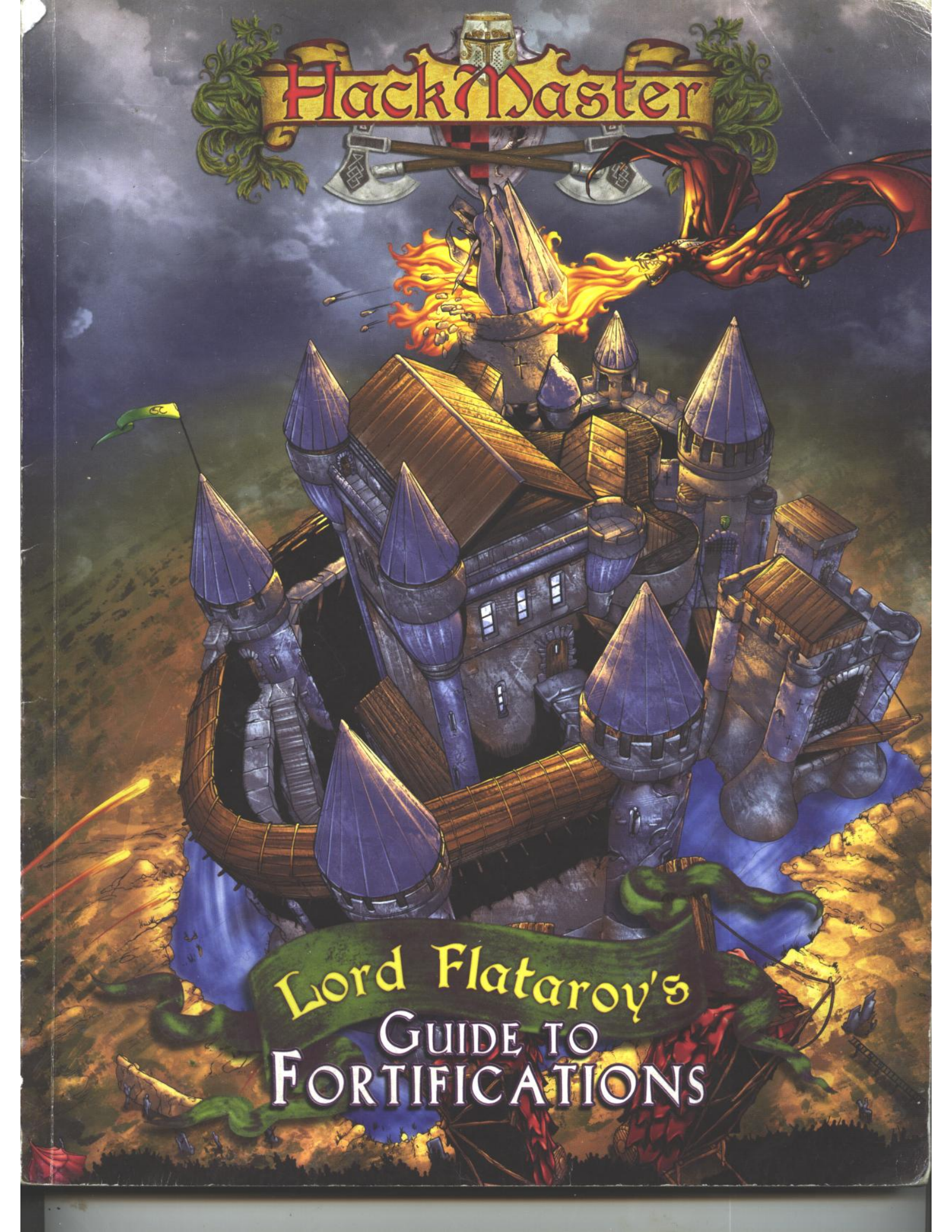


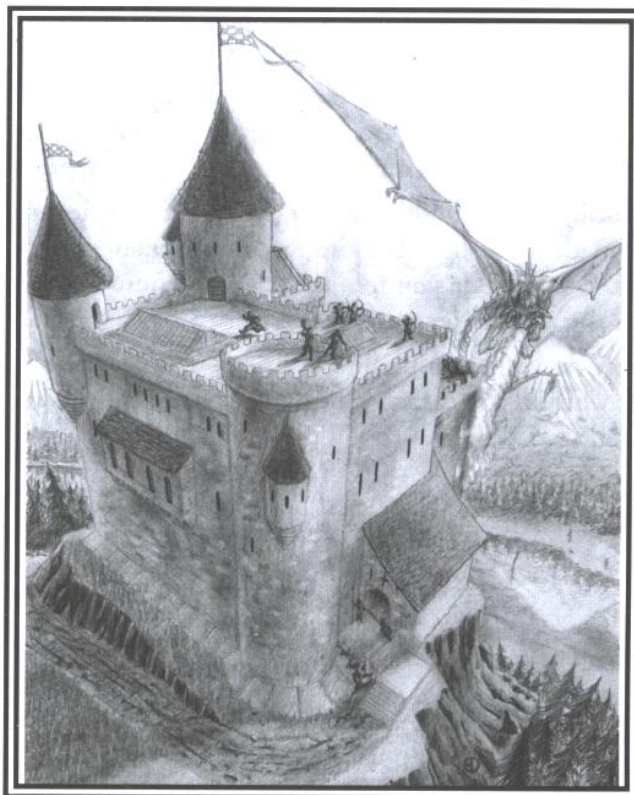
The background of the cover is a detailed illustration of a medieval castle with multiple towers and conical roofs. A large fire is burning on the roof of one of the central towers. A red banner with a black cross emblem is flying from the top right. At the bottom, a green banner with white text is draped across the scene. The sky is dark and cloudy, with some light rays breaking through. The overall style is reminiscent of classic fantasy book covers.

HackMaster

Lord Flataroy's GUIDE TO FORTIFICATIONS

HackMaster Official Dungeon Map Symbols

	1. Altar		36. Gate, Iron		71. Window
	2. Archway		37. Gate, Wood		72. Arrow Slit
	3. Balcony		38. Hole, Ceiling		
	4. Barred Opening		39. Hole, Floor		
	5. Barrel		40. Illusionary Wall		
	6. Campsite, Cold		41. Lair		
	7. Cauldron		42. Mosaic		
	8. Chasm (Depth)		43. Murder Holes		
	9. Chute		44. Pillars		
	10. Cleared Out		45. Pit (with depth in feet)		
	11. Coal Bin		46. Pit, Covered		
	12. Collapsed Ceiling		47. Pit, Spiked		
