaxima. Even raised voices are frowned upon. For a regent to deal any sort of harm to another within the grove would be a betrayal so dire that the other regents would immediately declare war.

For centuries, the people of the five kingdoms have seen Fillaxima as a symbol of cooperation, community, and negotiation. Adherents of a secular organization, the Kinship of Fillaxima, work within the kingdoms to spread peace and harmony. Fillaximites can be found at every level of government. Some act as advisors to kings and queens, furthering diplomatic negotiations with other regents. Some work in city governments to ensure just laws are passed that allow for cooperation within the population. Others are traveling advocates, trusted as adjudicators of disputes small and large. The gray and rose robes of Fillaximites are respected everywhere in the five kingdoms.

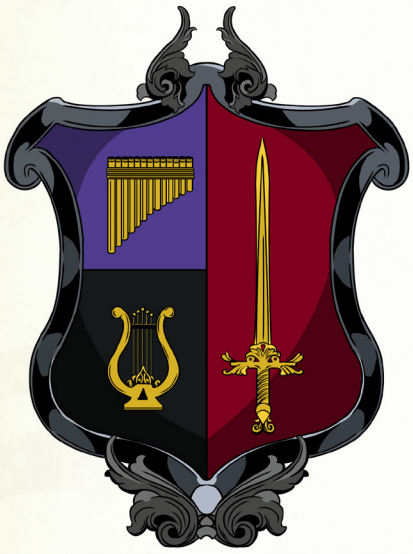
The pure intentions and noble goals of the Kinship of Fillaxima provoke those of evil natures, however. Servants of evil gods, particularly those who seek to spread gossip and rumor, destroy reputations, and sever goodwill, long to destroy the Kinship and desecrate Fillaxima. Rumor holds that some divine power protects the grove itself, rendering it impervious to evil action so long as harmony holds in the neighboring kingdoms. If true, this power explains why evil agents work to

destabilize the kingdoms and smear the good name of the Fillaximites rather than target the grove itself.

Recently, rumors have arisen that Fillaxima stands above an enormous treasure hidden by the gods. The rumors have persisted long enough to draw treasure-hunters from distant lands. Several regents wonder if the others may be plotting to delve beneath Fillaxima and claim the treasure alone.

Should this rumor be the work of an evil agent, it does its job well; greed may destroy the peace wrought over centuries. If the rumor is true, though, it stands to reason that the treasure can only be reached through cooperation. Perhaps heroes from each of the five kingdoms must join together to realize this quest and reap the rewards of the gods.

Amber E. Scott



Knights of Harmony

Like many other chivalric orders, the Knights of Harmony support the ideals of courage, loyalty, mercy, generosity, honesty, and honor. They defend the weak, champion good and right, and strive for peace. In addition, they seek to enrich lives through the arts, especially music. The Knights of Harmony are known as negotiators, entertainers, and protectors. While the order does not dictate the religious practices of its members, it does demand reverence for Rhealiné, a musical goddess said to have taught gods and mortals to play and sing.

The order welcomes applicants who have been properly knighted by royalty. Current knights evaluate these seekers based on their martial prowess, love of music, and adherence to the order's ideals. The most successful petitioners combine the skills of a warrior with the talents of a bard. After a probationary period, candidates are allowed to join if accepted unanimously by a group of at least eight active members. Upon joining, an individual is assigned to a squadron of eight knights, known as an Octave.

The Knights of Harmony maintain chapter houses in several cities, with at least one Octave based in each house. Some knights choose to live at the chapter houses, while others wander, returning periodically to communicate with other knights, to find worthy causes, or to conduct the business of their order. Each Octave selects a leader, known as a Noteworthy, and once per year, the Noteworthies gather to select an overall commander, known as the Director.

For the last three years, the Knights of Harmony have chosen **J'Ana Lionheart** as their Director. Once a royal page, J'Ana was only 14 years old when she declared her intention to seek knighthood in the small kingdom she called home. The realm's Knight Commander laughed at first but came to be impressed by J'Ana's tenacity and strength of will, her skills on horseback, and a physical strength far beyond what her stature would suggest. After she received her knighthood, J'Ana wandered for a time, performing good deeds with a band of adventurers. She chanced to meet some of the Knights of Harmony, who were impressed by both her martial skills and her singing voice. She soon joined the group and eventually rose to become its leader. Skilled at reading people and knowing where they belong, J'Ana issues assignments to individuals and Octaves of the order.

She is brave beyond measure and is the first of the order to ride into battle when necessary. She uses her unnaturally high strength to wield a two-handed sword almost as tall as she is, turning into a ferocious, armored whirlwind, dark hair flying and green eyes flashing. J'Ana is often accompanied by one or more of her most trusted lieutenants: **Sir Douglas Goodmorrow**, **Prince James**, or **Sir Jeffrey**.

Goodmorrow grew up in a forested land, where he learned to track and hunt. His talent with a bow is unmatched, and when he used it to save the life of a member of his nation's royal house, he was schooled in the ways of chivalry and knighted. Later, his talent with voice and drum gained the attention of the Knights of Harmony, who recruited him. Sir Douglas seldom wears heavy armor, and he keeps his dark hair and beard neatly trimmed.

Prince James, often simply called the Prince, is a younger scion of a small royal house. He left his home to seek his fortune, and he discovered the Knights of Harmony shortly after. James sings and also plays a variety of horns and wields short blades when fighting. He wears a fine suit of plate and sports a short, curly beard.

Sir Jeffrey, often referred to as the Bishop, is both a religious warrior and a talented bard, and in his own words is proficient in rapier, sarcasm, flute, and lute. He changes his clothing, armor, and appearance to adjust to any situation. When J'Ana needs someone to infiltrate an enemy camp, the Bishop is her first choice.

Tim Beach

Mainsprings

The Guild of Golem-heart Mages

Within the abiotic (and occasionally biotic) body of a golem pulses the magic of its creator. For the Mainsprings, it is more than just a spell at the construct's heart.

Mainsprings are members of a guild of casters -mostly arcane- who work together on the development of magic that allows them to live within the golems they create. Most integrate their bodies into a golem like a magical circulatory system, substituting material components like tinctures and unguents with their spiritual essence. Others lock their physical selves in protective tombs, giving up their bodies to control a hivemind of simpler golems remotely. Rare members work together on an advanced construct they might share, synergizing their minds within the construct body they created together.



Mainspring membership comes with access to The Wellspring, an extensive and ever-expanding library on the creation, care, and maintenance of a golem, support staff in the event of cognition loss, and classes to remaster the intricacies of somatic components in a less detail-oriented frame. To retain membership, Mainsprings must contribute to the study of humanoid-construct integration, either through ongoing field research, summary submissions, or participation in experiments.

Studying at The Willspring requires adjustment. Even at their quietest, golems walking about are louder than most casters are used to studying in. And even Mainsprings must adjust to the sight of (usually) metal hulks conferring on magical minutia, even when they are one of those metal hulks. Especially when they are one of those metal hulks.

Origins

Arcane casters are known to neglect their physical conditioning in the pursuit of developing their skills with the mystic arts. Most barely see this as a sacrifice: why carry heavy belongings when there are beasts of burden; why blister delicate body parts on tasks any servant can perform; why spend hours of every week for years exercising when the most basic spells can simulate physical fitness where required. However, casters who study golem construction read extensive details on the might of their creations even as their own bodies betray them slightly more each day. The ability to occasionally fly for a few minutes comes at the expense of wheezing up every staircase.

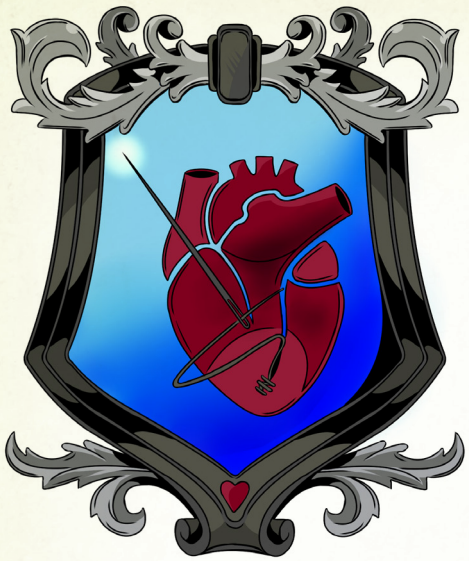
The founders of the Mainsprings took the failures of their flesh as a warning. They weren't interested in a lifetime of studying so that they might die having been powerful wizards in their twilight years. Humanoids die. Humans especially. In the name of extending their lifetimes, these likeminded mortals worked on perfecting golems that could house their minds. Once they understood that brain transplantation wasted valuable raw materials, they focused on integration rather than replacement. This lead to the original clockwork coffers that inspired the Mainsprings organization and name.

Values

Like cogs in a clock, Mainsprings believe in small, timely advancements. By studying golem construction, they both develop magic skills and a long-term solution to their short-term neglect. By sharing their research, they create resources for the benefit of their goals. They work together, in every sense.

Unfortunately, the Mainsprings lack ethical oversight. A few members have used the guild's humanoid/golem knowledge pool to entrap living creatures within constructs. This is especially effective when building flesh golems, using unwitting humanoids as a homogeneous skeletal frame for the otherwise disjointed parts. This behavior is not explicitly against Mainspring dogma, a fact that bothers younger members of the organization. Whether this will be addressed and how risks splintering the Mainsprings.

Ryan Costello



The Menders' Guild

Most people walk past the modest Menders' Guildhall without realizing it. Tucked away down a rarely traveled side street, the building is inconspicuous, lacking the gaudy ornament that advertises the other guilds, apart from a solid oak lintel over the short, plain wooden door. It's doubtful anyone would enter even if they recognized the entrance. The Menders' Guild, to the extent that the public know about it at all, is full of old women, who fix clothing so well that the wear and tear is invisible – but at an exorbitant cost. Any common seamstress could do practically as good a job, for a fraction of the price. And so the populace ignores this humble guild, lining instead the pockets of common seamstresses.

Should one stand on that street and watch that guildhall, one would notice that, while few enter, those who do are instantly recognizable. A quiet street provides privacy for the world's most famous citizens. Cloaked kings, queens, princes, and princesses, duck to knock on that plain wooden door, and are wordlessly admitted instantly within. They emerge some hours later and, once clear of the wooden lintel, stand up straight – no, straighter – than they entered. Maybe it's because the heavy coin purse they carried with them is no longer weighing them down, but they seem also, oddly, taller, despite the fact that their shoulders are relaxed. Their breathing is deep and regular, and they stroll confidently away from that door to their discreetly waiting retinue.

Paying the kingdom's spies well provides confusing intelligence. They know that most of those old women were initiated into the Menders' Guild at a very young age – each thoughtful and considerate young girl individually recruited from their villages by mysterious, foreign women, that even those who gave them hospitality for the night are subsequently unable to describe. The young recruits' shared traits? A deep insight into character, coupled with a genuine curiosity about others. The girls are only recruited with their complete agreement, and as the vocation is for life, their families are rewarded well for their loss of earnings. The young girls travel to the guildhall, and once they duck under that lintel, they are never seen in public again. A large number of servants run all the guild's errands.

There are those who believe the young girls are killed; sacrificed to some demonic force that grows beneath the guildhall. The spies are not so sure. They don't believe it themselves, of course, but they have heard many rumours that the guild educates women not just to mend clothing, but to restore the hearts, minds, and very spirit of their clients. They are reputed to have boosted the courage of queens and deepened the wisdom of kings. They've aided dukes with complex decisions, and duchesses with their empathy. Captains gained peace, and commanders returned to the battlefront with fresh strategy, inevitably leading to a successful campaign.

Not even the spies really know what goes on inside the guildhall. They have entered it, of course, in disguise; they are met by servants, who ask them their business, and respond in the affirmative when asked if they can repair an item. The servants are bewildered if asked for further information about the guild members or their activities by any means, appealing or sorcerous. It's believed they are drugged or enchanted somehow to reveal nothing of their mistresses. Some spymasters have sent in women, asking to join the guild. Most encounter either the same confused treatment from the servants, or a kindly apology that the guild is not accepting new members and leave none the wiser. However, some of the spies have stayed, fully converted to the guild's mission – or sacrificed to that inner demon? – and were never seen again.

Cat Tobin



The Old Crown

Many thrones change hands down the passing years. Ruling families die out (often violently) or are exiled. It's human nature to be irked by the decrees, taxes, and deeds of any ruler, so there are often public factions (or for reasons of personal safety, secret cabals) dedicated to the downfall of a current crowned head.

Sometimes, these are secret societies wanting to eliminate a king in favor of another member of the royal family more to their liking, or under their influence (a wastrel brother or younger son with debts the cabal can cover).

In other cases, the cabal wants to restore surviving descendants of a previous royal house. Or, knowingly or unwittingly, they want to enthrone individuals claiming to be of the blood of a past ruler. History tells us if royalty vanishes without widespread public knowledge of a corpse, claimants spring up in years to come like weeds in the spring.

Sometimes, conspirators want the current monarch gone so badly that the damage of a civil war is considered worth it. Even if no armies march or widespread uprising is organized, civil strife is possible whenever a ruler dies suddenly and hands grab for power. Regicide can well plunge a kingdom into civil war even if that's the last result desired.

Here's a more patient cabal: a secret society of merchants dedicated to restoring "the Old Crown" to the throne. They want someone pliable (under their influence) of the bloodline of a former ruling house as queen (or king) but are in no hurry. They're willing to get their pawn (one pawn, as they're fortunate enough to have several; the males, who are young, kept very secret and safely outside the realm) married to the current ruler. After offspring has been produced (or the new queen they control is at least pregnant—and a live, acknowledged son or daughter is better), they'll have the king killed. Ideally, he'll die in a way that seems to be misadventure (a hunting accident or sea-drowning), or sickness (the right sort of slow poisoning).

In the meantime? Poison to weaken the king's wits and energy, to slow him in issuing decrees, leading wars or purges (especially of secret societies!). If the Old Crown comes to royal attention and the king wants them destroyed, they'll have to flee the kingdom, disband and deny all involvement, or—most likely—kill the king now.

The Old Crown consists of six conspirators (plus a handful of retainers trusted because their service was needed for cabal deeds):

Adathra Harland is the matriarch of a wealthy old merchant family out of favor because they oppose new and higher taxes on wagonloads and shiploads of goods, own several ships and many wagons, and want the crown to refrain from all seizures of goods. Adathra Harland is coldly patient and a good actress but hates the current king even more than he detests her.

Suntrer Danthorn is a former friend and gambling-partner of the king when they were younger. They had a falling-out years ago, and the King has snubbed Danthorn since and made it clear he's not welcome at court; royal inspectors pry into his affairs often. As Danthorn makes coin in shady ways, he's pushing for the king to be gotten rid of now—and knows where to source poison.

Obryn Larhand is a disgraced courtier dismissed from court for theft of royal funds. The king ordered his right hand severed at the wrist; the stump still pains him on damp days. He wants the king to die in slow pain.

Cathess Melormyr is a spurned former lover of the king, set aside when he ascended to the throne for a more suitable match. The King has banned her from court and society revels and stripped her of all gifts. Royal spies watch her every movement. The king must die.

Sorn Tamarir is an outlander, an urbane, wealthy merchant fleet owner who wants lower cargo taxes and docking fees and is happy to sponsor the enthronement of someone new to get them.

Halast Zornyn is a coin-poor adventurer who loves intrigue, skullduggery, and thefts of ready coin—and only the King seems to have ready coin.

The Old Crown uses the badge (simplified arms) of the former royal house, the Strakkar (the face-on horns of a stag, above a horizontal bared sword, point to the viewer's right) as its symbol, scratched or scorched on posts, trees, or stones at a meeting-site or cache or hiding-place.

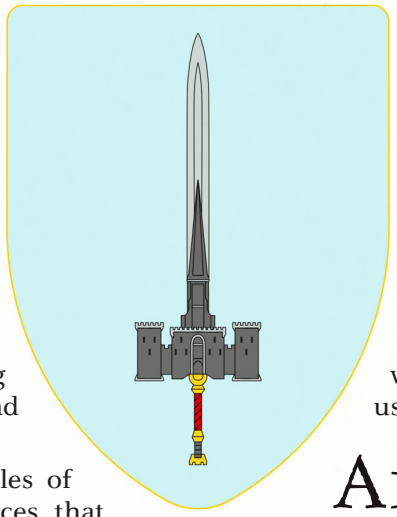
Ed Greenwood

Order of the Silver Crusade

Far north, near the edge of a frozen wasteland, a small fortress is perched upon a cliff face overlooking the city of Ragon Astri. Known as Astrihold, the fortress is home to the Order of the Silver Crusade, an ancient, monastic order of zealous knights and paladins. The Order practices the teachings of Astrival, a war hero who conquered the region before ascending to godhood under the domain of War and Victory.

History of the Order

A century ago, two travelers came upon the ruins of Astrihold. Deep within its underbelly were caverns whose walls were inscribed with markings they discovered through translation to be the writings of the great Astrival and her mighty winged warlords. Most of them detail battle plans, invasion strategies, and war tactics to be used against anything from small units to powerful beasts and celestial creatures.



This code of war, combined with tales of Astrival's victory over the planar forces that dominated the region, were used to revive the mystical order, destined for glory, power, and greatness. After their founding, the restored Order swept across the local lands, expanding towns and villages into settlements around the great city, devoted to the superior might and will of its peoples.

Conquerors and Warlords

Today, the Order is the region's most powerful military force. Their knights soar through the skies equipped with winged pack contraptions adopted from the Astrival's crusaders of old. The commanders spread their forces abroad, focused on expansion, which includes conquering and subjugation of neighboring lands that refuse to follow under their banner. Under the rule of Lord Marshal Reks and Questor Barzell, their eventual goal is to unite the surrounding regions into a grand dominion. The Order of the Silver Crusade is destined to rule, whether anyone likes it or not.

Commanders of the Silver Crusade

The current leaders of the Order each hold different responsibilities focused on the necessary aspects of rule and expansion.

Lord Marshal Reks (Paladin, LE). The Lord Marshal is the grandson of Raksis, one of the two travelers who discovered the ruins of Astrihold. His grandfather and father were both holy warriors before him, receiving the mighty blessings of the great Astrival herself. He is often stern, callous, and even heartless, yet all for the sake of the survival of the Order.

Justicar Cayla Varis (Cleric, CG). Justicar Varis oversees and guards the city of Ragon Astri and its surrounding settlements. She's charged with keeping the peace and spreading the faith. Newly promoted into her position, she's gifted with holy powers which transcend those of any known member of the Order.

Questor Barzell (War Wizard, LN). Where Reks handles most military aspects, Barzell handles development of weapons and magics. He receives periodic visions, presumably from Astrival and her ascended knights, filled with concepts and designs to fabricate and use for the glory of the Order.

Adventure Storyline: False Legends

The Order of the Silver Crusade and everything it stands for is built on a lie, propagated by a simple yet monumental mistake. Astrival was, in fact, an angel from Mount Celestia who amassed an army of humanoids, fey, and celestial creatures to defeat Ilvanoch, a powerful fiend that held dominion over the souls of those all who lived in Ragon. Astrival's army was known as the Order of the Silver Sentinel. The travelers who discovered the ruins, mistranslated the ancient carvings. They were actually made by Ilvanoch's fiendish legion commanders. Their tactics and strategies were crafted to defeat Astrival and her forces of good.

Ilvanoch's Fall

The fiendish army was defeated and Ilvanoch was banished back to his realm, sealed away from the Prime plane. Not all of the fiends had been driven away,

however. Daglam, one of Ilvanoch's generals, was sealed away into the rockface upon which Astrihold stands today, many centuries later. Using its remaining powers, the fiend influences the minds of Lord Marshal Reks and Questor Barzell, whose "holy" powers are granted by Ilvanoch himself. It is only a matter of time before the Order grows in power sufficient enough to bring about Ilvanoch's return.

The Holy Sentinel

Cayla Varis, Justicar of the order, is an unknowing celestial descendant of Astrival. Sensing the darkness that plagues Ragon Astri, Astrival, now a goddess of protection, communes with and grants powers to Cayla. Torn between the duties to the Order and her moral convictions, she is likely to become the catalyst of another war between the forces of good and evil.

Rich Lescouflair



The Order of the Spike

The Order of the Spike (a reference to nails used in construction) is an activist movement as much as it is a militia. The Order is a group of protectors self-charged with healing the wounds of war. Its members hail from all faiths but are united by the Tenets of the Nail, a philosophy of compassion that requires swearing off tools of death. The Order defends pilgrims and caravans of humanitarian goods during wartime. They provide military defense to small villages, as well as groups of people displaced by conflict. Finally, the Order rebuilds and heals communities ravaged by war.

History

The Order of the Spike was founded during military conflict some four centuries ago, a decades-long period of untold suffering. Burdened by the death and pain surrounding them, a multinational council created the activist-militia group, united by the common goal of preventing war's worst atrocities. Since its formation, the Order of the Spike has grown to dozens of decentralized units utilizing persuasion, humanitarianism, and force when needed to protect those needing aid.

A key figure in the Order's formation was a human woman named Mama Nichellee (also lovingly nicknamed Santaye by members). Mama Nichellee was an elderly wise woman, heartbroken watching young people marched off to fight a bloody war from which they would never return. Santaye joined the council, and while she never lifted a weapon herself, her spoken word became the Tenets of the Nail. Mama Nichellee is rumored to have died when she met an invading army to propose peace. In martyrdom, Santaye ensured the immortality of her teachings.