	13. Curtain		48. Portcullis		
	14. Danger Here		49. Pressure Switch		
	15. Debris		50. Railing		
	16. Door, Locked		51. Rallying Point		
	17. Door, One Way		52. Resupply Point		
	18. Door, Secret		53. Sconce		
	19. Door, Spiked Closed		54. Sloping Passage/Corridor (Ascending)		
	20. Door, Spiked Open		55. Sloping Passage/Corridor (Descending)		
	21. Double Door		56. Spiral Staircase	 up only	 down only
	22. False Door		57. Spring/Pool		
	23. Flooded		58. Stairs Down		
	24. Furnace/ Fireplace		59. Stairs Up		
	25. Furnishing: Armoire		60. Stash (Loot)		
	26. Furnishing: Bed		61. Stash (Party Member Corpse)		
	27. Furnishing: Bench		62. Structure Unsound		
	28. Furnishing: Chair		63. Sub-passageway		
	29. Furnishing: Chest, locked		64. Tapestry		
	30. Furnishing: Chest, unlocked		65. Trap Door (Floor)		
	31. Furnishing: Desk/Bureau		66. Trap Door (Ceiling)		
	32. Furnishing: Pew		67. Trap, Mechanical		
	33. Furnishing: Statue		68. Trap, Spell		
	34. Furnishing: Table		69. Treasure		
	35. Furnishing: Urn		70. Unexplored Beyond This Point		



SPECIAL REFERENCE WORK
**LORD FLATAROY'S GUIDE
TO FORTIFICATIONS**

by Don Morgan & D.M. Zwerg

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Questions, Comments, Product Orders?
Kenzer and Company
511 W. Greenwood Ave.
Waukegan, IL 60087

Phone: (847) 816-9607
Fax: (847) 540-8065
E-mail: questions@kenzerco.com
Visit our website: www.kenzerco.com

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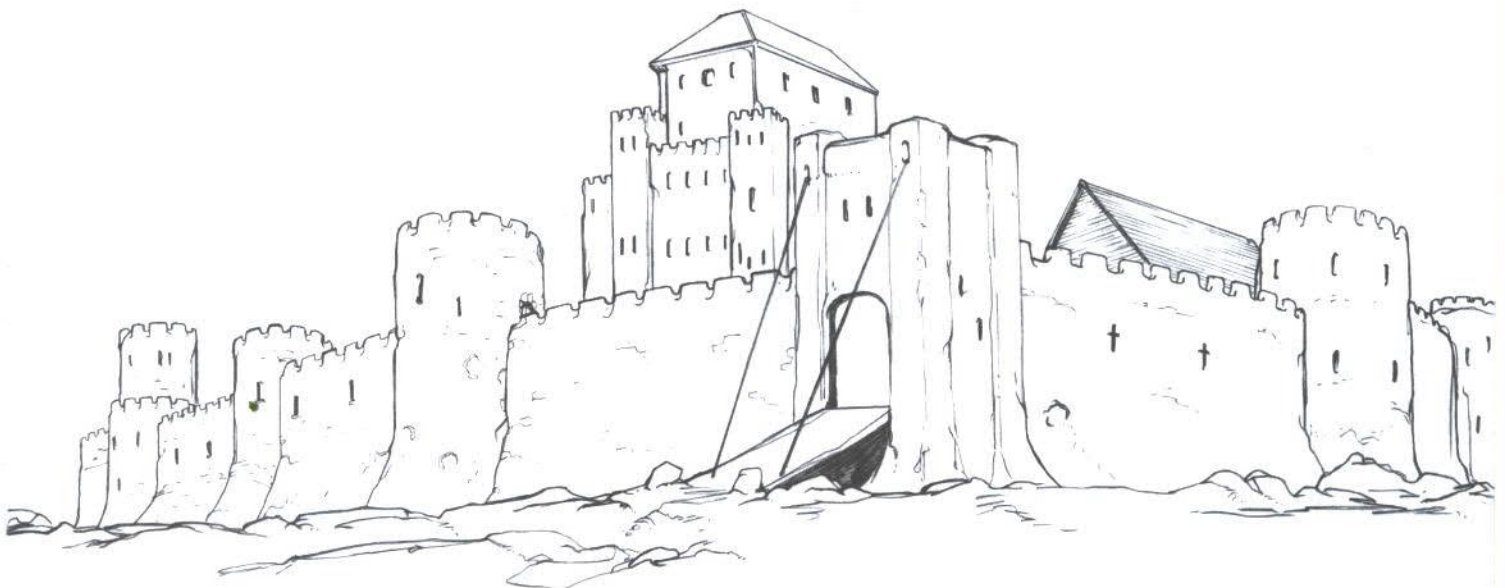
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Jo Jo Zeke

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LORD FLATAROY'S GUIDE TO FORTIFICATIONS

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Authors: Don Morgan and D.M. Zwerg

Editor: Steve Johansson

Artist Liaison: Mark Plemmons

Graphic Design: Steve Johansson & Clayton Van Sickle

Cover Artist: Steven Cummings

Cover Colorist: Scott Kester

Interior Illustrations: Steven Cummings, Brendon Fraim,
Brian Fraim, Brad McDevitt, Ed Northcott, Chris Moreno,
Mark Parsons, Thomas Woods