Membership

While not excluding men or non-humans, the majority of the Order's membership is human women of color. NPC's and character classes of all sorts are represented in the Order, although most are martial characters often wielding divine magic (such as rangers, clerics, and paladins).

Beliefs

Members of the Order of the Spike revere Mama Nichellee's teachings, collectively known as the Tenets of the Nail. Reverence of this belief system is so intense that paladins may replace their Oath's Tenets with these instead. The key points of the Tenets of the Nail are as follows.

- "The highest value is the love you feel for others." This sense of compassion extends to all people, even those unworthy of it.
- "The truest test of belief is the willingness to sacrifice yourself." Believers must be willing to give their blood, sweat, and even lives for a worthy cause.
- "The metal that makes the sword can also make the nail." The most noted belief of the Order, it is taught one must abstain from creating and using physical and metaphysical tools of murder. Followers avoid using certain weapons such as swords in favor of staves, axes, and hammers. Magic used exclusively to kill is anathema.
- "The sunrise comes in all colors." Bigotry of any sort is not permitted, particularly the hatred of other nations, races, cultures, and faiths.

- "Set down the conflict to raise up the children." The philosophy respects the call to rear a family, and most Builders do leave for several years to do so. Believers are expected to refrain from dangerous activities while raising their children. Most adherents choose to return to active status after their children reach adulthood.

Symbols of the Order

Members of the Order of the Spike often wear symbols reflecting their belief. Tools used in construction are often represented, as are nails crossing a blade. Wooden posts hammered with protruding nails are often placed on roadways, in towns, and on buildings overseen by the Order.

New Feat

Exalted of the Spike

Prerequisites: The ability to cast divine spells, adherence to the Tenets of the Nail.

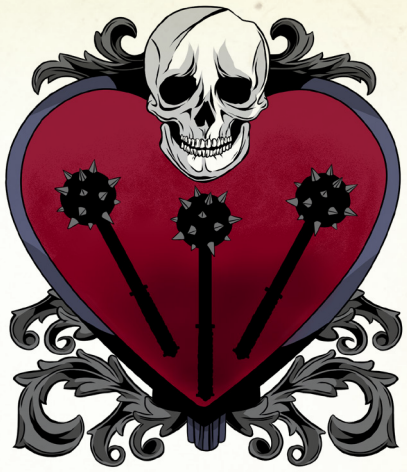
A spellcaster with this feat can choose to render unconscious rather than kill a living target through spell damage. This choice cannot be made for constructs or undead. Additionally, whenever a character with this feat casts sanctuary, calm emotions, or geas, opponents make saving throws against the effect at disadvantage.

If a character with this feat rejects the Tenet of the Nail, they lose its benefit and may not choose another one in its place.

Connor Self

The Queen of Plenty

Ever since the Queen of Plenty and her six sons settled in the old, haunted castle a shadow has fallen across the highlands. People go missing, strange lights shine in the sky at night, and monsters of all kinds have been drawn to the wooded mountains, adding to the mounting terror. Locals have been bringing offerings to the castle's doors for years, believing that their sacrifices will keep the madness within at bay, but the evil blooming in the Queen's heart and that of her degenerate sons will never be satisfied with a sheep or firstborn child when there is so much more to take.



Most mountain folk believe the castle cursed since it has driven mad or killed everyone who has ever lived there. The graybeards recall hearing from their grandparents how the Queen's ancestors put to death the workers who built the place and interred their severed heads in a vault buried deep in the mountain on which the fortress stands to ensure none of its secrets would ever be revealed. The ghosts of those builders haunt the place still and have been tormenting the residents for a hundred years or more.

Given the place's reputation, many wondered why the Queen and her six young sons would move into the place, even though the crumbling castle was theirs by rights. People whispered that the Queen fled to the place after poisoning her husband, while others claimed she was set aside for a younger, prettier queen. Whatever her story, the castle's effects on the family were immediate and pronounced, and as they slid into madness, the people who lived on their lands began to suffer. Shepherds disappeared and the bodies of woodcutters were found hanging in the branches of trees. All knew the sons were to blame for the violence, but there was nothing anyone could do. And thus did the appeasement begin and it has continued the long years since.

The castle stands in a range of old, hoary mountains, almost hidden by the thick forest blanketing the slopes. Reaching the castle requires taking a twisting and winding trail that climbs along knife-edge ridges, switchbacks, and the like. Aside from the mountain goats and lions that hunt them, there are plenty of trolls and other nasty creatures roaming this region.

A tall and wide turret at the front of the castle greets travelers who manage to reach the castle. A drawbridge that, when lowered, spans a one-hundred-foot drop at the bottom of which one finds jagged rocks and broken bones. A pair of crumbling curtain walls with battlements sweep back to either side where they find a set of towers, though one broke off halfway up. Another wall connects the rear towers to fully enclose the courtyard.

Behind the walls stands a keep of modest size, along with a number of smaller buildings. A garrison building, quarters for servants, a kitchen, blacksmith workshop, and stable all cluster together around the keep in the center of an open courtyard littered with fallen stones, branches, and rubbish. Most of the buildings have been empty for years and are no longer safe for exploration.

The keep has three stories and contains some two dozen rooms, of which a third are bedrooms, but also include an audience chamber, a couple of ballrooms, dining room, and more connected by hallways, some open and others hidden, and staircases that lead nowhere. The cellars below the keep once held casks of wine and foodstuffs but are now a haven for the worst things in the place, including a vicious poltergeist that torments anyone who ventures into the darkness.

The Queen is an older woman with severe features, mad, rolling eyes, and a cruel streak. She's delights in pitting her sons against each other, and giggles like a little girl when their fighting draws blood. Her sons, which she sometimes takes as lovers, include **Brutus**, a hulking, dim-witted man approaching his late fifties. He has a fondness for stalking hunters and strangling them in the nearby woods. The twins, **Angus** and **Saul**, have embraced their madness. One is a sadist and the other a masochist, and both delight in the attentions their mother gives. The fourth son is **Victor**: Thin, studious, and in his middle years, he passes his time studying old manuscripts of the occult that he found in the library. **Mad Michael** regularly roams the mountains searching for innocents to despoil, while the youngest, **Philip**, is an idiot who wears soiled diapers despite being in his mid-thirties.

Despite its unwelcoming atmosphere and the wickedness of its inhabitants, the castle holds some allure for its rumored that the old master of the place buried his treasures somewhere under it—the sons have all searched but with no luck. Furthermore, the Queen of Plenty took her husband's crown with her when she fled and has since hidden the jewels that once encrusted it throughout the castle grounds. A few bands of adventurers have sought to test their mettle against the castle and its inhabitants, but none have survived the effort and their rotting heads now grace the castle walls as a warning to others who might seek to follow in their steps.

Robert J. Schwalb



Shelar

The city state of Shelar controls nearly 3000 square miles of unforgiving wilderness where few people are normally willing to risk the dangers and marauding monstrous tribes. The city grew up in recent years near the isolated tower of a powerful elven archmage, Gelfar Magist. Now ruled by the rather reluctant "King" Gelfar, his immense magical talent has allowed Shelar to become a beacon of civilization. The population has been steadily growing, even encompassing another local town, Brath, which the king has somewhat jokingly made a principality in its own right, with his wife's brother Chemlak as the prince. Given the economic importance of Brath's (quite secret) mithral mine, the dark elven Prince Chemlak takes his responsibilities very seriously.

Though there are a few carefully positioned military outposts to protect the area from monstrous attack, Shelar has no other settlements of note. Other significant resources currently being exploited are the river Denmire, which is navigable by river craft for its entire 600 mile length to the coast, and the Serpentscale Forest, home to a family of green dragons, who are kept in check by the combined might of King Gelfar's magic, and the raw power of his most trusted councillor, Lady Theya, who appears to most as a middle-aged woman of independent means, but is in fact a gold dragon in disguise.

Most of the citizens are involved in either fishing, with the Denmire providing enough trout that it is a major export, farming, or the logging industry. The Serpentscale Forest has an unusually high proportion of darkwood growing within, a fact which Shelarians are trying to take careful advantage of, without losing too many lumberjacks to so-called "green burn", which they use to describe any dragon-caused fatality.

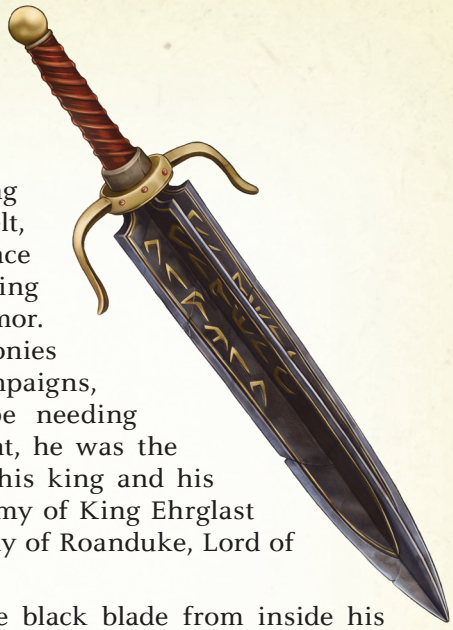
Shelar is extremely willing to accept people from any background, from any place, as long as they abide by the rather relaxed laws which place a great emphasis on being good neighbours. As such it has attracted citizens from many species which would not normally be found in even a human frontier settlement, such as orcs, lizardfolk, and even a small group of troglodytes, though they tend to keep to themselves. These are in addition to a melange of humans, elves, dwarves, gnomes and halflings, and all of these disparate people live side-by-side in relative tranquillity by following the simple, almost folksy guidance "be good to each other, and don't disturb the king," which may sound like it, but is not a threat. Many a tough in the city has been brought almost to tears with a disappointed look and a few words from King Gelfar, as he quietly chastises wrongdoers who are abundantly aware that they could be incinerated where they stand.

The much smaller town of Brath is significantly stricter in application of the Prince's legal mandate, since Chemlak is a very firm believer that people behave better if they know what the rules are. This is helped a great deal by the high proportion of citizens who work the mithral mine, since miners who don't follow the rules often wind up buried. Far from being a staid and rigid place, Brath is known for generous tax terms for citizens, and the extravagant festivals the Prince is fond of hosting to honor his wife, a young, somewhat strangely behaved, human woman who is reluctant to share details of her past.

Ben Walklate

Silver Shield – Shadow Fist

Nolan stepped into his chambers, the shadows of the waning sun reflecting the darkness that was falling over him. During the light of day, he served the King as one of his Silver Shields, those that stand between the enemies of the crown and King Ehrglast. The Shields are the defense of the King and the Kingdom. But that was before the black steel blade was delivered to him. The weapon that served as both order and device of the king's wrath to an enemy of the state.



Unhooking the polished long sword from his belt, Nolan set it in place on the rack holding his knight's armor. Worn for ceremonies and wartime campaigns, he would not be needing it tonight. Tonight, he was the weapon of both his king and his god. For any enemy of King Ehrglast was also an enemy of Roanduke, Lord of the Sun and Sky.

Nolan drew the black blade from inside his jacket and looked at the name inscribed there just once. Committed to memory, he called upon the power and strength of Roanduke to lead him to his quarry. The vision of the Silver Shield shifted and opened through the magic afforded to him. His point of view shifted fast, giving the illusion of movement. It sped out of the window, through the courtyard and into the streets of the city. Past merchants selling their wares into the night and laborers making their way home after a long day's work. The speeding image continued to accelerate into an inn, past the taproom, and into the darkened back room where Duke Enzo was holding his nightly game of Knights and Queens.

With the mark of the Shadow Fist upon his target, Nolan's eyes opened. He stepped past the rack holding the gleaming armor and to the wardrobe hidden in the side of his chamber's mantle. With practiced ease the knight switched out of his bright blue coat and into a dark black hooded tunic with a scarf drawn across his face as a mask. Tonight, he wasn't a Silver Shield, but a Shadow Fist – the wrath of Roanduke and the King.

Tucking the black steel blade into his belt, the assassin made his way out the window and into the night. The command came to him from Ehrglast himself, and he would find the bloodied blade in his chambers by morning – proof of the deed done.

In the back chamber of the Wit and Wager Inn, a game of chance could always be found. And Duke Enzo was never one to turn down a good bet. Or a bad bet. Any bet, for that matter. In this venue, the Duke held court as surely as the King does in his audience hall. Even though he lost more often than he won, all the regulars loved to see him at the card table. But this night, he had to break court early. His losses exceeded his pocket funds sooner than usual.

He made a mental note to check in with his contact in the diplomats from their neighbors. When the well runs dry, they are always good for a few extra coins before the next tax collection in his lands.

With less jingling of coins in his pouch, but plenty of wine swimming through his body, Enzo didn't notice the shift in the shadows. He barely noticed the man in dark clothing that nearly bumped into him. Lucky for the stranger, he spun at the last minute to shift around the noble, not even touching him.

Enzo's chest swelled a bit with pride at the deference the other man showed him. This was the reason he had a full amount of air to escape his lungs at the black steel, cross-bladed blade slid into his back. It pierced something important on the way to putting a hole in his left lung. Moreover, he felt the sting of the poison on the blade right before the letters of his name that were etched into the blade flared to life with divine power burning the cross-shaped wound, keeping it open and bleeding. Even if the poison, or divine might didn't kill him, the loss of lifeblood streaming from him like a maple tapped for its sap would.

Nolan drew the blade back out as quickly as he inserted it, not even slowing in his step. He stepped into an alley just past the point of the attack and doubled back to the castle. The last stop for the Assassin Knight would be the King's Chambers, to return the blade that served as the issue of his kill order. His job complete, and the Crown safe from another traitor.

Zombie Joe Alfano



The Sisk

"Yes, I am of the Sisk. And yes, the Sisk are at war. But look about you; this is a land of chaos and evil. Liches raise and spew from 'The Valley' like unchecked locusts, Topecian powers bring strife to our doorstep, and The Chaos of the Northern lands threatens to envelop us each and every waking day. It is not enough to sit and protect one's borders, waiting for the horrors of the outside world to consume us. So yes, the Sisk war ... we war to bring peace to this world. And on the tips of our hoplites, under the hammers of our war-golems, peace there shall be."

The Sisk occupy Eastern Oljanus and several far-flung provinces further west and north, including the long island chain leading into lands previously unknown. The recent discovery of a new continent has refueled The Sisk's need for wealth, raw materials and slaves, but also provided an alternate means for fueling their war golems; a great concern to the rest of the world, for they are an expansionist empire intent upon bringing their brand of peace through their own political and religious ideologies, but 1,000 years on and their war-machine is thinly stretched, over-taxed and on the brink of collapse. The Sisk are largely human, with low percentages of humanoid creatures such as dwarves, halflings and elves. Goblinoid races and hostile creatures are hunted mercilessly, so are typically only found in deep wilderness areas where regular patrols are non-existent.

People

Overall, the Sisk are well-established, well-educated, and happy. Their expansionist ideology has created wealth, demanded invention, and created a culture that is heavily reliant upon slavery. This has somewhat fostered a self-deserving attitude of entitlement and superiority, although wiser and more questioning citizens can see how overstretched the empire is and have started to question many aspects of The Sisk culture.

The recent slave revolts of 1087 AR and 1118 AR caused shortages in important crops, escalated prices, and caused the poor to endure many hardships, the lower classes to suffer, and the rich to become even richer. Landowners expelled small farmers to develop large estates effectively with the sole purpose of 'cashing in' on the high demand for products such as meat, olive oil, wheat, wine, and cloth, but this resulted in poor cultivation practices and has pushed the empire even closer to the brink of collapse.

Climate

Varies wildly and largely seasonal. The odd, fragmented, multi-fingered peninsula-like shape to Sisk creates chaotic weather patterns characterized by hot and dry mid-year summer months, and rainy winters. Mid country tends to have cool summers and mild winters, while further south the weather can become absolutely frigid for a large portion of the year. Mid-country weather is often cloudy with heavy rainfall, while the northern coast is characterized by a summer heat haze, lower rain and palm trees.

Politics

Internationally, the Sisk have historically warred with most other countries, or allied with and then assimilated them. Their advanced culture, philosophy and technologies have created a culture of self-righteousness,

while the burgeoning empire has developed great greed; combined these have created a cocktail for almost continuous war and aggressive expansion.

Western Oljanus – the location of the sprawling city states of Maras – is impenetrable enough to offer enough hardship and little reward to the Sisk Empire, although this has not prevented isolated pushes into the deeper Marasian territories. Ironically, it is the shadow of the Valley of The Lich King - which has plagued Maras for its entire history - that proves to be the greatest deterrent to Sisk incursion.

Further to the east, the continent of Druath Glennan is afforded some protection due to the distance between the countries. However, it is chaotic nature of this country with its wild tribes, fragmented city states, and inhospitable terrain that serves as the greatest deterrent.

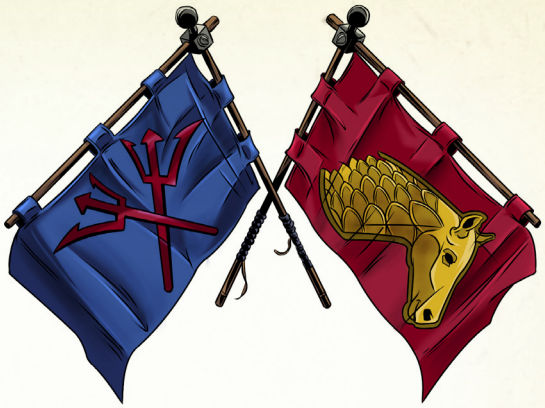
These two countries fall in and out of war often, particularly between The Bragar Barony, the Dwarven Shires, and the Sisk, but it is The New World that has provided the latest – and greatest – battlefield.

Current Interests

The Sisk are extremely expansionist, self-righteous, and have strong religious ideologies; a potent combination. The mixture becomes truly explosive when the agitation of newly discovered continents rich in resources, slaves, and prospective religious converts comes into play. Sisk interests elsewhere in the world have waned and all previous expansion efforts are on hold, while all attention has been focused into the Northern hemisphere and the newly discovered lands.

The country is now entering an era where some see the true state of things, while others are complacent in their ignorance. Collapse, radical change, or salvation through the wholesale acquisition of other lands seem to be the only options available, elevating the Sisk into a state of near constant warfare.

Alyssa Faden



Something Fishy in The Kingdom

Hasit the Triton King raised a mailed fist, pulling his phalanx of hippocampi cavalry to a halt before the walls of the merfolk city. Furtive faces peered out from narrow gaps, the tips of tridents and harpoons glinting in the mottled light. The living coral spires and lattices of vibrant sea-fans were already badly damaged, but they still teamed with life.

"Your Highness, you should not be here." High Schoolmaster Rashi nudged her mount up to her liege's side. "You need not lead this attack. You are too valuable."

"How can I not?" Hasit refused to look at his general. She didn't want him to go into battle for many reasons, few of them political. "If I fall, I have heirs enough."

"You do, my king." Hasit could hear the emotion in her voice. Many of his heirs were hers as well.

The merfolk's flag rose, fluttering in the lazy current, crossed tridents on a blue field. His own banner, the golden head of a mighty hippocampus on red, rose on a lance in answer.

The nooks and grottos of the city issued forth a vast school of merfolk, tridents gleaming, shell armor polished, faces grim. In the fore, Queen Trident-holder Maris, swam among her escort of Fin-Knights. Her colorful tail flipped and fluttered nervously as the massed army formed up in tight schools. They approached Hasit's phalanx cautiously, weapons at the ready.

Queen Maris stopped to hover before him, her comely features cast in a sorrowful scowl, her recent loss painfully evident. She nodded once to Hasit. "Your force is formidable, Triton King."

"As is yours, Trident-holder." He removed his helm and nodded to her. The tritons and merfolk had had strained

relations in the past but never had warred. Today that would change. "The question is, will they be enough."

"They must be." She waved her gleaming trident over her head, blue light flaring from the tines. "The school has spoken."

"I see." Hasit frowned; he understood little of the political process that governed the merfolk; a curious and magically enhanced democracy where all had equal voices. The school spoke as one voice, and their decision was irrevocable. It seemed like mob rule to Hasit, but then, some surface dwellers had even begun to adopt similar forms of governance.

"We go to war, King Hasit!" Maris stared at him evenly, her fins twitching in anticipation. "Do you honor our pact?"

This was the moment. One word would send the nations of the tritons and merfolk into a conflict that might well destroy them both. Another word would save his people but would doom the merfolk to annihilation. There was no choice.

"Yes!" King Hasit replaced his crested helm and held his lance high. "As king of the tritons, I vow my life, my armies, my very blood to your defense, Queen Maris. We go to war against the Sahuagin this day! We swim as one school, fight as one, die as one, and prevail as one!"

"To war!" Maris cried, and the merfolk voices rose in an ululating song of vengeance.

Author's Note

I've had a lot of success delving the seas in my stories. Marine environments are different from a gaming standpoint, too. Think about defending a city or castle; you have potential enemies coming from all angles. Construction would need to accommodate that. Defenses could include nets, stinging growths on the walls, with cavalry of hippocampi, sharks, and narwhals. I also had a great time with the psychological aspects of merfolk, and how they might differ from terrestrial people. Fish population dynamics, sexuality, and reproduction are interesting. They get aggressive when the population is too dense, males often carry the young (sometimes keeping the babies safe in their mouths!), and some species change sex. If the dominant male of a patch reef is picked off, the dominant female becomes male. In a gaming and fantasy milieu, the queen could become king!

Chris A. Jackson



Nurtured from wisdom, courage, and love
is the brightest life.