Map Symbols: Rob Lee with Bob Burke, Steve Johansson,
Mark Plemmons and Clayton Van Sickle

Behind-the-Scenes: Jennifer Kenzer

Hard Eight Enterprises Representative: Jo Jo Zeke

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An Adventure Module for GameMasters of HackMaster: The Role-Playing Game 4th Edition

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Questions, Comments, Product Orders?
Kenzer and Company
25667 Hillview Court
Mundelein IL 60060

Phone: (847) 540-0029
Fax: (847) 540-8065
E-mail: questions@kenzerco.com
Visit our website: www.kenzerco.com

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Introduction

A SUGGESTION FOR GMS

Players are always looking for new creative ways to blindside the GM with trivial questions. Often these questions are merely distractions tossed off the cuff to put the GM on the defensive and interrupt the momentum built up so far. This respite gives the players more time to plot your newest encounter's destruction. GMs worthy of their official HMGMA status can usually throw off such trivial matters, but even the most skilled GM are often caught flatfooted when it comes to castles and their environs. Why is that? Because until now there has been no definitive game reference on the how and why of castle design, construction and population. Many lesser works of dubious origin have surfaced but they pale in comparison to the mighty tome you now hold in your hands. Some works were feeble attempts to define the elements of a castle, but were pitifully lacking in examples and scope. One was more about magic than about real structures and accurate notation. Others were mere footnotes in larger works, never realizing the potential of a deep thought provoking analysis or even having anything close to resembling a complete list of what makes up a castle, let alone siege engines, courtly affairs and so forth. The worst of these lesser works ineptly misled readers on the definitions of such basic elements of castles as bartizans, barbicans, and gate houses! Fear not, as this work will straighten out those misconceptions and misnomers.

OVERVIEW IN BRIEF

Lord Flataroy's Guide to Fortifications is designed for use with the HackMaster 4th edition game rules. This book focuses in on a specific style of game firmly entrenched in feudal society, including all the background information you need to make it sickeningly real for your players.

Chapter Two of this book presents rules for the acquisition of land by various character types. After all, you can't build a stronghold without a place to put it! It then presents a modular construction system useable not only for castles but also for any other civil engineering projects players may dream up. With this exquisitely detailed system, the GameMaster can determine exactly how much gold he can soak from a character who wishes to build a castle or other structures, as well as the number of tedious months or even years, it will take to finish the construction. Included are rules for employment of magic, magical items, different races and even monsters in the building process.

Next are equipment and rules for resolving long sieges and the defense of castles. Material in this section addresses the elements of HackMaster that make defending a castle more than just an exercise in historical simulation, although those that play such games would do well to pay close attention to the rules presented. The rules here present far more detail than any historical game on the market. If you are some sort of wuss and aren't interested in fighting out individual battles with miniatures, we have taken great pains to include a quick resolution system to resolve individual sieges as well as to determine the victor in an individual battle or all-out military campaign.

Following we present an overview of medieval society and the feudal system as found in many areas of Garweeze World. Here you will come to understand the forces that drive a feudal government and the relationship between churches, the state, and the peons on the bottom rungs of society such as most player's characters. Also in this section are rules on manes, domain resources, marketplaces, peasants, and those fortunate few that play a more direct role in serving their feudal lords.

After this is a section on the hard road a player character must follow to have any hopes, however slim, of becoming the stout defenders of the realm (i.e. royal cannon fodder). Those who build their own tiny realms take the first step in the often futile attempt to break through the glass ceiling that protects the noble class from the riff-raff. An insightful examination of the code of chivalry, the standards by which a knight must live his life, are addressed before discussing the slippery slope that is the life of a knight.

An in-depth look at tournaments follows in the next section. After a brief introduction detailed rules are given on how to run medieval tournaments, from the passionate and bloody pursuits of the noblemen down to the crude games that are the define the lowest of peasants and villeins. Here knighted characters get the chance to show off their skills and try for the favor of a beautiful noble-born maiden. Exploitation of the rules in this section will make thwarting them easy.

Lastly, we have included very specific and detailed castles for use by the GameMaster. These structures are standard designs used by numerous NPC lords across Garweeze World as a base of operations and are typical of medieval design techniques. The section examines the evolution of the designs of castles and provides an overview of the advantages and disadvantages of the various types of castles found in the HackMaster game, including those typical of different classes and races found in Garweeze World. The tome concludes with samples of other fortification designs.

HOW TO USE THIS BOOK

It should be as obvious to you as a twenty ton Oliphant in a ten-by-ten-foot room that there is a great deal of information in this book, all of which is mandatory for use in your official HackMaster game. Of course, anyone running a campaign with elements of feudal Europe in it will find this book to be extremely valuable due to its superb writing and in depth coverage of the material.

For those who want to set their campaign against the backdrop of a great war, as was done in Gary Jackson's Kobold Vengeance trilogy, the quick resolution systems presented in this book allow players to focus on the role-playing aspects of the game while still able to change the course of a battle or turn the tide of an entire war.

NOTES ON CAMPAIGN POLITICS

In many campaigns, the problems of national politics fall into the background for lower and even middling level characters. After all, the majority of first level adventurers are not able to cope with such developments as major wars, thwarting the ultimate evil or slaying that most horrible of horrors - the ancient dragon. They just can't handle these things. At this point in their careers, characters are typically not overly concerned with the ramifications of the king's political alliances just as most people in the modern world are unable or unwilling to contemplate the numerous interactions and relationships that shape foreign relations. However, those who ignore these ramifications and fail to prepare themselves for the political scene quickly become overwhelmed as they progress in levels, influence, and social status. Eventually your players may notice a subtle change. At first, this will be only a passing thing. Perhaps one adventure brings their actions to the attention of a local baron who, for better or worse, makes a mental note to keep an eye on the characters. By the time their Fame reaches 100, the characters are usually fairly well known and have acquired the status of folk heroes. As they begin to attract followers and prepare to build strongholds, the characters

cannot help but come to the attention of the local gentry, and often their powerful masters.

It is possible that, given time, they will become as well known in their homelands (or the region in which they adventure) as Benjamin Franklin or Andrew Carnegie are in the modern United States. Of course, this may also mean that they are expected to undertake tasks that seem impossible or to confront unstoppable armies as a matter of routine duty to their king. That's what they get for giving up the simple life of a blacksmith or brewer's apprentice to become adventurers.

In any case, it is important to note that relationships with the local nobility (even for those who are a part of it) are not always cordial. Just as the king can be a very valuable friend, so too can he be a deadly adversary.

WHAT IS A CASTLE?

A castle is a fortified structure inhabited by a lord. Some would argue that this definition should be tightened to exclude all works not made of stone, not housing a lord or of insufficient size and luxury to meet their ideals of what a castle of the high middle ages should be. How fortunate you are that we know the Latin word *castrum*, meaning fort or fortress, was applied to defensive works including a ditch and palisade. Thus we graciously include in this mighty tome information lesser intellects may not associate with their limited concepts of "traditional" castles. These structures may sometimes be called "forts", "citadels" or large defensive walls. For purposes of this tome, such strongholds are considered similar to castles in terms of construction and political ramifications.