Appendix A: Noble Titles and Forms of Address

The kingdom-building rules offer a fairly simple progression of titles, from Baron to Duke to King, and in truth you can claim kingship any time you wish. The term "kingdom" is used generically to indicate any kind of territory ruled by the PCs, whether or not it's actually a monarchy and regardless of the territory's size. There is a great deal of room to expand the variety of noble titles in use among your domains, of course, both stratifying the ranks of the nobility and broadening the terms used for each rank where several noble titles are more or less equivalent or where they may vary in importance between different lands and their aristocracies.

In addition, not all campaigns take place in a pseudo-European analogue. Thus, this section includes a variety of noble titles for other kinds of states and cultures, including ecclesiastic titles as might be used in a theocratic state and imperial titles suitable for a Mediterranean-style empire like Rome, as well as titles drawn from major Asian cultures and Middle Eastern cultures. While this section draws upon a variety of real-world inspirations to provide examples, it is not intended as an encyclopedic and authoritative reference on heraldry, peerage, and noble precedence in real-world cultures, where there is often disagreement between historical sources and where there has also been evolution in the meaning and precedence of titles over time. Instead, this section provides a convenient comparative reference for GMs to create approximations of where different noble titles rank, so that PCs establishing and expanding their own domains might seek out titles befitting their station.

Claiming Titles: Any ruler of a territory as small as one hex can claim any title they wish, so the chief of a small forest village can call himself a king. However, claiming a title that is above the level warranted by your kingdom size usually invites scorn and contempt from nearby kingdoms. If you are using the published Fame and Infamy optional rules, your country takes a -2 penalty to its Fame for each step above your kingdom size of the title you claim (e.g., the ruler of a domain with 30 hexes takes a -4 penalty to his country's Fame for claiming the title of king, since it is two steps above his current kingdom size). This penalty is halved if you recant the claimed title and claim one suited to your actual kingdom size. In addition, if your kingdom expands, your penalty for claiming too high a title is reduced to reflect the current difference between your claimed title and your kingdom size. One your territory expands to be large enough to warrant the title you claim, this penalty to Fame disappears.

Table A-1: Kingdom Size and Titles (European)

KINGDOM SIZE	TYPE OF DOMAIN	TYPICAL RULER'S TITLES	HONORIFICS
1–10	Estate	Landed knight	Sir/Lady
	Baronetcy	Baronet	Honorable Sir/Lady
11–25	Barony	Baron/Baroness	Your Lordship/Ladyship
	Viscounty	Viscount/Viscountess	Your Lordship/Ladyship
26–50	County	Count/Countess	Your Excellency
	Earldom	Earl	Your Honorable Lordship/Ladyship
	Margravate	Margrave/Margravine	Your Highborn Lordship/Ladyship
	Marquisate	Marquis/Marquess	Your Illustriousness
51–100	Duchy	Duke/Duchess	Your Grace, Your Highness
	Principality	Prince/Princess	Your Highness
101–200	Kingdom	King/Queen	Your Majesty, Your Royal Highness
201+	Empire	Emperor/Empress	Your Imperial Majesty

Appendix A: Noble Titles and Forms of Address

Table A-2: Kingdom Size and Titles (Ecclesiastic)

KINGDOM SIZE	TYPE OF DOMAIN	TYPICAL RULER'S TITLES	HONORIFICS
1–10	Parish	Vicar	Reverend appended before name
11–25	Diocese	Bishop	Most Reverend appended before name
26–50	Archdiocese	Archbishop	Your Excellency
51–100	See	Censor	Your Grace
101–200	Prelacy	Prelate	Your Reverence
201+	Archprelacy	Archprelate or Pontiff	Your Holiness

Table A-3: Kingdom Size and Titles (Middle Eastern)

KINGDOM SIZE	TYPE OF DOMAIN	TYPICAL RULER'S TITLES	HONORIFICS
1–10	Aghalik	Agha/Aghah	Agha(h) appended after name
	Farat	Fares/Faresah	Master/Mistress
11–25	Beylik	Bey	Bey appended after name
	Hakimate	Hakim/Hakimah	Your Lordship/Ladyship
26–50	Khedivate	Khedive	Your Lordship
	Pashalik	Pasha or Bashaw	Pasha (Bashaw) appended after name
	Sheikhdom	Sheikh/Shaykhah	Your Eminence
	Satrapy	Satrap	Your Honorable Lordship
51–100	Beylerbeylik	Beglerbeg or Beylerbey	Bey of Beys appended after name
	Emirate	Emir/Emira (Amir/Amira)	Your Radiance
	Shahdom	Shahzada/Shahdokht	Your Grace
101–200	Mamlaka	Malik/Malikah	Your Magnificence
	Shahdom	Shah/Shahbanu	Your Majesty
	Sultanate	Sultan/Sultana	Your Honored Highness, Your Royal Highness
201+	Caliphate	Caliph/Calipha	Your Worship
	Empire	Padishah/Padishahbanu	Your Great Majesty

Table A-4: Kingdom Size and Titles (Asian)

KINGDOM SIZE	TYPE OF DOMAIN	TYPICAL RULER'S TITLES	HONORIFICS
1–10	Fief	Nan	Lord
	Myo	Shizoku	-san appended after name
11–25	County	Zi	Master
	Myoden	Danshaku	-sama appended after name
26-50	Daimyo	Shishaku	-dono appended after name
	Mark	Gong or Bo	August Master
51–100	Daimyoden	Koshaku	-tono appended after name
	Khanate	Ilkhan/Ilkhanum	Ilkhan/Ilkhanum appended after name
	Kingdom	Di or Wang	Sovereign
	Rajku	Maharajkumar/-kumari	Your Highness
101–200	Khanate	Khan/Khanum	Khan/Khanum appended after name
	Kingdom	Bawang	August or Magnificient Sovereign
	Raj	Rajah/Rani	Your Royal Highness
	Shogunate	Shogun	-dokoro appended after name
201+	Empire	Huangdi or Hou Di	Son/Daughter of Heaven
	Empire	Tenno or Mikado	Heavenly Sovereign

	Khanate	Khaqan/Khatan	Khaqan/Khatan appended after name
	Maharaj	Maharaja/Maharani	Your Supreme Highness

Table A-5: Kingdom Size and Titles (Greco-Roman)

KINGDOM SIZE	TYPE OF DOMAIN	TYPICAL RULER'S TITLES	HONORIFICS
1–10	District	Aedile	Distinguished Servant
11–25	Section	Quaestor	Honored Servant
26–50	Division	Tribune	Voice of the Republic
51–100	Province	Praetor or Proconsul	Servant of the Republic
101–200	Region	Consul or Archon	Speaker for the Republic
201+	Empire	Imperator or Tyrant	Imperious Rex

Table A-6: Kingdom Size and Titles (Combined)

KINGDOM SIZE	TYPE OF DOMAIN	TYPICAL RULER'S TITLES	HONORIFICS
1–10	Aghalik	Agha/Aghah	Agha(h) appended after name
	Baronetcy	Baronet	Honorable Sir/Lady
	District	Aedile	Distinguished Servant
	Estate	Landed knight	Sir/Lady
	Farat	Fares/Faresah	Master/Mistress
	Fief	Nan	Lord
	Myo	Shizoku	-san appended after name
	Parish	Vicar	Reverend appended before name
11–25	Barony	Baron/Baroness	Your Lordship/Ladyship
	Beylik	Bey	Bey appended after name
	County	Zi	Master
	Diocese	Bishop	Most Reverend appended before name
	Hakimate	Hakim/Hakimah	Your Lordship/Ladyship
	Myoden	Danshaku	-sama appended after name
	Section	Quaestor	Honored Servant
	Viscounty	Viscount/Viscountess	Your Lordship/Ladyship
26–50	Archdiocese	Archbishop	Your Excellency
	County	Count/Countess	Your Excellency
	Daimyo	Shishaku	-dono appended after name
	Division	Tribune	Voice of the Republic
	Earldom	Earl	Your Honorable Lordship/Ladyship
	Khedivate	Khedive	Your Lordship
	Margravate	Margrave/Margravine	Your Highborn Lordship/Ladyship
	Mark	Gong or Bo	August Master
	Marquisate	Marquis/Marquess	Your Illustriousness
	Sheikhdom	Sheikh/Shaykhah	Your Eminence
	Satrapy	Satrap	Your Honorable Lordship
	Pashalik	Pasha (or Bashaw)	Pasha (Bashaw) appended after name

Appendix A: Noble Titles and Forms of Address

KINGDOM SIZE	TYPE OF DOMAIN	TYPICAL RULER'S TITLES	HONORIFICS
51–100	Beylerbeylik	Beglerbeg or Beylerbey	Bey of Beys appended after name
	Daimyoden	Koshaku	-tono appended after name
	Duchy	Duke/Duchess	Your Grace, Your Highness
	Emirate	Emir/Emira	Your Radiance
51–100	Khanate	Ilkhan/Ilkhanum	Ilkhan/Ilkhanum appended after name
	Kingdom	Di or Wang	Sovereign
	Principality	Prince/Princess	Your Highness
	Province	Praetor	Servant of the Republic
	Rajku	Maharajkumar/-kumari	Your Highness
	See	Censor	Your Grace
	Shahdom	Shahzada/Shahdokht	Your Grace
101–200	Khanate	Khan/Khanum	Khan/Khanum appended after name
	Kingdom	Bawang	August or Magnificient Sovereign
	Kingdom	King/Queen	Your Majesty, Your Royal Highness
	Mamlaka	Malik/Malikah	Your Magnificence
	Prelacy	Prelate	Your Reverence
	Raj	Rajah/Rani	Your Royal Highness
	Republic	Consul or Archon	Speaker for the Republic
	Shahdom	Shah/Shahbanu	Your Majesty
	Shogunate	Shogun	-dokoro appended after name
	Sultanate	Sultan/Sultana	Your Honored Highness, Your Royal Highness
201+	Archprelacy	Archprelate or Pontiff	Your Holiness
	Caliphate	Caliph/Calipha	Your Worship
	Empire	Emperor/Empress	Your Imperial Majesty
	Empire	Huangdi or Hou Di	Son/Daughter of Heaven
	Empire	Imperator or Tyrant	Imperious Rex
	Empire	Tenno or Mikado	Heavenly Sovereign
	Empire	Padishah/Padishahbanu	Your Great Majesty
	Khanate	Khakhan/Khatan	Khakhan/Khatan appended after name
	Maharaj	Maharaja/Maharani	Your Supreme Highness



Appendix B: Army and Unit Name Generator

While it is certainly possible to use simple numeric designators for each of the military units you use in a mass combat scenario, that misses a lot of the fun that can be had in a fantasy game. Nobody will remember their heroes in their epic battle against the 1st Army, but everyone will remember the time they faced down the Flying Tigers in a battle that raged across air, land, and sea. If you want to inject a mass combat scenario with a hefty dose of color and flavor in a way that really ties the clash of arms to the campaign world and invests your PCs in the key players and politics around them, putting specific and evocative names to things can help. True, some players will never remember, but some will, and this kind of detail need not be irrelevant window dressing. Instead, it can serve as a bridge for players that are busy with their lives outside the game to anchor their recollections of the sweep and flow of the game world. For that matter, it's a lot more fun for you as the GM to have armies and units with colorful names ready to sweep across the battlefield and etch their names into the lore of your campaign. The following tables are presented with an eye towards allowing you to creating army units quickly and easily.

Table B-1: Naming Pattern

01-10	The _X2_ _X5_
11-20	The _X3_ _X5_
21-30	The _X5_ of the _X4_
31-40	The_X5_ of_X6_
41-50	The_X5_ of_X7_
51-60	_X7_'s _X5_
61-65	The _X2_ _X5_ of _X6_
66-70	The _X3_ _X5_ of _X6_
71-75	The _X4_ _X5_ of _X7_
76-80	_X7_'s _X2_ _X5_
81-85	_X7_'s _X3_ _X5_
86-90	_X7_'s _X4_ _X5_
91-95	The _X4_
96-00	The _X5_

Once you determine the naming pattern for the unit, use the following tables to fill in the blanks.

Table B-2: Unit Numbers

01-70	Single digit (roll d10)
71-95	Double digits (roll d%)
96-00	Triple digits (roll 1d4 for the hundreds place, followed by d%)

Unit numbers are almost always expressed as an ordinal number (e.g., 1st, 20th).

Table B-3: Unit Colors

01-03	Amber
04-06	Ashen
07-12	Black
13-18	Blue
19-21	Brass
22-24	Brazen
25-27	Bronze
28-30	Copper
31-35	Crimson
36-38	Diamond
39-41	Ebon
42-44	Emerald
45-50	Golden
51-54	Gray
55-60	Green
61-65	Iron
66-68	Purple
69-74	Red
75-77	Ruby
78-80	Sapphire
81-83	Scarlet
84-86	Silver
87-91	Steel
92-94	Stone
95-99	White
00	Other

Many units incorporate the name of a color in their name. You can also use this table to help determine the colors in a unit's insignia or battle standards.

Appendix B: Army and Unit Name Generator

Table B-4: Unit Descriptors

01	Bastard
02	Bleeding
03	Blessed
04	Bloody
05	Broken
06	Brutal
07	Catspaw
08	Comet
09	Courageous
10	Crazed
11	Darkstar
12	Deadly
13	Death
14	Death's Head
15	Deathstrike
16	Deathwatch
17	Dirty
18	Draconis
19	Dragon
20	Drunken
21	Fated
22	Fatherless
23	Fearless
24	Fearsome
25	Filthy
26	Flaming
27	Free
28	Furious
29	Ghost(ly)
30	Glorious
31	Grand
32	Handsome
33	Happy
34	Hardy
35	Hateful
36	Honored
37	Howling
38	Hundred
39	Hungry
40	Ice
41	Illustrious
42	Imperial
43	Keen
44	Killer
45	Laughing
46	Light
47	Lion
48	Marvelous
49	Masked
50	Matchless
51	Merciless
52	Merry
53	Midnight
54	Mighty
55	Moon
56	Motherless
57	Naked
58	Nova
59	Phantom
60	Quiet
61	Ragged
62	Rampaging
63	Righteous
64	River
65	Royal
66	Rusty
67	Sacred
68	Savage
69	Scarred
70	Screaming
71	Shadow
72	Shattered
73	Shining
74	Shorn
75	Shrieking
76	Silent
77	Sinister
78	Smashing
79	Smiling
80	Snow
81	Splendid
82	Star
83	Storm
84	Sturdy
85	Sun
86	Supreme
87	Swamp
88	Swift
89	Tainted
90	Thorn
91	Thousand
92	Thunder
93	Titan(ic)
94	Unsullied
95	Vengeful
96	Victorious
97	Vine
98	White Star
99	Wild
100	Witch

Appendix B: Army and Unit Name Generator

Table B-5: Unit Titles

01	Angels
02	Avengers
03	Axes
04	Band
05	Bastards
06	Blades
07	Brigade
08	Brothers
09	Bulls
10	Bunch
11	Cats
12	Centurions
13	Champions
14	Chargers
15	Claws
16	Cloaks
17	Colossus
18	Commandos
19	Company
20	Crusaders
21	Daughters
22	Defenders
23	Demons
24	Destroyers
25	Devils
26	Dogs
27	Dragons
28	Dragoons
29	Drakes
30	Eagles
31	Falcons
32	Fist(s)
33	Foxes
34	Ghosts
35	Guardians
36	Guards
37	Hammers
38	Harpy(ies)
39	Heroes
40	Hogs
41	Hounds
42	Howlers
43	Hundred
44	Hussars
45	Intruders
46	Invaders
47	Jacks
48	Juggernaut
49	Killers
50	Knaves
51	Knights
52	Lancers
53	Lances
54	Lash
55	Legion
56	Leopards
57	Liberators
58	Lions
59	Maidens
60	Maniacs
61	Marauders
62	Masters
63	Mavericks
64	Menace
65	Orphan-Makers
66	Panthers
67	Partisans
68	Phantoms
69	Phoenix
70	Plumes
71	Raiders
72	Rangers
73	Rats
74	Ravagers
75	Reavers
76	Sashes
77	Savages
78	Scoundrels
79	Serpents
80	Sharks
81	Shields
82	Sisters
83	Skulls
84	Smashers
85	Snakes
86	Sons
87	Spears
88	Stags
89	Stallions
90	Swords
91	Talons
92	Tempest
93	Terror
94	Thunderbolts
95	Tigers
96	Wardens
97	Warriors
98	Watch
99	Wolves
100	Wreckers

Appendix B: Army and Unit Name Generator

Table B-6: Unit Places

01-10	Battlefield
11-15	Body of water
26-45	City
46-65	Country
66-70	Desert
71-75	Forest or Jungle
76-80	Mountain (specific mountain)
81-85	Mountain range or hillsr
86-90	Ruined or fallen kingdom
91-95	Ruined city, fort, or settlement
96-00	Swamp or marsh

The specific proper names that armies will incorporate into their unit names depends on the campaign world and the army's place of origin. In the case of a unit named for a battlefield, it may be the name of a famous battle historically speaking, or it may have been the site of that particular unit or army's greatest triumph.

Table B-7: Unit Namesake

01-15	Deity
16-45	Commander (current)
46-60	Commander (past famous commander)
61-65	Name of merchant house or similar business consortium
66-70	Name of wealthy or noble family
71-75	Ruler of local area (current)
76-80	Ruler of local area (past famous ruler)
81-90	Ruler of nation or empire (current)
91-00	Ruler of nation or empire (past famous ruler)

The specific proper names that armies incorporate into their unit names are often related to an individual in whose authority the army has been formed. Such a figure is usually an earthly authority like a king, baron, or wealthy patron, though in the case of an army of religious crusaders the army may be named for the deity it represents.

Appendix C: Bestiary of Troops

A troop is a group of creatures that comes together to form a composite whole. A troop is an abstraction, where all the individual creatures comprising the troop work together and are treated as a single large mass that acts and fights as one. A troop may be an organized group of trained soldiers but it also could be used to represent a pack of animals or a gang of monsters that all work together; in this way, it is very similar to a *swarm of bats*[SRD] or similar masses of tiny creatures, but the members of a troop are generally all Small or Medium creatures. A troop generally has the characteristics of its component creatures, except as noted below.

- A troop has a single pool of Hit Dice and hit points, a single initiative modifier, a single speed, and a single Armor Class. A troop makes saving throws as a single creature. A single troop occupies a 20-foot-by-20-foot space, equal in size to a Gargantuan creature, although the actual size category of the troop is considered one size larger than that of the component creatures. The area occupied by a troop is completely shape-able, though the troop must remain in contiguous squares to accurately reflect the teamwork of a trained military unit. A troop has a reach equal to that of the component creatures based on size or armament. A troop can move through squares occupied by enemies and vice versa without impediment, although the troop provokes an opportunity attack if it does so. A troop can move through any area large enough for its component creatures. The exact number of a troop's component creatures varies, but in general, a troop of Small or Medium creatures consists of approximately 12 to 30 creatures.
- When the troop falls to 0 hit points, it does not roll death saving throws but instead breaks apart

as the surviving creatures flee, which removes the unit from combat. Unless otherwise indicated, a troop cannot regain hit points, be healed of hit point damage, or benefit from temporary hit points.

- The troop is immune to the grappled condition. A troop can, however, grapple opponents. A troop cannot be knocked prone.

A troop has resistance to attacks that use an attack roll, and a troop has vulnerability to attacks that affect an area and require it to make a saving throw.

- **Troop Attack**: Creatures with the troop subtype don't make standard melee attacks. Instead, they deal automatic damage to any creature within reach or whose space they occupy at the end of their move with no attack roll needed. The amount of damage a troop deals is based on its proficiency bonus (see below). Unless stated otherwise, a troop's attacks are non-magical. Some troops also have other special attacks in addition. Troops threaten all creatures within their reach or within their area and attempt opportunity attacks as normal with their troop attack. A creature that provokes opportunity attacks from the troop takes automatic damage based on its troop attack, without the need for an attack roll.
- **Reduced Combat Effectiveness**: The troop's damage is halved when reduced to half its hit point maximum.
- **Actions**. No matter how many creatures a troop has in its ranks, it still only can take one action, one move, and one bonus action on its turn, and it can take one reaction during each round.

Looting Troops Although troops are composed of a number of individual creatures, the chaos and destruction of battle means that not all of these creatures' equipment survives the rigors of combat. As a result, parties who wish to claim usable gear or treasure from slain foes treat a troop as a single creature for the purposes of looting.

Creating a Troop

The following rules can be used to convert a group of Small, Medium, or Large creatures of the same type into a combined troop. A troop retains the base creature's statistics and abilities, except as noted here.

Challenge: As the base creature +3. If the base creature's Challenge is less than 1, a troop of creatures of that type has Challenge 3. You can raise the Challenge higher to represent a larger group of troops, or a troop that is veteran or otherwise better trained and equipped. For example, an elite unit that is highly trained (or fanatical), combat experienced, and well equipped might have its Challenge increased by another +3.

Proficiency Bonus: The troop has a proficiency bonus based on its modified Challenge.

Alignment: As the base creature.

Type: The base creature's type (and subtypes, if any) remains unchanged.

Size: The base creature's size is unchanged. The troop as a whole occupies the same space as a Gargantuan



creature, though the space it occupies is shapeable (with a minimum dimension equal to the size of the base creature). The troop's attacks have the same reach as that of the base creature.

Speed: As the base creature. The troop has the same movement types as the base creature as well.

Senses: As the base creature.

Armor Class: A troop's AC increases by 1.

Hit Dice: The troop uses the same base Hit Die as appropriate for the size of the component creatures (e.g., d6 for Small, d8 for Medium, and d10 for Large). For a quick way to determine a troop's total Hit Dice, multiply its Challenge by 2. Thus, a Challenge 10 troop has 20 Hit Dice. You can add some variance by adding or subtracting one or two Hit Dice from this amount.