The first stronghold builders made their lairs out of timber because it was quick, easy, and relatively inexpensive. Raiders and enemies found it a fairly easy matter to bore through, batter down or, most distressing of all, burn these structures. Simple wooden structures therefore became increasingly complex and builders began to use stone in place of wood. Some less visionary castle makers mixed stone elements and timber together but it soon became evident (after the wooden sections were burned down several times) that a castle built with walls and towers made of stone was the most effective way to keep enemies at bay. Still, most builders used wood for the interior. True castles entered our own history in the Dark Ages, with the first records referring to castle-like construction elements dating back to 9th century Europe. Castles came to symbolize and even embody the feudal system itself. While most often built at strategic locations to strengthen a realm's defenses, these fortresses also provided bases from which troops, especially cavalry, could sally forth to harry an enemy. Furthermore, they were centers for government activity, such as administering justice to those who needed it and dispensing hospitality to those who deserved it. The fact that the castle was not just a stronghold but also a home marked its difference from the Anglo-Saxon and Carolingian communal fortified burhs and purely military Tudor palaces. Castles became the centers of towns, as evidenced by the number of towns with château, châtél, and chasteil in their names. Some strongholds became small towns in themselves - the medieval fortified city could indeed be seen as a massive stronghold.

LAYOUT

Standard castles have a basic similarity of design. Early castles could be simply a tower set atop a hill or motte (15 to 30 feet high) surrounded by a wall at the edge of the top of the motte and a ditch at the bottom (often filled with water by way of rain or deliberate effort). Builders preferred natural hills, as the intense weight of the stone buildings and could cause artificial mounds to eventually slip under walls. Over time, many would add an outer wall consisting of a timber palisade, a stone shell wall, or a curtain wall (often with a wall walk). The entire tower, wall, and motte structure was considered a shell keep in the motte and bailey style.

The shell wall separates the castle into two regions. The area between the inner curtain wall and the shell wall is called the outer ward, or outer bailey. In this area, one would typically find barracks and servants' quarters, stables, stores, a forge and a well. The inner ward/bailey was the area between the

inner curtain wall and the keep tower itself. The lord and his family lived in the central tower along with their personal servants.

Another basic style of castle had an encircling wall with towers at the corners and along the perimeters. The most important and largest of towers was, of course, the keep, also known as the *donjon*, *v.*, *domus*, or *donjon*. (We will call it the keep or sometimes the *donjon*.) It was very often square or rectangular with a tower at each corner and sometimes more.

Both styles often had a steep sloping base, called a talus or plinth. The keep contained a great hall, a well, a kitchen, private chamber, stables for the lord's horses, storerooms, workshops (a smith and armorer, at least), and often a chapel. With walls up to 20 feet thick and the main entrance sometimes on the second floor, the keep was the most secure part of the castle. An enemy would have to breach numerous obstacles (barbicans, moats, ditches, mottes, high walls defended by archers perched atop them, machicolations, drawbridges, more walls, murder holes, portcullises, even more walls all actively defended by soldiers) in order to reach the inner sanctum. It truly formed a castle within a castle making for the ultimate in safety and privacy.

THE CASTLE'S ROLE

The varied facilities in a castle reveal the primary purposes of its inhabitants. Features such as fireplaces, chapels, wells, and latrines imply permanent occupation and the number of latrines built into the castle give evidence of how many people live there. Later castles became less function-oriented and more decorative (some would say "more decadent"); builders partitioned large rooms into smaller chambers. Many people began to assume that castles were so difficult to assault that they could give more attention to their own luxury. Only an extremely determined foe would attack a well-fortified castle and if your fortress was going to fall to one of them, you might as well be comfortable before the end.

Instead of sleeping in a bed enclosed within heavy curtains in a huge room that could hold a dozen or more similar beds, individual bedrooms came into fashion. Two or more people typically occupied each bed (they say the famous Bed of Ware could comfortably sleep twelve). Nobles began to demand finely carved walls and furniture (sometimes even padded!) as they turned their eyes from safety to luxury. They would pour resources into plastered walls, painted frescoes and gold candlesticks while building fewer machicolations. Even the structural columns (in aisle formation in England and a single central spine layout on the continent) became elaborately sculpted with intricate geometric or foliate patterns upon them.