For exceptionally tough, resilient, or sturdy foes, multiply the Hit Dice of the base creature by 3 to determine the troop's total Hit Dice. This works well for non-humanoid creature types, especially beasts and especially tough or brutish monsters. This amount can also be adjusted up or down by a couple Hit Dice to add variability.

Hit Points: Unless otherwise mentioned, a troop cannot regain hit points or heal, and it cannot benefit from temporary hit points.

Saves: If the base creature has proficiency in any saving throws, recalculate these based on the troop's proficiency bonus (which is based on its Hit Dice).

Immunities & Resistances: A troop retains the same damage and condition resistances, immunities, and vulnerabilities of the base creature. In addition, the troop gains the following:

Condition Immunities: A troop cannot be knocked prone, such as by being shoved, although a troop can take the prone position if it chooses. A troop cannot be grappled. A troop can, however, grapple an opponent.

A troop takes half damage from attacks that use an attack roll and double damage from area of effect attacks that require it to make a saving throw.

Vulnerabilities: A troop retains all of the base creature's vulnerabilities. It also gains vulnerability to area damage spells and effects.

Melee Attacks: In melee, a troop automatically hits with melee attacks against creatures sharing their space or within their reach. To determine damage, a troop uses dice based on the individual creature's size, with the number of dice equal to the troop's proficiency bonus +1 (see below). To this, add the troop's appropriate ability modifier (usually Strength or Dexterity) to determine total damage. For example, a troop of Medium creatures with a +3 proficiency bonus and a +2 Strength modifier would deal 4d8+2 damage.

TROOP CREATURE SIZE	BASE DAMAGE DIE
Small	d6
Medium	d8
Large	d10

TROOP PROFICIENCY BONUS	TROOP DAMAGE
+2	3 dice + Ability modifier
+3	4 dice + Ability modifier
+4	5 dice + Ability modifier
+5	6 dice + Ability modifier
+6	7 dice + Ability modifier

Unless stated otherwise, a troop's attacks are non-magical. Some troops also have other special attacks in addition to causing normal damage. Troops threaten all creatures within their reach or within their area and attempt opportunity attacks as normal with their melee troop attack.

Special Attacks: A troop retains all the base creature's special attacks, including spellcasting. A troop may gain one or more of the following special attacks. Saving throws against a troop's spell or other special attacks have a save DC of 8 + the troop's proficiency bonus + its relevant ability modifier.

Barrage: A troop armed with direct-fire siege weapons such as ballistae or cannon can unleash a barrage of shots as their attack. This attack is a line that extends from the troop's space in a straight path to its maximum range. The troops makes a number of such attacks equal to its proficiency bonus. This line attack can start from the corner of any square in the troop's space. Creatures in the line take damage equal to the siege weapon's base damage plus the troop's proficiency bonus, with a Dexterity saving throw allowed to take half damage.

Bombardment: A troop armed with indirect-fire siege weapons such as bombards, catapults, springals, or trebuchets can make indirect fire attacks with the weapon. The troop targets a specific square, adding its proficiency bonus to the attack roll and comparing it to the targeting DC in **Table C-1** below. The troop makes this attack with disadvantage if it lacks line of sight to the target space. If the troop is able to see where the miss landed after the first attack (such as if the information is relayed to the troop by an allied observer), their second attack does not suffer disadvantage. Once an attack hits a target space, additional attacks against that space gain advantage on the roll.

On a miss, roll 1d8 to determine the direction of the miss (a 1 indicates the shot falls short, with 2 through 8 counting squares clockwise around the target space), and roll 1d6 to determine how many spaces off target the shot lands. The attack deals damage to any creatures or objects in the space it hits, regardless of whether that was the intended target space.

At the GM's option, it may be more difficult to hit a moving creature in the target space. This grants creatures in the targeted space a Dexterity saving throw (use the troop's special attack save DC) for half damage.

Table C-1: Troops with Indirect Fire Siege Weapons

Weapon	DC	DMG	Type	Range
ballista	15	16 (3d10)	P	120/480 ft.
ballista, rocket	15	22 (5d8)	fire	100/200 ft.
cannon	15	44 (8d10)	B	600/2,400 ft.
catapult	15	27 (5d10)	B	200/800 ft. (60 ft. minimum)
trebuchet	15	44 (8d10)	B	300/1,200 ft. (60 ft. minimum)

Chaos of Combat: Creatures that are not troops are impaired while they remain in the troop's space or within 5 feet of it and have disadvantage on attack rolls and Constitution saving throws to maintain concentration.

Dig In: The troop spends the entire round using picks and shovels to dig temporary foxholes or trenches to serve as shelters from enemy fire, or to make the terrain it digs difficult to traverse.

Fusillade: A troop armed with ranged weapons such as bows, crossbows, firearms, or slings can unleash a fusillade of shots as an attack with a line effect. This attack is a line that extends from the troop's space in a straight path to its maximum range. The troop makes a number of such attacks equal to its proficiency bonus. This line attack can start from the corner of any square in the troop's space. Creatures in the line take damage equal to the attack plus the troop's Dexterity modifier, with a Dexterity saving throw allowed to take half damage.

Mounted: A mounted troop uses the size and speed of the mount to determine the size and speed of the troop. Otherwise, it gains 2 additional Hit Dice and it uses the better value between the mount and rider to determine its AC, Hit Dice, saving throws, and ability scores. If either the rider or mount (but not both) have resistance or immunity, the entire troop has that resistance.

A mounted troop can make a charge attack, moving up to twice its speed in a straight line. At the end of the charge if an attack hits, the troop inflicts double damage for that attack. Attacks against a mounted troop that charged have advantage until the start of the troop's next turn.

Sappers: As an attack, the troop inflicts double troop damage against objects (or the ground, if digging to build foxholes, trenches, or similar excavations) within 5 feet of one side of the troop, along a line up to 20 feet long.

Trampling Charge: A troop gains the trampling attack. If the troop moves at least 20 feet straight toward a creature and hits, the target takes double troop damage and must succeed on a Strength saving throw against the troop's special attack save DC or be knocked prone. In addition, any creature in the path of this trampling charge must make a Dexterity saving throw or suffer damage from the troop's attack with no attack roll necessary.

Volley: Your troop launches a rain of missiles as an attack at a square up to 20 feet away (for thrown weapons) or anywhere within normal range for other ranged weapons. This attack deals troop damage plus its Dexterity modifier in a 10-foot-radius circle, with each target allowed a Dexterity saving throw for half damage. A troop can use its volley attack at long range but this deals only half damage and a creature in the area of effect has advantage on its Dexterity saving throws against this attack.

Fantasy Troops

Drow Cultist Troop

Large troop of Medium humanoids (elf), chaotic evil

Armor Class *17 (studded leather)*

Hit Points *104 (16d8 + 32)*

Speed *30 ft.*

STR	DEX	CON	INT	WIS	CHA
13 (+1)	18 (+4)	14 (+2)	11 (+1)	14 (+2)	14 (+2)

Saving Throws *DEX +7, CON +5, WIS +5*

Condition Immunities *Grappled*

Skills *Perception +5, Stealth +10*

Senses *darkvision 120 ft., passive Perception 15*

Languages *Elven, Undercommon*

Challenge *8 (3,900 XP)*

Fey Ancestry. The drow cultist troop gains advantage on saves against being charmed. The drow cultist troop cannot be put to sleep.

Innate Spellcasting. The drow cultist troop has Charisma as their spellcasting ability (spell save DC 13). The troop can cast the following innate spells, without need for material components:

At will: dancing lights

1/day each: darkness, faerie fire, levitate (self only)

Spellcasting. The drow cultist troop is the equivalent of a 5th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 13), +5 to hit with spell attacks). The troop has the following cleric spells available:

Cantrips (at will): *guidance, resistance, thaumaturgy*

1st level (4 slots): *bane, command, cure wounds*

2nd level (3 slots): *blindness/deafness, hold person*

3rd level (2 slots): *bestow curse, dispel magic*

Sunlight Sensitivity. While in sunlight, the drow cultist troop has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

Swift Healing. The drow cultist troop automatically heals 5 hit points to itself at the start of their turn as individual cultists cast healing spells on their comrades.

Troop. The troop can occupy another creature's space and vice versa, and the troop can move through any opening large enough for a Medium humanoid. The troop can't gain temporary hit points. A troop takes half damage from attacks that use an attack roll and double damage from effects that require it to make a saving roll. Creatures that are not troops are impaired while they remain in the troop's space or within 5 feet of it and have disadvantage on attack rolls and Constitution saving throws to maintain concentration. The troop's damage is halved when reduced to half its hit point maximum.

ACTIONS

Skirmish (short swords). *Melee Weapon Attack:* Each creature sharing the same space as or within 5 feet of the troop automatically takes 22 (4d8 + 4) piercing damage plus 21 (6d6) poison damage.

Fusillade (hand crossbows). *Ranged Weapon Attack:* The troop fires three attacks, each in a line with a range of 120 feet. Each creature in the line of effect takes 31 (6d8 + 4) piercing damage or half as much with a DC 15 Dexterity saving throw plus 21 (6d6) poison damage.

Drunken Rabble

Large troop of Medium humanoids (human), chaotic neutral

Armor Class *12*

Hit Points *75 (10d8+30)*

Speed *30 ft.*

STR	DEX	CON	INT	WIS	CHA
14 (+2)	15 (+2)	16 (+3)	9 (-1)	10 (+0)	11 (+0)

Saving Throws *Str +4, Con +5*

Skills *Intimidation +6*

Condition Immunities *charmed, frightened, grappled, paralyzed, prone, restrained, stunned*

Senses *passive Perception 10*

Languages *Common*

Challenge *3 (700 XP)*

Drunk and Disorderly. The rabble always has disadvantage on its attack rolls. However, their rowdy and unpredictable actions cause all creatures within 5 ft. to have disadvantage on Dexterity checks. The rabble has a +4 bonus on Intimidation (already factored in).

Malicious Mischief. Any creature hit at least once by drunken rabble must make a DC 12 Dexterity saving throw. Unless they succeed, they must roll a d4 and apply the following: 1—pushed 5 ft. away from the rabble 2—blinded for 1 turn. 3—drops their primary weapon if possible. 4—fall prone.

Troop. The troop can occupy another creature's space and vice versa, and the troop can move through any opening large enough for a Medium humanoid.

ACTIONS

Brawl. *Melee Weapon Attack:* +4 to hit, 5 ft. reach. *Hit:* 7 (2d4 + 2) bludgeoning damage. Every target within reach takes 1d3 attacks.

Elite Imperial Phalanx

Large troop of Medium humanoids (human), lawful neutral

Armor Class *21 (chain mail, shield)*

Hit Points *102 (12d8 + 12 + 36)*

Speed *30 ft.*

STR	DEX	CON	INT	WIS	CHA
14 (+2)	12 (+1)	12 (+1)	10 (+0)	10 (+0)	9 (-1)

Condition Immunities *grappled*

Senses *passive Perception 10*

Languages *Common*

Challenge *6 (2,300 XP)*

Elite Troop. As a highly trained and well-equipped unit, an imperial phalanx troop gains a +2 bonus to AC. In addition, its weapon die is d10 and the unit gains +3 additional hit points per Hit Die. These benefits are already included in the troop's stat block.

Phalanx Troop. An imperial phalanx is made up of a mixture of soldiers with polearms and those with blades and spears. The troop's melee attack has a reach of 10 feet. In addition, when attacked by a charge or trampling attack, the troop's AC increases by +2 and it gains advantage on any saving throws against the attack. Finally, when targeted by a charge or a trampling attack, the phalanx troop automatically deals 17 (5d6) piercing damage to the attacking force.

United Spirit. An imperial infantry is united by its dedication to its nation. When the troop takes damage that would reduce it to 0 or fewer hit points, it can attempt a DC 12 Wisdom saving throw. On a success, the phalanx is instead reduced to 1 hp and remains intact. The troop can benefit from this effect once every 24 hours.

Troop. The troop can occupy another creature's space and vice versa, and the troop can move through any opening large enough for a Medium humanoid. The troop can't regain hit points or gain temporary hit points. A troop takes half damage from attacks that use an attack roll and double damage from effects that require it to make a saving roll. Creatures that are not troops are impaired while they remain in the troop's space or within 5 feet of it and have disadvantage on attack rolls and Constitution saving throws to maintain concentration. The troop's damage is halved when reduced to half its hit point maximum.

ACTIONS

Attack (Spears & Polearms). *Melee Weapon Attack:* Each creature sharing the same space as or within 10 feet of

the troop automatically takes 24 (4d10 + 2) piercing and slashing damage.

Hobgoblin Troop

Large Troop of Medium humanoids (goblinoid), lawful evil

Armor Class *19 (chain mail, shield)*

Hit Points *33 (6d8 + 6)*

Speed *30 ft.*

STR	DEX	CON	INT	WIS	CHA
13 (+1)	12 (+1)	12 (+1)	10 (+0)	10 (+0)	9 (-1)

Condition Immunities *grappled*

Senses *darkvision 60 ft., passive Perception 10*

Languages *Common, Goblin*

Challenge *3 (700 XP)*

Martial Advantage. Once each turn, the hobgoblin troop can deal an extra 21 (6d6) damage to a creature it hits with its melee attack.

Troop. The troop can occupy another creature's space and vice versa, and the troop can move through any opening large enough for a Medium humanoid. The troop can't regain hit points or gain temporary hit points. A troop takes half damage from attacks that use an attack roll and double damage from effects that require it to make a saving roll. Creatures that are not troops are impaired while they remain in the troop's space or within 5 feet of it and have disadvantage on attack rolls and Constitution saving throws to maintain concentration. The troop's damage is halved when reduced to half its hit point maximum.

Actions

Attack (long swords). *Melee Weapon Attack:* Each creature sharing the same space as or within 5 feet of the troop automatically takes 14 (3d8 + 1) slashing damage.

Fusillade (longbows). *Ranged Weapon Attack:* The troop fires two attacks, each in a line with a range of 600 feet. Each creature in the line of effect takes 14 (3d8 + 1) piercing damage or half as much with a DC 11 Dexterity saving throw.

Volley (longbows). *Ranged Weapon Attack:* The hobgoblin troop launches a rain of missiles as an attack at a square up to 150 feet away. This attack deals 14 (3d8 + 1) to all targets in a 10-foot-radius circle, with each target allowed a DC 11 Dexterity saving throw for half damage. At long range, this volley does half damage and creatures in the targeted area have advantage on their Dexterity saves.

Outlaw Skirmishers

Large troop of Medium humanoids (human), chaotic good

Armor Class *13 (studded leather)*

Hit Points *55 (10d8 + 10)*

Speed *40 ft.*

STR	DEX	CON	INT	WIS	CHA
15 (+2)	16 (+3)	14 (+2)	11 (+0)	13 (+1)	11 (+0)

Condition Immunities *grappled*

Skills *Nature +3, Perception +4, Stealth +6*

Senses *passive Perception 14*

Languages *Common*

Challenge *5 (1,800 XP)*

Favored Enemy. Skirmishers spend their training studying the techniques of their hated enemy, typically the regular army of an oppressive empire or tyrannical local noble, and specifically learning how to defeat its troops in their homeland. This training and hatred grant the skirmishers troop advantage on Wisdom (Perception) checks. In addition, when attacking their favored enemy, the outlaw troop adds +5 to damage. Finally, their training grants the skirmisher troop advantage on Intelligence (Nature) checks while in their home territory.

Quick Strike. The outlaw skirmisher troop has advantage on initiative checks.

Skirmishers. Skirmishers are effective and versatile hit-and-run troops. This lowers their unit AC by 2 but increases its movement by 10 feet (these effects have already been added into the troop's stat block).

Troop. The troop can occupy another creature's space and vice versa, and the troop can move through any opening large enough for a Medium humanoid. The troop can't regain hit points or gain temporary hit points. A troop takes half damage from attacks that use an attack roll and double damage from effects that require it to make a saving roll. Creatures that are not troops are impaired while they remain in the troop's space or within 5 feet of it and have disadvantage on attack rolls and Constitution saving throws to maintain concentration. The troop's damage is halved when reduced to half its hit point maximum.

Actions

Attack (Longswords). *Melee Weapon Attack:* Each creature sharing the same space as or within 5 feet of the troop automatically takes 20 (4d8 + 2) slashing damage.

Skirmisher Volley (longbows). *Ranged Weapon Attack:* The outlaw skirmisher troop launches a rain of missiles as an attack at a square up to 150 feet away. This attack deals 25 (5d8 + 3) to all targets in a 10-foot-radius circle, with each target allowed a DC 14 Dexterity saving throw for half damage. At long range, this volley does half damage and creatures in the targeted area have advantage on their Dexterity saves.

Fusillade (Longbow). *Ranged Weapon Attack:* The outlaw skirmisher troop fires up to three line attacks in a straight path up to 600 feet. Each line attack can start from the corner of any square in the troop's space. Creatures in the line take 21 (4d8+ 3) piercing damage, with a DC 14 Dexterity saving throw allowed to take half damage.

Torch-Wielding Village Mob

Large troop of Medium humanoids (human), neutral

Armor Class *11*

Hit Points *39 (6d8 + 12)*

Speed *20 ft.*

STR	DEX	CON	INT	WIS	CHA
13 (+1)	12 (+1)	14 (+2)	8 (-1)	10 (+0)	14 (+2)

Condition Immunities *grappled*

Senses *passive Perception 10*

Languages *Common*

Challenge *3 (700 XP)*

Intimidating Mob. A creature that starts its turn within 30 feet of the mob and can see the troop must make a DC 12 Charisma saving throw or become frightened for 1 minute. A frightened creature can attempt a new saving throw at the end of each of its turns, ending the effect on itself with a success. Creatures immune to fear are immune to this effect.

Troop. The troop can occupy another creature's space and vice versa, and the troop can move through any opening large enough for a Medium humanoid. The troop can't gain temporary hit points. A troop takes half damage from attacks that use an attack roll and double damage from effects that require it to make a saving roll. Creatures that are not troops are impaired while they remain in the troop's space or within 5 feet of it and have disadvantage on attack rolls and Constitution saving throws to maintain concentration. The troop's damage is halved when reduced to half its hit point maximum.

Feed on Fear. The mob regains 5 hit points at the start of each of its turns it is within 15 feet of a frightened creature it can see.

ACTIONS

Attack (Mob Weapons). *Melee Weapon Attack:* Each creature sharing the same space as or within 5 feet of the troop automatically takes 14 (3d8 + 1) bludgeoning, piercing, and slashing damage plus 10 (3d6) fire damage.

Incendiaries (Fire Bombs). *Ranged Weapon Attack:* The mob troop targets two spaces it can see within 30 feet with fire bombs. A creature in a targeted space must make a DC 11 Dexterity saving throw, taking 14 (4d6) fire damage on a failure or half as much damage on a success. On the next round, any creature in an immolate space takes an additional 7 (2d6) fire damage. Flammable objects and structures in the space catch fire.

Seize Them! The mob grapples individual creatures in its space or within 5 feet of its space (escape DC 11). Any creature grappled by the mob when it starts its turn is considered tied up with rope and thus grappled and restrained. Escape attempts at this point suffer disadvantage on the roll.

Mob of Fanatical Zealots

Large troop of Medium humanoids (human), neutral

Armor Class *12 (studded leather)*

Hit Points *143 (22d8 + 44)*

Speed *30 ft.*

STR	DEX	CON	INT	WIS	CHA
15 (+2)	10 (+0)	14 (+2)	11 (+0)	17 (+3)	20 (+5)

Condition Immunities *grappled*

Skills *Perception +7, Religion +4*

Senses *passive Perception 14*

Languages *Common*

Challenge *10 (5,900 XP)*

Intimidating Mob. A creature that starts its turn within 30 feet of the mob and can see the troop must make a DC 17 Charisma saving throw or become frightened for 1 minute. A frightened creature can attempt a new saving throw at the end of each of its turns, ending the effect on itself with a success. Creatures immune to fear are immune to this effect.

Troop. The troop can occupy another creature's space and vice versa, and the troop can move through any opening large enough for a Medium humanoid. The troop can't gain temporary hit points. A troop takes half damage from attacks that use an attack roll and double damage from effects that require it to make a saving roll. Creatures that are not troops are impaired while they remain in the troop's space or within 5 feet of it and have disadvantage on attack rolls and Constitution saving throws to maintain concentration. The troop's damage is halved when reduced to half its hit point maximum.

Feed on Fear. The mob regains 10 hit points at the start of each of its turns it is within 20 feet of a frightened creature it can see.

Hatred. Each torch-wielding mob of fanatics has up to three creature types for which it holds intense hatred. The mob gains a +5 bonus on damage on all attacks. When dealing with a hated creature type, the mob has advantage on Charisma (Intimidate) checks and Wisdom (Perception) checks, and creatures of the hated type suffer disadvantage on Charisma (Deception) and (Persuasion) checks attempted against the zealot mob.

Spiritual Frenzy. The mob of fanatical zealots has advantage on saving throws against being charmed or frightened.

Spellcasting. The mob of fanatical zealots is a 9th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 15, +7 to hit with spell attacks). The mob has the following cleric spells prepared:

Cantrips (at will): *guidance, light, resistance, sacred flame*

1st level (4 slots): *command, detect evil and good, heroism, shield of faith*

2nd level (3 slots): *blindness/deafness, continual flame, hold person, spiritual weapon, zone of truth*

3rd level (3 slots*): daylight, dispel magic, mass healing word, protection from energy, slow, tongues*

4th level (3 siots): *banishment, compulsion, divination, locate creature*

5th level (1 slots): *commune, dispel evil and good, dominate person*

ACTIONS

Attack (Mob Weapons). *Melee Weapon Attack:* Each creature sharing the same space as or within 5 feet of the troop automatically takes 24 (5d8 + 2) bludgeoning, piercing, and slashing damage plus 20 (6d6) fire damage.

Burning Bolt Volley. *Ranged Weapon Attack:* The zealot mob fires a rain of fiery crossbow bolts as an attack at a space up to 80 feet away that does 22 (5d8) piercing and 17 (5d6) fire damage. Each target can attempt a DC 12 Dexterity saving throw, taking half damage with a successful save. If the zealot mob makes this attack at long range (up to 320 feet), they deal half damage and a creature in the area of effect has advantage on its Dexterity saves against this attack.

Ultari Acolytes

Large troop of medium fiends (ultari), neutral evil

Armor Class *17 (natural armor)*

Hit Points *104 (16d8 + 32)*

Speed *30 ft.*

STR	DEX	CON	INT	WIS	CHA
17 (+3)	12 (+1)	14 (+2)	20 (+5)	16 (+3)	17 (+3)

Saving Throws *Dex +5, Int +9, Wis +7, Cha +7*

Skills *Arcana +13, Deception +9, Insight +9, Perception+7, Religion +9*

Damage Resistances *psychic*

Condition Immunities *charmed, frightened*

Senses *truesight 120 ft., passive Perception 17*

Languages *Ashtuul, Belligren, Common*

Challenge *12 (8,400 XP)*

Aura: Fear. The first time a creature enters a space adjacent to an ultar it must make a DC 17 Intelligence saving throw or become frightened for 1 minute. The target can repeat the saving throw at the end of each of its turns, with disadvantage if the ultar is visible to the target, ending the effect on itself on a success.

Defensive Precognition. If an ultar is subjected to an effect that allows it to make a saving throw to take only half damage, it instead takes no damage if it succeeds on the saving throw, and only half damage if he fails.

Keen Smell. Ultar have advantage on Wisdom (Perception) checks that rely on smell.

Troop. The troop can occupy another creature's space and vice versa, and the troop can move through any opening large enough for a Medium undead. The troop can't regain hit points or gain temporary hit points. A troop takes half damage from attacks that use an attack roll and double damage from effects that require it to make a saving roll. Creatures that are not troops are impaired while they remain in the troop's space or within 5 feet of it and have disadvantage on attack rolls and Constitution saving throws to maintain concentration. A troops damage is halved when reduced to half its original hit points.

Ultari Weapon Affinity. Ultar have a special affinity for ultari weapons. A melee weapon with "Ultari" in its name grants an additional +1 to the attack roll and deals one extra die of its damage when an ultar hits with it (included in the attack).

Magic Resistance. The ultar has advantage on saving throws against spells and other magical effects.

Magic Weapons. The ultar's weapon attacks are magical.

Actions

Holy Ultari Broadsword. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 10 (2d10) slashing damage. A target that takes any damage from this attack must make a DC 15 Wisdom saving throw or become frightened.

Telepathic Lash. *Ranged Weapon Attack (Psionic):* +9 to hit, range 150 ft., one target. *Hit:* 13 (1d8 + 5) force damage, and the target must make a DC 14 Intelligence saving throw, taking 24 (7d6) psychic damage on a failed save, or half as much damage on a successful one.

Telepathic Drain (1/day). An ultar can telepathically drain psychic energy from any creature with an Intelligence score above 5 that is within 30 feet, dealing 1d4 points of temporary Intelligence damage to the target each round the ultar concentrates. Once this ability is used it is treated as a Concentration spell for the purposes of maintaining concentration. The target can attempt a DC 17 Intelligence save to negate this effect when the ultar first uses it, and each round thereafter that the ultar continues concentrating. Any Wisdom damage taken disappears from the target after a long rest. A target reduced to 0 Wisdom falls into a coma until healed or completes a long rest. The ultar may add 1d6 psychic damage per point of Wisdom drained to any attack it makes with an ultari weapon. These temporary damage dice dissipate after a long rest if not used.

Ultari Ur-Acolytes

Large Troop of Medium undead, neutral evil

Armor Class *13*

Hit Points *390 (52d8 + 156)*

Speed *30 ft.*

STR	DEX	CON	INT	WIS	CHA
18 (+4)	10 (+0)	17 (+3)	4 (-3)	6 (-2)	6 (-2)

Saving Throws *Wis +3*

Damage Resistances *cold, necrotic*

Damage Immunities *poison*

Condition Immunities *charmed, exhaustion, frightened*

Senses *darkvision 60 ft., passive Perception 8*

Languages *Understands but can't speak Aklo, Ashtuul, Belligren, Common, Jagladine, Onaryx, Ultari*

Challenge *14 (11,500 XP)*

Aura: Fear. The first time a creature enters a space adjacent to an ultari ur-acolytes it must make a DC 17 Intelligence saving throw or become frightened for 1 minute. The target can repeat the saving throw at the end of each of its turns, with disadvantage if the ultar is visible to the target, ending the effect on itself on a success.

Defensive Precognition. If an ultari ur-acolytes is subjected to an effect that allows it to make a saving throw to take only half damage, it instead takes no damage if it succeeds on the saving throw, and only half damage if he fails.

Troop. The troop can occupy another creature's space and vice versa, and the troop can move through any opening large enough for a Medium undead. The troop can't regain hit points or gain temporary hit points. A troop takes half damage from attacks that use an attack roll and double damage from effects that require it to make a saving roll. Creatures that are not troops are impaired while they remain in the troop's space or within 5 feet of it and have disadvantage on attack rolls and Constitution saving throws to maintain concentration. A troops damage is halved when reduced to half its original hit points.

Turn Resistance. The ultari ur-acolytes has advantage on saving throws against any effect that turns undead.

Undead Fortitude. If damage reduces the ultari ur-acolytes to 0 hit points, it must make a Constitution saving throw with a DC of 5 + the damage taken, unless the damage is radiant or from a critical hit. On a success, the ultari ur-acolytes drops to 1 hit point instead.

ACTIONS

Empowered Slam. All creatures that share the same space as the ultari ur-acolytes troop or are within 5 feet of the troop automatically take 18 (4d6 + 4) bludgeoning damage and 14 (4d6) necrotic damage.

Telepathic Lash. *Ranged Weapon Attack (Psionic):* +9 to hit, range 150 ft., one target. *Hit:* 13 (1d8 + 5) force damage, and the target must make a DC 14 Intelligence saving throw, taking 24 (7d6) psychic damage on a failed save, or half as much damage on a successful one.

Savage Dire Wolf Pack

Gargantuan troop of Large beasts (troop), unaligned

Armor Class *16 (natural armor)*

Hit Points *120 (16d10 + 32)*

Speed *50 ft.*

STR	DEX	CON	INT	WIS	CHA
17 (+3)	15 (+2)	15 (+2)	4 (-3)	14 (+2)	7 (-2)

Condition Immunities *grappled*

Skills *Perception +5, Stealth +5*

Senses *passive Perception 15*

Languages --

Challenge *5 (1,800 XP)*

Keen Hearing and Smell. The trained dire wolf pack has advantage on Wisdom (Perception) checks that rely on hearing and smell.

Pack Tactics. The dire wolf pack inflicts an additional 5 damage on attacks (already included in the stat block).

Troop. The troop can occupy another creature's space and vice versa, and the troop can move through any opening large enough for a Medium humanoid. The troop can't recover hit points or gain temporary hit points. A troop takes half damage from attacks that use an attack roll and double damage from effects that require it to make a saving roll. Creatures that are not troops are impaired while they remain in the troop's space or within 5 feet of it and have disadvantage on attack rolls and Constitution saving throws to maintain concentration. The troop's damage is halved when reduced to half its hit point maximum.

REACTIONS

No Escape. When a creature leaves a space threatened by the dire wolf pack, the pack reshapes and can move up to its speed to keep in reach of their prey.

ACTIONS

Attack (Bite). *Melee Weapon Attack:* Each creature sharing the same space as or within 5 feet of the troop automatically takes 41 (6d10 + 8) piercing damage. If the target is a creature, it must succeed on a DC 14 Strength saving throw or be knocked prone.

Hungry Howl. The dire wolf pack unleashes a terrifying howl. Each creature within 120 feet that can hear the howl must make a DC 13 Wisdom saving throw or become frightened as long as they can see the pack. Each round at the end of its turn, the frightened creature can attempt another Wisdom save, ending the effect on itself with a success. This howl can affect beasts that can hear the howl up to a distance of 300 feet. Once a creature succeeds on this saving throw, they are immune to the howl for 24 hours.

Modern and Sci-Fi Troops

Russian Rifle Troop

Large troop of Medium humanoids (human), lawful neutral

Armor Class *14*

Hit Points *65 (10d8 + 20)*

Speed *30 ft.*

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STR	DEX	CON	INT	WIS	CHA
12 (+1)	17 (+3)	14 (+2)	10 (+0)	12 (+1)	8 (-1)

Condition Immunities *grappled*

Senses *passive Perception 11*

Languages *Russian*

Challenge *5 (1,800 XP)*

Gas Masks. The soldiers of a rifle troop are equipped with gas masks. The troop is immune to inhaled poisons and other nonmagical airborne attacks that require breathing. The troop has advantage on Constitution saving throws to resist magical cloud or gas attacks, such as *stinking cloud*.

Troop. The troop can occupy another creature's space and vice versa, and the troop can move through any opening large enough for a Medium humanoid. The troop can't regain hit points or gain temporary hit points. A troop takes half damage from attacks that use an attack roll and double damage from effects that require it to make a saving roll. Creatures that are not troops are impaired while they remain in the troop's space or within 5 feet of it and have disadvantage on attack rolls and Constitution saving throws to maintain concentration. The troop's damage is halved when reduced to half its hit point maximum.

ACTIONS

Skirmish (Bayonets & Rifle Butts). *Melee Weapon Attack:* Each creature sharing the same space as or within 5 feet of the troop automatically takes 19 (4d8 + 1) bludgeoning and slashing damage.

Fusillade (Rifles). *Ranged Weapon Attack:* The troop fires three attacks, each in a line with a range of 240 feet. Each creature in the line of effect takes 30 (6d8 + 3) piercing damage or half as much if they succeed on a DC 14 Dexterity saving throw.

Grenade Volley. *Ranged Weapon Attack:* Rifle troops are equipped with grenades. The rifle troop targets a single space up to 60 feet away with a volley of fragmentation grenades. A volley deals 52 (15d6) piercing and slashing damage in a 20-foot-radius, or half damage with a successful DC 14 Dexterity saving throw. The rifle troop can only make this attack once before needing to rearm with grenades.

Dread Strike Wing

Large Troop of Medium fiends, neutral evil

Armor Class *17 (heavy trooper armor)*

Hit Points *260 (40d8 + 80)*

Speed *30 ft., fly 60 ft.*

STR	DEX	CON	INT	WIS	CHA
17 (+3)	10 (+0)	14 (+2)	9 (-1)	12 (+1)	11 (+0)

Skills *Intimidation +2, Stealth +6, Survival +3*

Senses *blindsight 90 ft., darkvision 60 ft., passive Perception 11*

Languages *Onaryx, Ultari*

Challenge 13 (00 XP)

Echolocation. An onaryx can't use its blindsight while deafened.

Keen Hearing. An onaryx has advantage on Wisdom (Perception) checks that rely on hearing.

Troop. The troop can occupy another creature's space and vice versa, and the troop can move through any opening large enough for a Medium fiend. The troop can't regain hit points or gain temporary hit points. A troop takes half damage from attacks that use an attack roll and double damage from effects that require it to make a saving roll. Creatures that are not troops are impaired while they remain in the troop's space or within 5 feet of it and have disadvantage on attack rolls and Constitution saving throws to maintain concentration. A troops damage is halved when reduced to half its original hit points.

ACTIONS

Battle-Tech. Onaryx make up the bulk of the Hegemonic ground troops and carry a variety of technological gear that they can use during battle. Roll 1d6 whenever an onaryx troop uses a tech item and apply the affects to all enemy creatures sharing the same space as the troop or within 20 feet. Reroll nonsensical results:

Detonation. The onaryx troop throws a desiccating grenade. All living creatures within 20 ft. radius of the blast point must make a DC 15 Dexterity saving throw or suffer 70 (20d6) necrotic damage.

Density Nodule. The onaryx troop activates a device attached to its autograpnel that increases its weight significantly. All creatures sharing a space with the troop or within 60 feet take 9 (2d8) piercing damage and a pulled into the troop on a failed DC 22 Strength check.

Disrupting Nodule. The troop uses detonation with the added effect of the disrupting nodule. It generates a burst of nanites that directly attack organic cells. The affected target takes 10 additional point of damage and must make a DC 15 Constitution save or lose its nex action.

Hunter Seeker. The onaryx troop releases 4 detonation device that tracks its designated target. It makes an attack at +3 and continues to make an attack until it hits or runs out of fuel (an attack roll less than 10) and drops harmlessly to the ground. If it detonates it covers the target in sticky goo incapacitating them. A DC 15 Strength ability check is required to break free.

Ray Emitter (Numbing). This contact lens tech shoots a ray of numbing cold at a target who must make a DC 15 Constitution or Dexterity saving throw. On a failed save they take 36 (8d6) cold damage, lose 10 feet of movement and lose the function of a limb for one minute.

Rejuvenator. The onaryx pops a pill healing for 12 (8d4+2) hit points of damage.

Nauseating Cry (Recharges 5-6). An onaryx is capable of using its unique vocal structures to produce potent sonic effects. These effects all non-onaryx within 60 feet of the troop. The onaryx's sonic cry disturbs the equilibrium of living creatures it strikes causing the targets to become nauseated for 1 round unless it makes a DC 13 Constitution saving throw. Nauseated creatures have disadvantage on ability checks and saving throws.

Jagladine Tech Team Troop

Huge troop of Medium aberrations (jagladine), neutral evil

Armor Class *19 (hazmat gear)*

Hit Points *162 (25d8 + 50)*

Speed *30 ft., climb 20 ft.*

STR	DEX	CON	INT	WIS	CHA
14 (+2)	19 (+4)	15 (+2)	12 (+1)	14 (+2)	13 (+1)

Saving Throws *Dex +8, Con +6, Wis +6*

Skills *Perception +6, Engineering +5, Nature +5, Medicine +6,*

Damage Resistance *cold, fire, lightning (see hazmat gear); radiation*

Senses *darkvision 120 ft., passive Perception 16*

Languages *Aklo, Common, Jagladine, Ultari*

Challenge *9 (5,000 XP)*

Grease the Gears. As a bonus action, the tech team can supercharge a clockwork golem (see below) within 30 feet, granting it the benefits of *haste*. Alternatively, they can perform repairs as a bonus action on a clockwork golem adjacent to or within the space of the tech team, repairing 11 (3d6) points of damage to the golem.

Hazmat Gear. A jagladine tech team is equipped with protective suits that supply them with breathable air and grant them cold resistance, lightning resistance, and fire resistance. The gear as an ac of 15 and disadvantage on stealth check. This gear is specifically designed for jagladine physiology and does not function for other creatures.

Reflexive Biology. As an action, a jagladine tech team can absorb a single disease or poison without suffering any ill effects. As a bonus action, the commander can attempt a Constitution save against the DC of the absorbed disease or poison. If successful, the commander excretes a single dose of the poison or disease in liquid form, which remains potent for 24 hours. As part of the same bonus action, or as a bonus action on subsequent turns, the commander can apply the poison or disease to a weapon it is holding. The liquefied disease or poison must be delivered via ingestion or injury. A jagladine can only store one disease or poison at a time.

Spider Climb. A jagladine tech team can climb difficult surfaces, even upside down on ceilings, without needing to make an ability check.

Troop. The troop can occupy another creature's space and vice versa, and the troop can move through any opening large enough for a Medium aberration. The troop can't regain hit points or gain temporary hit points. A troop takes half damage from attacks that use an attack roll and double damage from effects that require it to make a saving roll. Creatures that are not troops are impaired while they remain in the troop's space or within 5 feet of it and have disadvantage on attack rolls and Constitution saving throws to maintain concentration. A troops damage is halved when reduced to half its original hit points.

Actions

Needler. All creatures within 80 feet of the troop automatically take 7 (1d6 + 4) piercing damage, and must make a DC 15 Constitution saving throw, taking 24 (7d6) poison damage on a failed save, or half as much damage on a successful one.

Close Combat. All creatures sharing a space with the troop take 7 (1d6 + 4) slashing damage plus 14 (4d6) poison damage.

Environmental Controls. A jagladine tech team can manipulate mechanical devices including hatches, cause cables and clamps to swing and grip creatures in the area, electronic devices to short-circuit and spray sparks or smoke, manipulate artificial gravity controls, and otherwise manipulate objects or impede creatures within 30 feet. All of the effects of the tech team's environmental controls are non-magical, but they otherwise function as the spell effects they duplicate. Effects that deal hit point damage or duplicate combat maneuvers are instantaneous. Other effects persist for 1 minute unless otherwise specified. Saving throws, where applicable, are against DC 20. The save DC is Intelligence-based. All these actions may be activated using a bonus action.

- A tech team can open or close a door or hatch, create sound effects as *prestidigitation.*
- A tech team can create speech effects as bar a doorway or opening as *arcane lock*, cover a 10-foot-radius with *grease*, fill a 10-foot-radius sphere with smoke (treat as *fog cloud*), target all enemies in a 10-foot sphere imposing disadvantage on attack rolls and saving throws.
- A tech team can create *darkness* or *daylight* lasting 1 minute, open a sealed doorway or opening as *knock*, fill a 10-foot-sphere spread with noxious gas (as *stinking cloud*) for 1 round, create an explosion in a 10-foot-sphere burst dealing 22 (5d8) points of acid, cold, lightning, or fire damage (roll randomly to determine which type of damage).

Pirate Troops

Pirate Crew

Large troop of Medium humanoids (human), neutral evil

Armor Class *16 (leather armor)*

Hit Points *85 (10d8+40)*

Speed *30 ft.*

STR	DEX	CON	INT	WIS	CHA
15 (+2)	20 (+5)	18 (+4)	10 (+0)	12 (+1)	10 (+0)

Saving Throws *Str +5, Con +7*

Skills *Acrobatics +7, Athletics +5, Intimidation +3*

Condition Immunities *charmed, frightened, grappled, paralyzed, prone, restrained, stunned*

Senses *passive Perception 11*

Languages *Common*

Challenge *6 (2,300 XP)*

In the Rigging. The crew has a 30 ft. climb speed and gain advantage on Athletics and Acrobatics checks when on a naval vessel.

Sneaking Surround. Any creature ending its turn adjacent or within two or more squares the crew occupies, the crew deals them 10 (3d6) piercing damage.

Troop. The troop can occupy another creature's space and vice versa, and the troop can move through any opening large enough for a Medium humanoid.

ACTIONS

Skirmish. *Melee Weapon Attack:* +8 to hit, 5 ft. reach. *Hit:* 16 (4d6 + 2) piercing damage. Every target within reach takes 1d3 attacks.

Volley. *Ranged Weapon Attack:* +8 to hit, 100/400 ft. range, 1 target. *Hit:* 21 (3d10+5) piercing damage.

Pirate Port Defenders

Large troop of Medium humanoids, neutral evil

Armor Class *18 (breastplate and shield)*

Hit Points *119 (14d8+56)*

Speed *30 ft.*

STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+2)	18 (+4)	10 (+0)	12 (+1)	10 (+0)

Saving Throws *Str +6*

Condition Immunities *charmed, frightened, grappled, paralyzed, prone, restrained, stunned*

Senses *passive Perception 11*

Languages *Common*

Challenge *7 (2,900 XP)*

Shield Wall. At the end of its turn, the defenders select a direction. They gain full cover from all spells and effects from that direction until their next turn.

Troop. The troop can occupy another creature's space and vice versa, and the troop can move through any opening large enough for a Medium humanoid.

ACTIONS

The Best Defense. *Melee Weapon Attack:* +6 to hit, 5 ft. reach, targets. *Hit:* 21 (4d8 + 3) bludgeoning damage. All targets in reach take 1d3 attacks. Any target hit at least once must make a DC 14 Dexterity saving throw or be restrained by a net.

Bloodthirsty Buccaneers

Large troop of Medium humanoids (human), neutral evil

Armor Class *17 (studded leather)*

Hit Points *170 (20d8+80)*

Speed *30 ft.*

STR	DEX	CON	INT	WIS	CHA
18 (+4)	20 (+5)	18 (+4)	10 (+0)	12 (+1)	10 (+0)

Saving Throws *Str +8, Con +8*

Skills *Acrobatics +9*

Condition Immunities *charmed, frightened, grappled, paralyzed, prone, restrained, stunned*

Senses *passive Perception 11*

Languages *Common*

Challenge *11 (7,200 XP)*

Sneaking Surround. Any creature ending its turn adjacent or within two or more squares the crew occupies, the crew deals them 21 (6d6) piercing damage.

Troop. The troop can occupy another creature's space and vice versa, and the troop can move through any opening large enough for a Medium humanoid.

ACTIONS

Good for What Ails You (3/Day). The troop drinks rum spiked with healing potions, healing 3d8 hit points and removing one of the following conditions: blinded, deafened, exhaustion, poisoned

Vicious Offense. *Melee Weapon Attack:* +9 to hit, 5 ft. reach, targets. *Hit:* 22 (4d8 + 4) slashing damage. All targets in reach take 1d4 attacks.