Even without such ostentation, a castle is much more than a building surrounded by stone walls or wooden palisades. It is not a mere garrison for knights and their armies during battle or a storehouse for goods in the wilderness. A castle is built for a lord and his family as a cultural centerpiece to the countryside and as a bastion of defense for the local peasantry and farmers in case of war or invasion. It is the heart and mind of the surrounding civilized lands.

A castle is also more than the stone towers and walls that arise from a picturesque hill or outcropping of rock. To provide for the lord of the castle, his retinue and the skilled artisans employed by him, a proper discussion of castles must also include the surrounding land that the local peasants farm and the large tracts of forests where deer, wild boar, elk, and other animals can be hunted.

Aside from having fields ripe with crops and copses of trees and shrubs, a castle serves as a gathering place for skilled craftsmen such as blacksmiths, bakers, and carpenters. As the castle grows and takes on new dimensions, a village, town or city may develop around it bringing in more professional artisans such as alchemists, bankers, and cartographers.

A castle also serves as the seat of the local government and a base for judicial administration. A castle, more than likely, also has a prison or jail - a stockade for lesser offenders and a guillotine or block for murderers, highwaymen or other serious offenders.

The true castle also has at least one chapel for the lord, his counselors and their families so that they need not be forced to use the run down hovels that small hamlets or towns use for religious ceremonies, holidays, and festi-

vals (should they have no decent monastery or temple). A castle also serves as a school for the children of the local gentry. In this way, the lord can properly indoctrinate the next generation (under the guise of testing said children to discern which are capable of learning the skills and talents necessary to become knights). The select few who have the mettle will slowly learn the vows and codes of chivalry, etiquette, and such as their betters deem necessary before embarking on the rigors of knighthood.

The castle, in short, is the nexus for all activity and commerce within the lands controlled by the lord or king.

TYPES OF CASTLES

While a player or GM need not strictly follow any one type of castle discipline in designing his keep, there are a number of design types with which he should be familiar. There are three basic castle designs, all initially attributed to human cultures; these include the Motte and Bailey, the Curtain Wall Defense, and the Concentric Castle. The demands of politics, strategy, and resources ultimately determine exactly which design type or parameters a character can use when building his castle.

When considering resources, one must first understand the technological expertise of those who will design and build the structure. A primitive society that has barely mastered the intricacies of the wooden fort simply cannot build a stone wall with battlements and machicolations. There are several distinct phases or technological achievements to consider. The GM may stipulate from which technological level, as described below, the player can choose the design specifications of his keep. Tech Levels also affect the castle modules a character can use in construction, as discussed later. The table below briefly describes these advances.

Technological Levels

TL	Remarks
1	Earthwork Construction (Hillfort)
2	Early Wooden Construction (Moat, Motte, Fence)
3	Middle Wooden Construction (Motte and Bailey)
4	Advanced Wooden Construction (Grody)
5	Early Stone Construction (Stone Keep, Wooden-topped stone walls)
6	Stone Construction (Curtain Wall, Square Tower, Crenellation, and Hoardings)
7	Full Stone Construction (Barbicans and Machicolations)
8	Advanced Stone Construction (Round towers, Bastions, Gatekeeps, and Bartizans)
9	Grand Gatekeeps
10	Full Concentric Castles

For convenience, we begin with a largely historical approach. This will serve as the basis to which we will add magical and fantastic developments.

Earthwork Construction: The earliest of fortifications are earthwork ditches and ramparts built to slow down attackers while giving advantages to the defenders. Commonly called a "hillfort", these purely earthwork defenses had innovations that disappeared once "more advanced" designs gained popularity. The features would show up again in later stone castles. The most noteworthy was concentric defenses creating alternate avenues and barriers that eliminated any direct path to the protected center other than an uphill fight. This allowed noncombatants easy escape while allowing the defenders to focus their efforts and use the surroundings to their advantage. The defended area was screened from direct view, and thus missile fire, unless all the ramparts were taken by which point everything of value should be long gone. These concentric defenses slowed down any and all access to the central defended area (usually a town). Defenders planted thorny bushes such as raspberries and blackberries in the ditches and often partially up the slopes to discourage those approaches while providing a ready food supply. Paths (often hidden) through the bushes allowed defenders to safely negotiate the briar patches.