Artillerist Battery, Light

Large troop of Medium humanoids (goblinoid), neutral evil

Armor Class *15 (leather armor)*

Hit Points *75 (10d8+30)*

Speed *10 ft.*

STR	DEX	CON	INT	WIS	CHA
11 (+0)	18 (+4)	16 (+3)	14 (+2)	13 (+1)	10 (+0)

Skills *Perception +4*

Condition Immunities *charmed, frightened, grappled, paralyzed, prone, restrained, stunned*

Senses *passive Perception 14*

Languages *Common*

Challenge *5 (1,800 XP)*

Artillery Troop. The troop can occupy another creature's space and vice versa, and the troop can move through any opening large enough for a Medium humanoid. The troop can move at 30 ft. but in doing so leaves its artillery behind and generally only does so to flee.

Gunports. If deployed on a rooftop or above deck on a ship, the battery has half cover from attacks coming from the same elevation or lower. If deployed within a fortification or below decks on a warship, the battery has three-quarters cover against attacks from outside.

ACTIONS

Broadside. The battery fires a line 120 ft. long and 5 ft. wide. All creatures in that line take 24 (8d6) bludgeoning damage and may make a DC 15 Dexterity saving throw to take only half.

Barrage. The battery fires a barrage at a point farther than 50 ft. but less than 240 ft. Each creature within 20 ft. of that point suffers 24 (8d6) fire damage, and may make a DC 15 Dexterity saving throw to take half damage

Artillerist Battery, Heavy

Large troop of Medium humanoids (goblinoid), neutral evil

Armor Class *17 (studded leather)*

Hit Points *119 (14d8+56)*

Speed *0 ft.*

STR	DEX	CON	INT	WIS	CHA
13 (+1)	20 (+5)	18 (+4)	14 (+2)	13 (+1)	10 (+0)

Skills *Perception +4*

Condition Immunities *charmed, frightened, grappled, paralyzed, prone, restrained, stunned*

Senses *passive Perception 14*

Languages *Common*

Challenge *7 (2,900 XP)*

Artillery Troop. The troop can occupy another creature's space and vice versa, and the troop can move through any opening large enough for a Medium humanoid. The troop can move at 30 ft. but in doing so leaves its artillery behind and generally only does so to flee.

Gunports. If deployed on a rooftop or above deck on a ship, the battery has half cover from attacks coming from the same elevation or lower. If deployed within a fortification or below decks on a warship, the battery has three-quarters cover against attacks from outside.

ACTIONS

Heavy Broadside. The battery fires a line 150 ft. long and 5 ft. wide. All creatures in that line take 42 (12d6) bludgeoning damage and may make a DC 16 Dexterity saving throw to take only half.

Heavy Barrage. The battery fires a barrage at a point farther than 50 ft. but less than 300 ft. Each creature within 20 ft. of that point suffers 42 (12d6) fire damage and may make a DC 17 Dexterity saving throw to take half damage.

Artillerist Battery, Elite Cannon

Large troop of Medium humanoids (human), neutral evil

Armor Class *16 (leather armor)*

Hit Points *170 (20d8+80)*

Speed *10 ft.*

STR	DEX	CON	INT	WIS	CHA
13 (+1)	20 (+5)	18 (+4)	14 (+2)	13 (+1)	10 (+0)

Condition Immunities *charmed, frightened, grappled, paralyzed, prone, restrained, stunned*

Senses *passive Perception 14*

Languages *Common*

Challenge *11 (7,200 XP)*

Artillery Troop. The troop can occupy another creature's space and vice versa, and the troop can move through any opening large enough for a Medium humanoid. The troop can move at 30 ft. but in doing so leaves its artillery behind and generally only does so to flee.

Gunports. If deployed on a rooftop or above deck on a ship, the battery has half cover from attacks coming from the same elevation or lower. If deployed within a fortification or below decks on a warship, the battery has three quarters cover against attacks from outside.

ACTIONS

Heavy Broadside. The battery fires a line 120 ft. long and 5 ft. wide. All creatures in that line take 56 (16d6) bludgeoning damage and may make a DC 15 Dexterity saving throw to take only half.

Elite Artillerist Battery, Indirect

Large troop of Medium humanoids (human), neutral evil

Armor Class *20*

Hit Points *170 (20d8+80)*

Speed *10 ft.*

STR	DEX	CON	INT	WIS	CHA
13 (+1)	20 (+5)	18 (+4)	14 (+2)	13 (+1)	10 (+0)

Condition Immunities *charmed, frightened, grappled, paralyzed, prone, restrained, stunned*

Senses *passive Perception 14*

Languages *Common*

Challenge 11 (7200 XP)

Artillery Troop. The troop can occupy another creature's space and vice versa, and the troop can move through any opening large enough for a Medium humanoid. The troop can move at 30 ft. but in doing so leaves its artillery behind and generally only does so to flee.

Gunports. If deployed on a rooftop or above deck on a ship, the battery has half cover from attacks coming from the same elevation or lower. If deployed within a fortification or below decks on a warship, the battery has three quarters cover against attacks from outside.

ACTIONS

Heavy Barrage. The battery fires a barrage at a point farther than 50 ft. but less than 300 ft. Each creature within 20 ft. of that point suffers 56 (16d6) fire damage and may make a DC 17 Dexterity saving throw to take half damage.

Draugr Crew

Large Troop of Medium undead, chaotic evil

Armor Class *14*

Hit Points *169 (26d8 + 52)*

Speed *30 ft., swim 30 ft.*

STR	DEX	CON	INT	WIS	CHA
17 (+3)	16 (+3)	17 (+3)	8 (-1)	11 (+0)	7 (-2)

Saving Throws *STR +8, CON +8*

Damage Immunities *Necrotic, Poison*

Damage Resistances *Fire; Bludgeoning and Slashing from Nonmagical Attacks*

Condition Immunities *Charmed, Exhaustion, Frightened, Grappled, Poisoned*

Skills *Acrobatics +8, Athletics +8, Perception +5, Stealth +8*

Senses *Darkvision 60 ft., passive Perception 15*

Languages *Common*

Challenge *13 (10,000 XP)*

Fog Cloud. A thick, cloying mist surrounds the draugr crew, occupying its space to a height of 20 feet. The troop's space is heavily obscured. While other creatures effectively suffer the blinded condition while within this fog, the draugr see through it without difficulty.

Troop. The troop can occupy another creature's space and vice versa, and the troop can move through any opening large enough for a Medium humanoid. The troop can't recover hit points or gain temporary hit points. A troop takes half damage from attacks that use an attack roll and double damage from effects that require it to make a saving roll. Creatures that are not troops are impaired while they remain in the troop's space or within 5 feet of it and have disadvantage on attack rolls and Constitution saving throws to maintain concentration. The troop's damage is halved when reduced to half its hit point maximum.

Ship of the Damned. Once per day, in a ritual requiring one minute, the mythic draugr crew summons a ghostly ship that rises from beneath the waves. The ship comes equipped with siege weapons. Once per minute, the ship makes up to five barrage attacks (light bombards if the campaign includes gunpowder weapons; light catapults and arrow springals otherwise). Each attack is a line extending from the draugr crew's space out to maximum range (2,400 feet for a cannon, 480 feet for a ballista, 800 feet for a catapult). This line attack can start from the corner of any square in the crew's space. Creatures in the line of effect take damage equal to the siege weapon's damage (3d10 for ballista, 8d10 for cannon, 5d10 for catapults) plus 5, with a DC 13 Dexterity saving throw allowed to take half damage. As these are not actual weapons but rather ghostly versions, they are considered direct rather than indirect fire weapons. The ship appears ragged and beaten but is fully seaworthy and has the statistics of a warship. The ship remains for up to 10 minutes, after which it sinks back beneath the waves and vanishes.

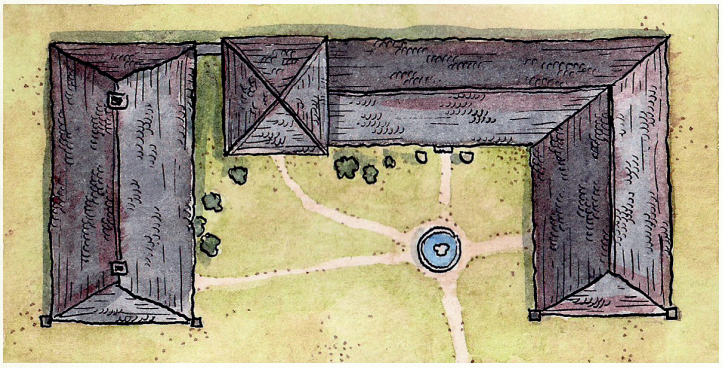
ACTIONS

Attack (Boarding Weapons). *Melee Weapon Attack:* Each creature sharing the same space as or within 5 feet of the troop takes 30 (6d8 + 3) bludgeoning, piercing, and slashing damage, whichever is most effective against the target. In addition, the target creature must succeed on a DC 16 Constitution saving throw or its hit point maximum is reduced by 10 (3d6). This reduction lasts until the target completes a long rest. If the target's hit point maximum falls to 0, it dies. A humanoid slain by the draugr crew rises 1d4 rounds later and joins the crew. Once a creature joins the draugr crew, they cannot be raised from the dead by any means short of *resurrection* or *wish*.

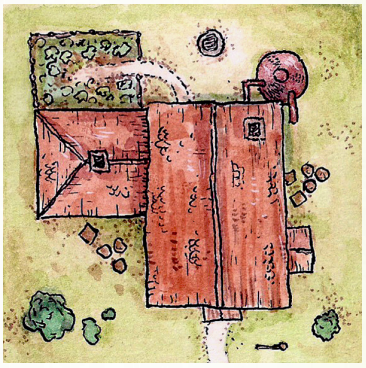
Phantom Broadside. *Ranged Weapon Attack:* The mythic draugr crew manifest a motley collection of ectoplasmic firearms. The troop makes five shots as an attack with a line of effect. Each line extends from the crew's space in a straight path to 120 feet. Each line can start from the corner of any square in the crew's space. A creature in the line takes 30 (6d8 + 3) necrotic damage, with a DC 13 Dexterity saving throw allowed to take only half damage. This is considered a magical attack.

Appendix D: Record Sheets and Building Icons

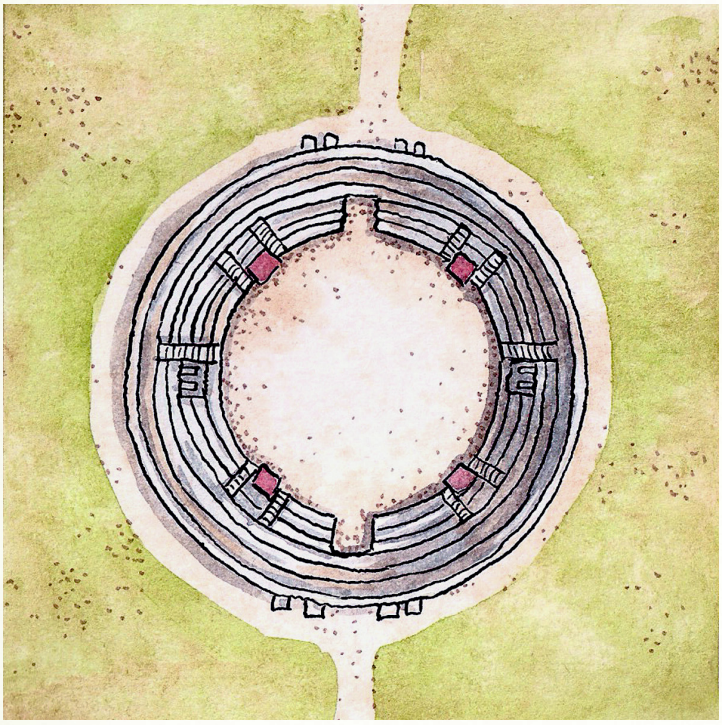
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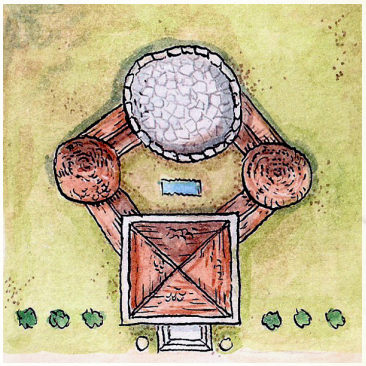
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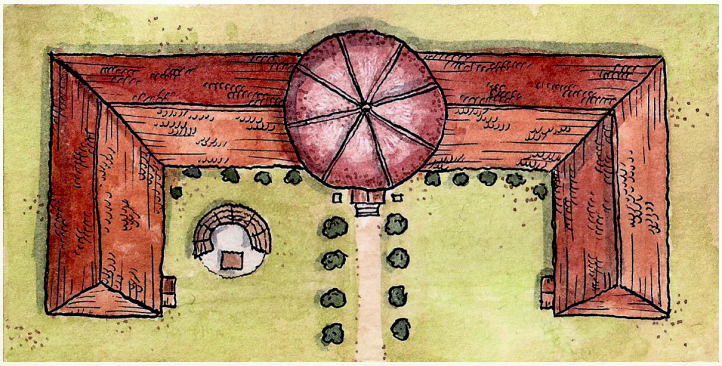
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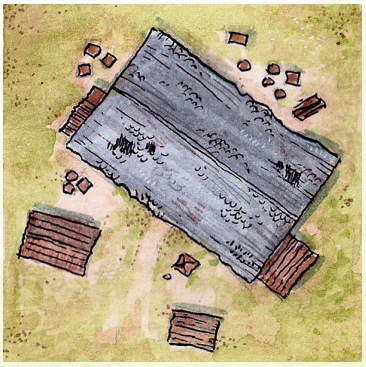
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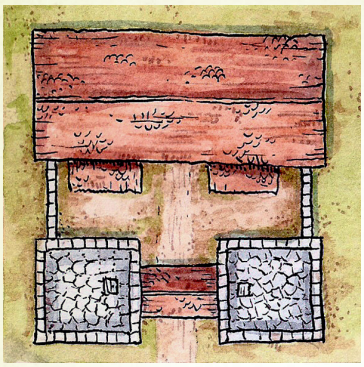
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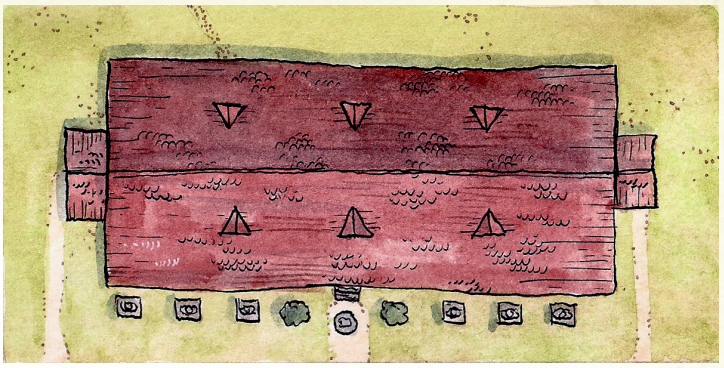
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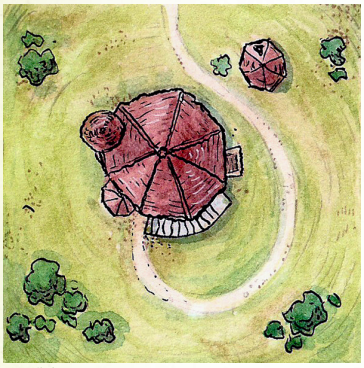
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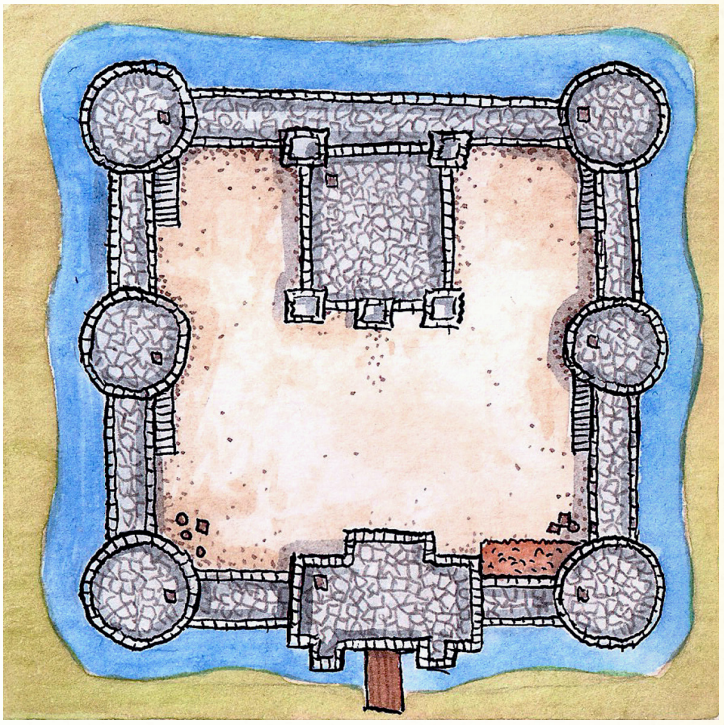
BUREAU



CASTER'S TOWER



CASTLE



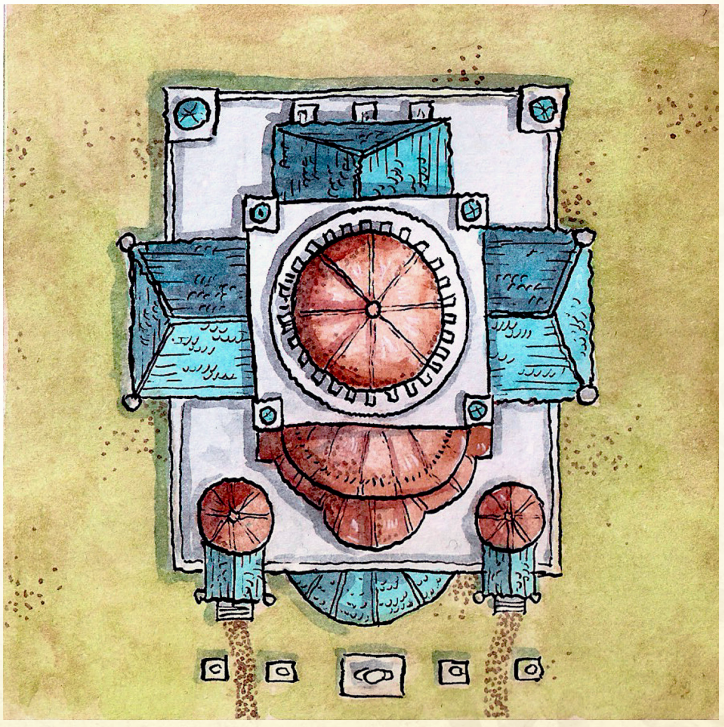
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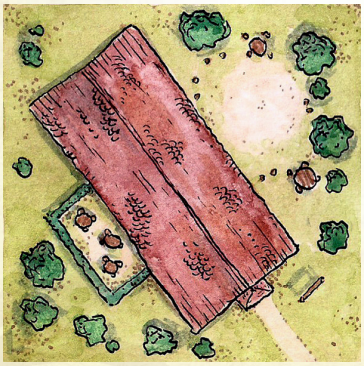
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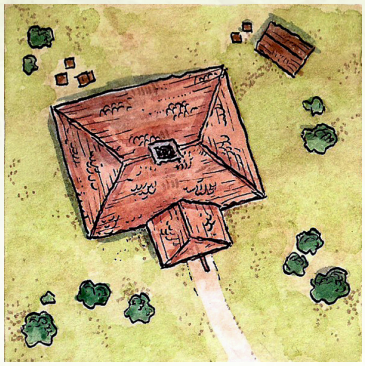
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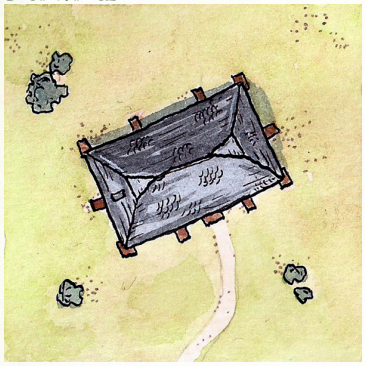
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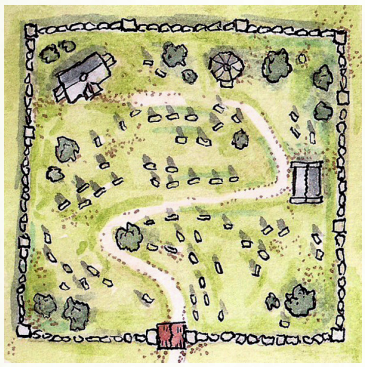
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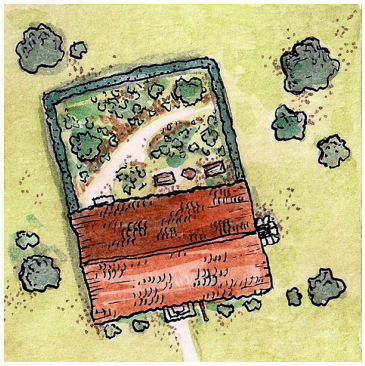
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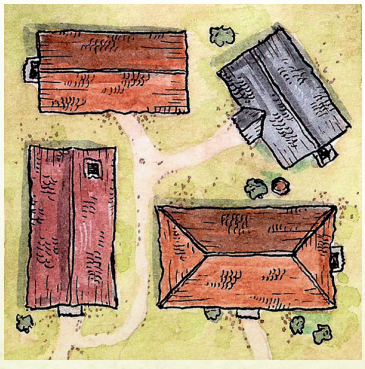
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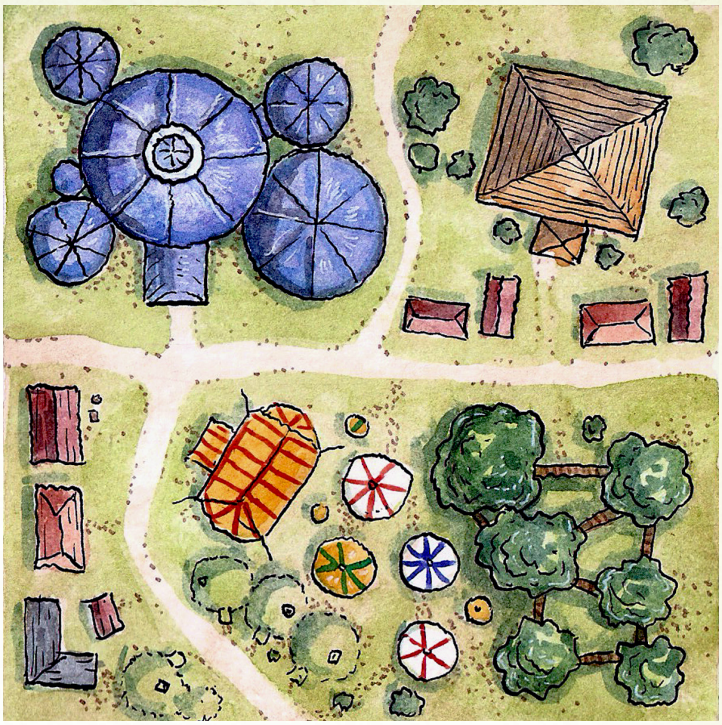
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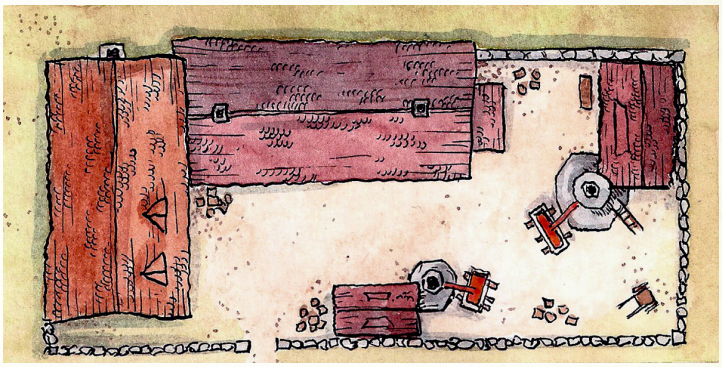
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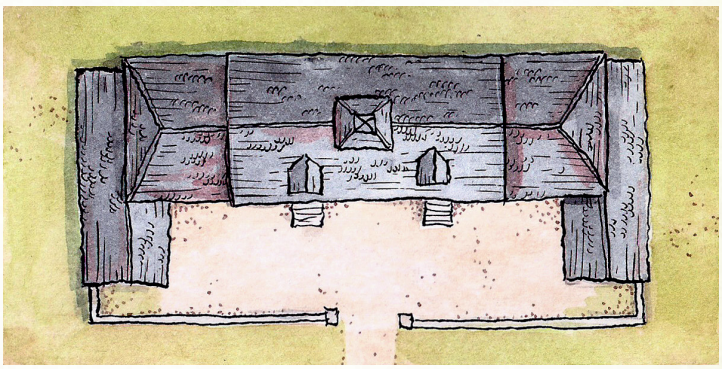
FOREIGN QUARTER



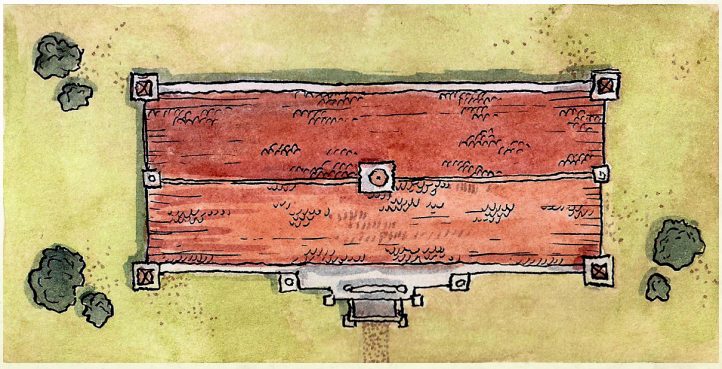
FOUNDRY



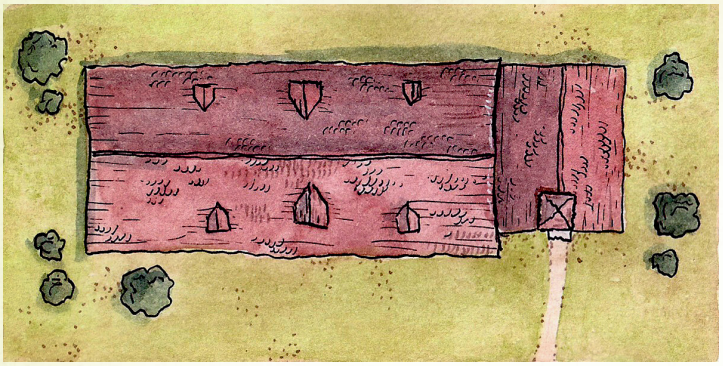
GARRISON



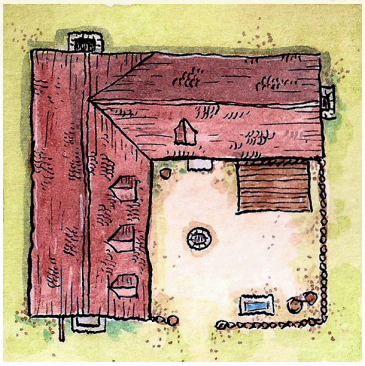
GUILD HALL



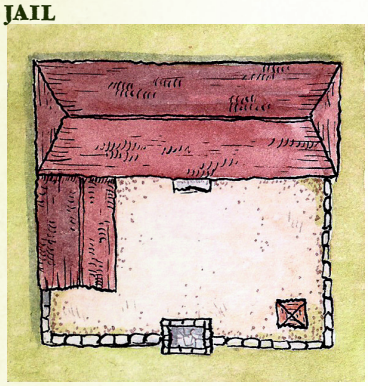
HOSPITAL



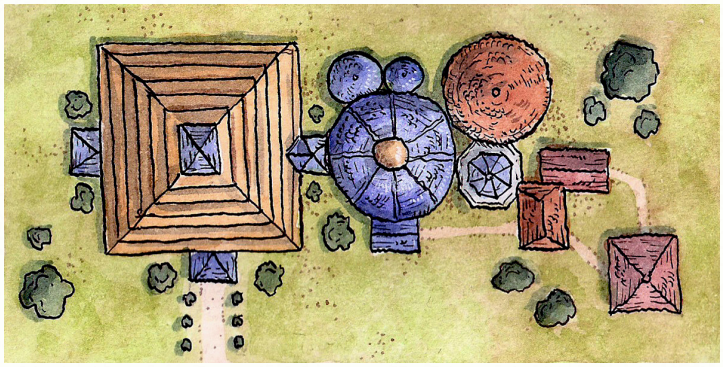
FOREIGN QUARTER



JAIL



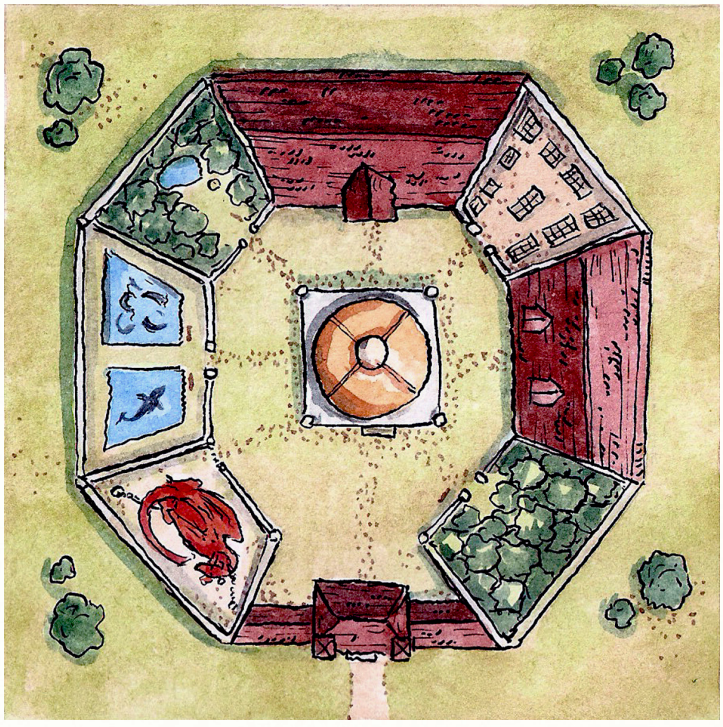
MAGICAL ACADEMY



LIBRARY



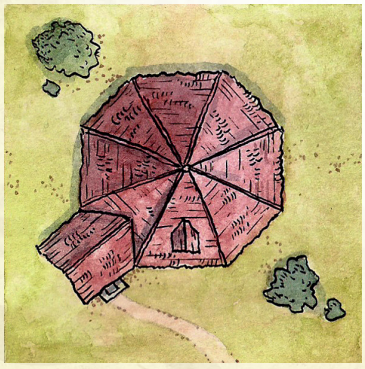
GARRISON



LUXURY STORE



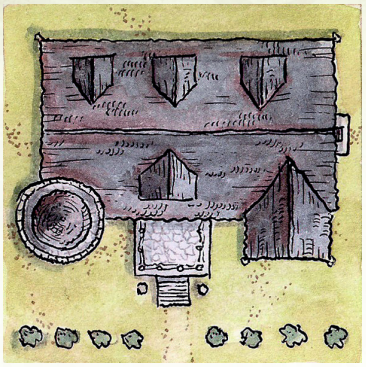
MAGIC SHOP



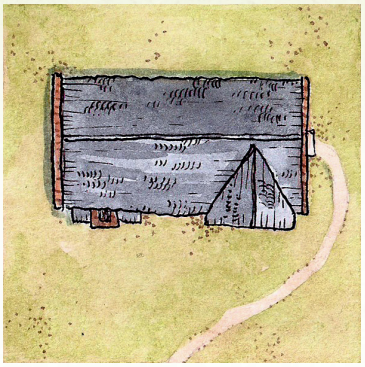
MARKET



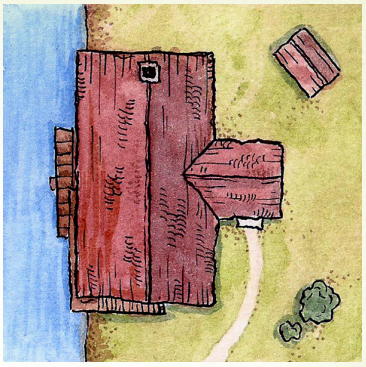
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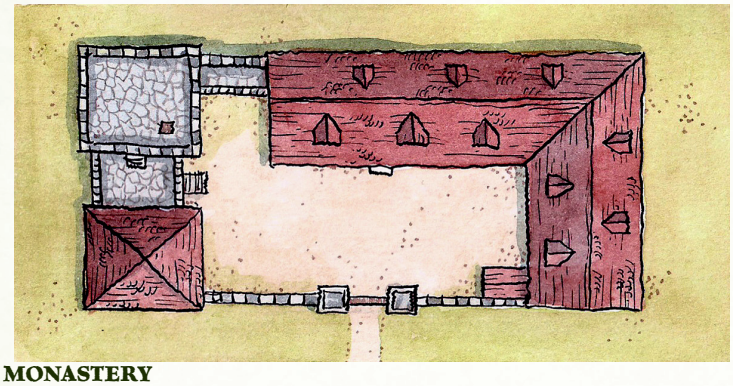
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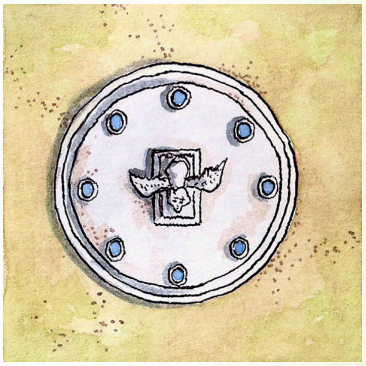
MILL



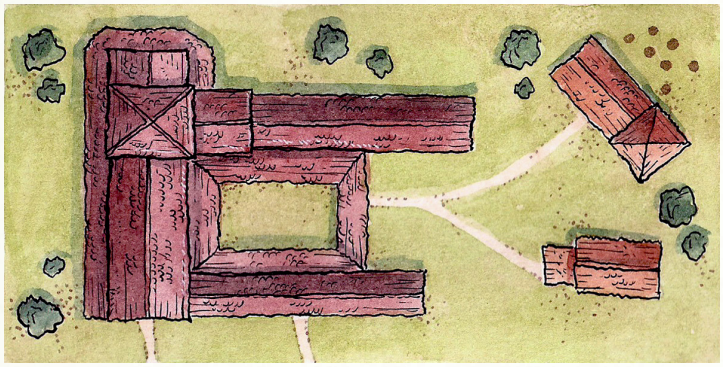
MILITARY ACADEMY



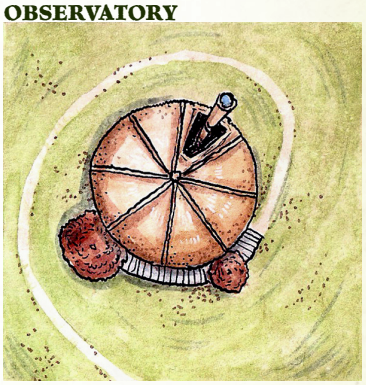
MONUMENT



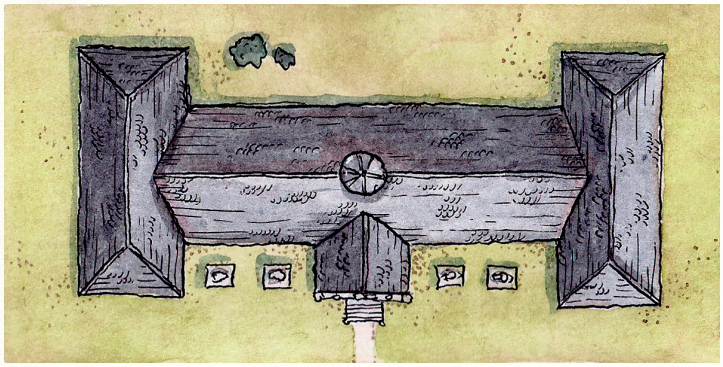
MONASTERY



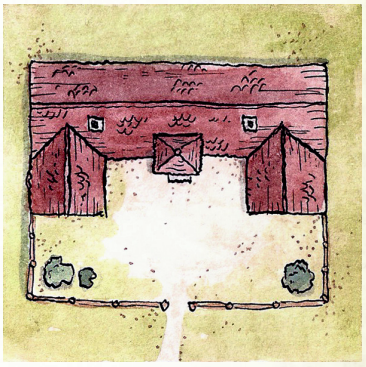
OBSERVATORY



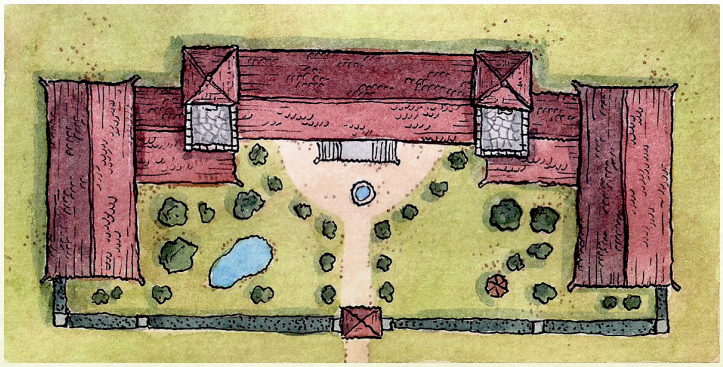
MUSEUM



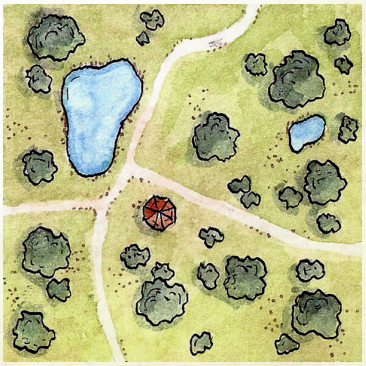
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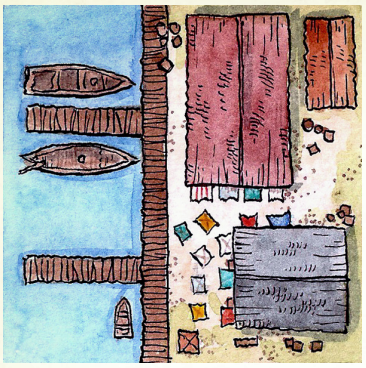
NOBLE VILLA



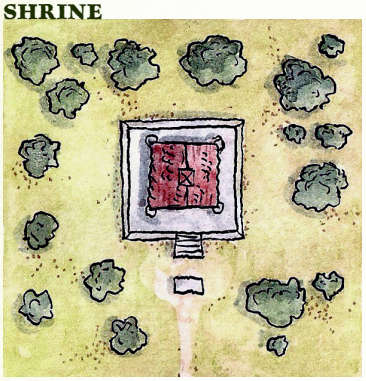
PARK



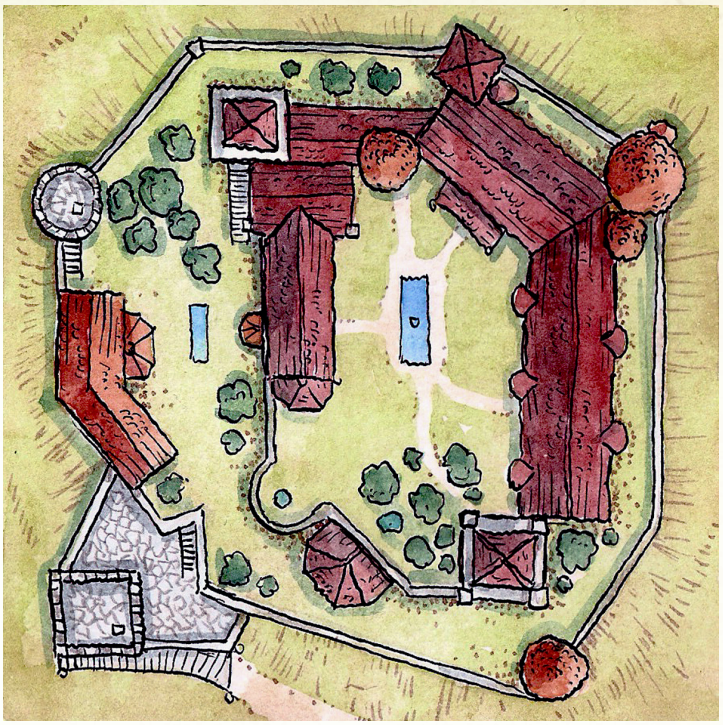
PIER



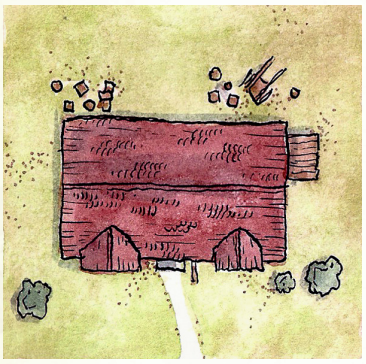
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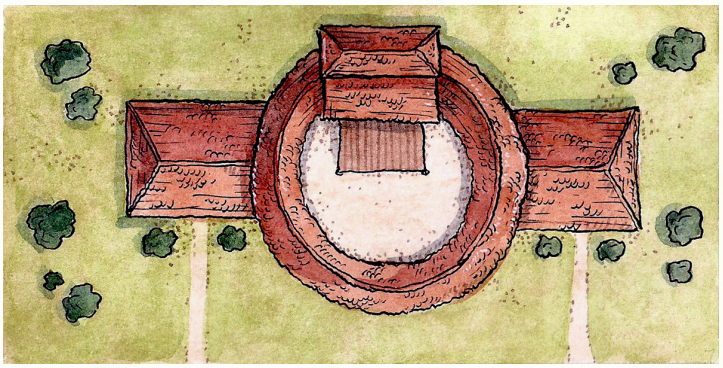
PALACE



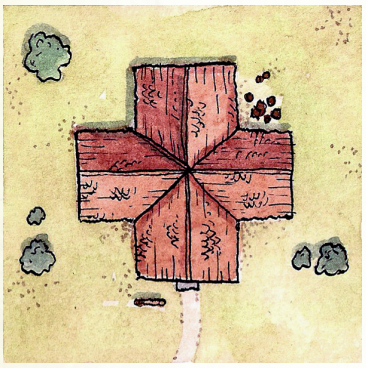
SHOP



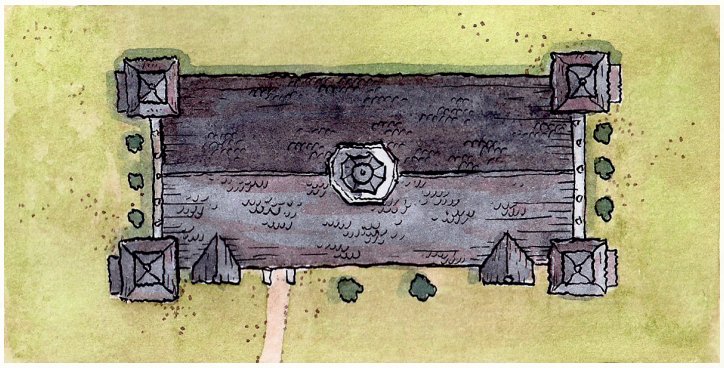
THEATRE



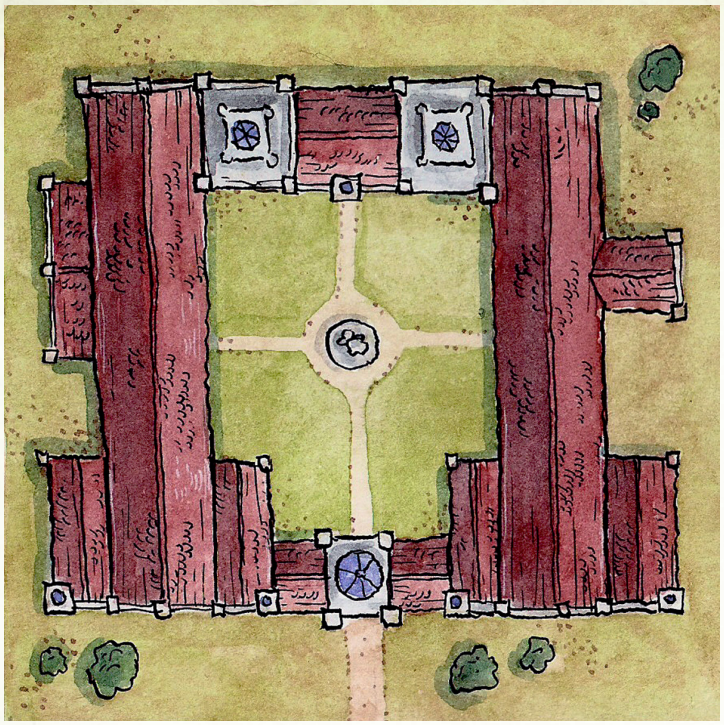
TRADE SHOP



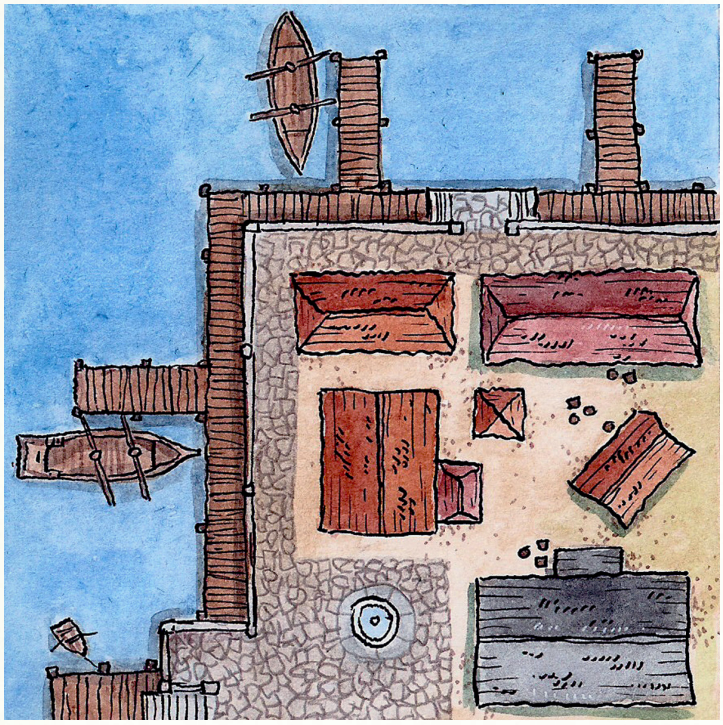
TOWN HALL



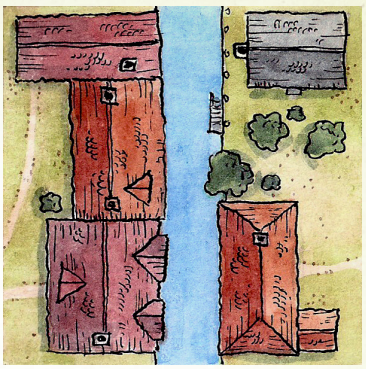
UNIVERSITY



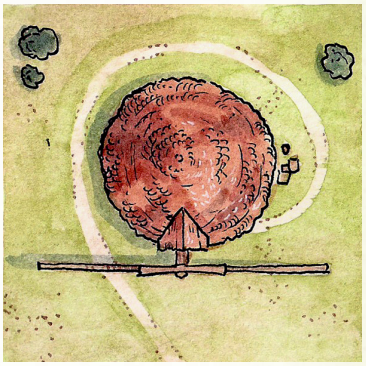
WATERFRONT



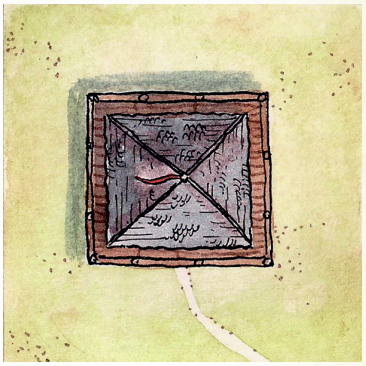
WATERWAY



WINDMILL



WATCHTOWER



Settlement Record Sheet

City Name		Government		Type		Population		Alignment	

Corruption		Crime		Law		Danger	
Lore		Productivity		Society		Defense	

Lots	
Districts	
Spellcasting	

Common Magic Items	
Uncommon Magic Items	
Rare Magic Items	

Total Economy Bonus		Total Loyalty Bonus		Total Stability Bonus		Total Unrest Modifier	

Buildings

Buildings	Qty	Danger	Fame	Eco	Loy	Sta	Cor	Cri	Law	Lore	Pro	Soc	Fam	Inf	Unr

Settlement Record Sheet

City Name		Defense		Type		Population		Terrain	

Infrastucture

- City Wall ☐☐☐☐
- Moat ☐☐☐☐
- Paved Streets ☐
- Sewer System ☐
- Watergate ☐
- Tunnels ☐

Magical Improvements

Notable NPCs

Military Units

Building Name / Completion	Building Name / Completion	Water Borders?
Building Name / Completion	Building Name / Completion	

Building Name / Completion	Building Name / Completion	Water Borders?
Building Name / Completion	Building Name / Completion	

Building Name / Completion	Building Name / Completion	Water Borders?
Building Name / Completion	Building Name / Completion	

Building Name / Completion	Building Name / Completion	Water Borders?
Building Name / Completion	Building Name / Completion	

Building Name / Completion	Building Name / Completion	Water Borders?
Building Name / Completion	Building Name / Completion	

Building Name / Completion	Building Name / Completion	Water Borders?
Building Name / Completion	Building Name / Completion	

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Settlement Record Sheet

City Name		Government		Type		Population		Alignment	

Corruption		Crime		Law		Danger	

Lots	
Districts	
Spellcasting	

Common Magic Items	
Uncommon Magic Items	
Rare Magic Items	

Lore		Productivity		Society		Defense	

Total Economy Bonus		Total Loyalty Bonus		Total Stability Bonus		Total Unrest Modifier	

Buildings

Buildings	Qty	Danger	Fame	Eco	Loy	Sta	Cor	Cri	Law	Lore	Pro	Soc	Fam	Inf	Unr

Settlement Record Sheet

City Name		Defense		Type		Population		Terrain	

Infrastucture

- City Wall ☐☐☐☐
- Moat ☐☐☐☐
- Paved Streets ☐
- Sewer System ☐
- Watergate ☐
- Tunnels ☐

Magical Improvements

Notable NPCs

Military Units

Building Name / Completion	Building Name / Completion	Water Borders?
Building Name / Completion	Building Name / Completion	

Building Name / Completion	Building Name / Completion	Water Borders?
Building Name / Completion	Building Name / Completion	

Building Name / Completion	Building Name / Completion	Water Borders?
Building Name / Completion	Building Name / Completion	

Building Name / Completion	Building Name / Completion	Water Borders?
Building Name / Completion	Building Name / Completion	

Building Name / Completion	Building Name / Completion	Water Borders?
Building Name / Completion	Building Name / Completion	

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Building Name / Completion	Building Name / Completion	

Building Name / Completion	Building Name / Completion	Water Borders?
Building Name / Completion	Building Name / Completion	

Building Name / Completion	Building Name / Completion	Water Borders?
Building Name / Completion	Building Name / Completion	

Building Name / Completion	Building Name / Completion	Water Borders?
Building Name / Completion	Building Name / Completion	

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Country Name _____ Government _____ Alignment _____

Capital City _____ Population _____ Size _____ Control DC _____

Domain Record Sheet

Ruling Council

Ruler	+	Economy, Loyalty, Stability
Ruler	+	Economy, Loyalty, Stability
Consort	+	Loyalty
Councilor	+	Loyalty
General	+	Stability
Grand Diplomat	+	Stability
Heir	+	Loyalty
High Priest	+	Stability
Magister	+	Economy
Marshal	+	Economy
Royal Enforcer	+	Loyalty, -1 Unrest/Upkeep
Spymaster	+	
Treasurer	+	Economy
Viceroy	+	Economy
Warden	+	Loyalty

Ongoing Events

Edicts

Expansion _____
(Hex) (Stability) (Loyalty) (Economy) (BP)

Holidays _____
(BP) (Economy) (Loyalty)

Taxation _____
(BP Revenue) (Economy) (Loyalty)

Recruitment[UR] _____
(Fame) (Defense) (Economy) (Society)

Unrest (Penalty on all checks) **Treasury** BP

Consumption BP
(Size) (+ Cities) (+ Edicts) (Farms) (+ Other)

Bonuses / Penalties

	Total	Buildings	Edicts	Events	Resources	Alignment	Skill	Government	− Edicts	− Unrest	− Vacancies	− Other
Economy	=	+	+	+	+	+	+	−	−	−	−	
Loyalty	=	+	+	+	+	+	+	−	−	−	−	
Stability	=	+	+	+	+	+	+	−	−	−	−	
Corruption	=	+	+	+	+	+	+	−	−	−	−	
Crime	=	+	+	+	+	+	+	−	−	−	−	
Law	=	+	+	+	+	+	+	−	−	−	−	
Lore	=	+	+	+	+	+	+	−	−	−	−	
Productivity	=	+	+	+	+	+	+	−	−	−	−	
Society	=	+	+	+	+	+	+	−	−	−	−	

	Total	Base	Lore/10	Society/10	Size Bonus	Buildings	Events	Other
Fame	=	+	+	+	+	+	+	+
Infamy	=	Base +	Corruption/10 +	Crime/10 +	Size Bonus +	Buildings +	Events +	Other

Notes

Diplomacy and Trade

Trade Route Destination	Length (TRL)	Route Modifier	Length Modifier	Type	DC	Control DC	Corruption	Route Modifier	Length Modifier	Productivity
					=	+	+	+	−	
					=	+	+	+	−	
					=	+	+	+	−	

Consumption | Economy | Stability | Law | Society | Fame/Infamy

Embassies

Treaties

Alliances

Economy	Balanced	Fame	Unfair	Infamy
Economy	Balanced	Fame	Unfair	Infamy

DOMAIN RECORD SHEET

Country Name _____ Government _____ Alignment _____

Capital City _____ Population _____ Size _____ Control DC _____

RULING COUNCIL

Ruler	+	Economy, Loyalty, Stability
Ruler	+	Economy, Loyalty, Stability
Consort	+	Loyalty
Councilor	+	Loyalty
General	+	Stability
Grand Diplomat	+	Stability
Heir	+	Loyalty
High Priest	+	Stability
Magister	+	Economy
Marshal	+	Economy
Royal Enforcer	+	Loyalty, -1 Unrest/Upkeep
Spymaster	+	
Treasurer	+	Economy
Viceroy	+	Economy
Warden	+	Loyalty

ONGOING EVENTS

EDICTS

Expansion _____

Hex | Stability | Loyalty | Economy | BP

Holidays _____

BP | Economy | Loyalty

Taxation _____

BP Revenue | Economy | Loyalty

Recruitment[UR] _____

Fame | Defense | Economy | Society

Unrest _____ Penalty on all checks

Treasury _____ BP

Consumption _____ BP

Size | + Cities | + Edicts | Farms | + Other

BONUSES / PENALTIES

	Total	Buildings	Edicts	Events	Resources	Alignment	Skill	Government	Edicts	Unrest	Vacancies	Other
Economy	=	+	+	+	+	+	+	+	-	-	-	-
Loyalty	=	+	+	+	+	+	+	+	-	-	-	-
Stability	=	+	+	+	+	+	+	+	-	-	-	-
Corruption	=	+	+	+	+	+	+	+	-	-	-	-
Crime	=	+	+	+	+	+	+	+	-	-	-	-
Law	=	+	+	+	+	+	+	+	-	-	-	-
Lore	=	+	+	+	+	+	+	+	-	-	-	-
Productivity	=	+	+	+	+	+	+	+	-	-	-	-
Society	=	+	+	+	+	+	+	+	-	-	-	-

	Total	Base	Lore/10	Society/10	Size Bonus	Buildings	Events	Other
Fame	=	+	+	+	+	+	+	+
Infamy	=	+	+	+	+	+	+	+

	Base	Corruption/10	Crime/10	Size Bonus	Buildings	Events	Other
Infamy	+	+	+	+	+	+	+

Notes

DIPLOMACY AND TRADE

Trade Route Destination	Length (TRL)	Route Modifier	Length Modifier	Type

Embassies

Treaties

Alliances

DC	Control DC	Corruption	Route Modifier	Length Modifier	Productivity
=	+	+	+	-	
=	+	+	+	-	
=	+	+	+	-	

Consumption	Economy	Stability	Law	Society	Fame/Infamy

Economy	Balanced	Fame	Unfair	Infamy

Economy	Balanced	Fame	Unfair	Infamy

Legendary Games
Domain Record Sheet

MILITARY RECORD SHEET

Country Name _____ **Capital City** _____

COMMANDING GENERAL _____

CHARISMA BONUS _____ INITIATIVE BONUS _____ MAXIMUM ARMIES _____

COMMANDER _____
Cha _____ **HD** _____ **Leadership** _____
Boons

Unit Name _____
Alignment | **Size** | **Type**
Camouflage[UB] | **Scout**[UB] | **Active** ☐ **Reserve** ☐
HP _____ **ACR** _____
Casualties Division HP - Current/Total
Speed | **Morale** | **Consumption**
DV _____ **OM** _____
Ranged[UB] | **Melee**[UB]
Tactics
Resources
Special

COMMANDER _____
Cha _____ **HD** _____ **Leadership** _____
Boons

Unit Name _____
Alignment | **Size** | **Type**
Camouflage[UB] | **Scout**[UB] | **Active** ☐ **Reserve** ☐
HP _____ **ACR** _____
Casualties Division HP - Current/Total
Speed | **Morale** | **Consumption**
DV _____ **OM** _____
Ranged[UB] | **Melee**[UB]
Tactics
Resources
Special

COMMANDER _____
Cha _____ **HD** _____ **Leadership** _____
Boons

Unit Name _____
Alignment | **Size** | **Type**
Camouflage[UB] | **Scout**[UB] | **Active** ☐ **Reserve** ☐
HP _____ **ACR** _____
Casualties Division HP - Current/Total
Speed | **Morale** | **Consumption**
DV _____ **OM** _____
Ranged[UB] | **Melee**[UB]
Tactics
Resources
Special

COMMANDER _____
Cha _____ **HD** _____ **Leadership** _____
Boons

Unit Name _____
Alignment | **Size** | **Type**
Camouflage[UB] | **Scout**[UB] | **Active** ☐ **Reserve** ☐
HP _____ **ACR** _____
Casualties Division HP - Current/Total
Speed | **Morale** | **Consumption**
DV _____ **OM** _____
Ranged[UB] | **Melee**[UB]
Tactics
Resources
Special

COMMANDER _____
Cha _____ **HD** _____ **Leadership** _____
Boons

Unit Name _____
Alignment | **Size** | **Type**
Camouflage[UB] | **Scout**[UB] | **Active** ☐ **Reserve** ☐
HP _____ **ACR** _____
Casualties Division HP - Current/Total
Speed | **Morale** | **Consumption**
DV _____ **OM** _____
Ranged[UB] | **Melee**[UB]
Tactics
Resources
Special

COMMANDER _____
Cha _____ **HD** _____ **Leadership** _____
Boons

Unit Name _____
Alignment | **Size** | **Type**
Camouflage[UB] | **Scout**[UB] | **Active** ☐ **Reserve** ☐
HP _____ **ACR** _____
Casualties Division HP - Current/Total
Speed | **Morale** | **Consumption**
DV _____ **OM** _____
Ranged[UB] | **Melee**[UB]
Tactics
Resources
Special

LEGENDARY GAMES
MILITARY RECORD SHEET

MILITARY RECORD SHEET

Country Name _____ COMMANDING GENERAL _____

Capital City _____ CHARISMA BONUS _____ INITIATIVE BONUS _____ MAXIMUM ARMIES _____

COMMANDER _____
Cha _____ **HD** _____ **Leadership** _____
Boons _____

Unit Name _____
Alignment _____ **Size** _____ **Type** _____
Camouflage[UB] _____ **Scout**[UB] _____ **Active** ☐ **Reserve** ☐
HP _____ **ACR** _____
Casualties Division HP - Current/Total _____ _____ _____ _____ _____
Speed _____ **Morale** _____ **Consumption** _____
DV _____ **OM** _____
Ranged[UB] _____ **Melee**[UB] _____
Tactics _____
Resources _____
Special _____

COMMANDER _____
Cha _____ **HD** _____ **Leadership** _____
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Ranged[UB] _____ **Melee**[UB] _____
Tactics _____
Resources _____
Special _____

COMMANDER _____
Cha _____ **HD** _____ **Leadership** _____
Boons _____

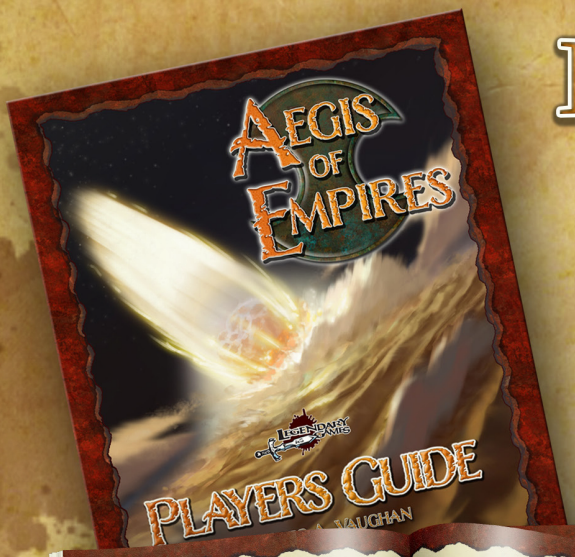
Unit Name _____
Alignment _____ **Size** _____ **Type** _____
Camouflage[UB] _____ **Scout**[UB] _____ **Active** ☐ **Reserve** ☐
HP _____ **ACR** _____
Casualties Division HP - Current/Total _____ _____ _____ _____ _____
Speed _____ **Morale** _____ **Consumption** _____
DV _____ **OM** _____
Ranged[UB] _____ **Melee**[UB] _____
Tactics _____
Resources _____
Special _____

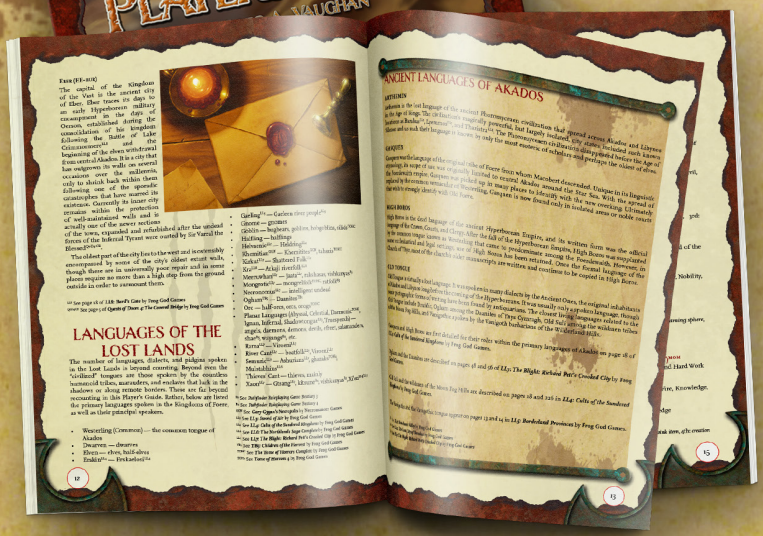
COMMANDER _____
Cha _____ **HD** _____ **Leadership** _____
Boons _____

Unit Name _____
Alignment _____ **Size** _____ **Type** _____
Camouflage[UB] _____ **Scout**[UB] _____ **Active** ☐ **Reserve** ☐
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Casualties Division HP - Current/Total _____ _____ _____ _____ _____
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DV _____ **OM** _____
Ranged[UB] _____ **Melee**[UB] _____
Tactics _____
Resources _____
Special _____

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