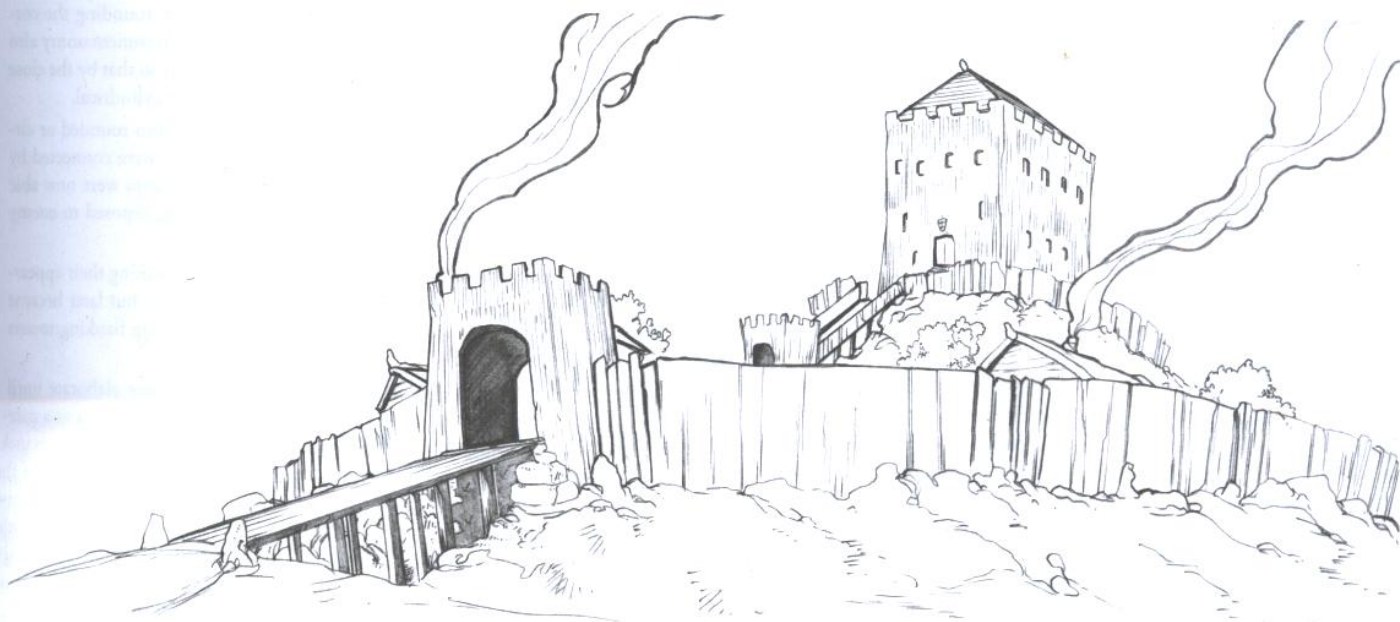


Early Wooden Construction: The addition of a moat, or flooded ditch, came next, as well as sharpened stakes sticks partially buried in the ground to soften approaching cavalry and slow attackers. A low wooden or wood-faced fence on the top of the rampart and the introduction of a drawbridge or other removable wooden structure prevented easy access. This was much easier to construct than full earthwork constructions but it came at the expense of concentric defenses. This type of defense allowed for quick access to the defenders, but from a limited number of points, thus making a rapid escape potentially lethal - especially when confronted by enemies using missile weapons. Thorny bushes would be used just outside the fence to discourage those with a notion to simply swim the moat and to help screen the defenders from some missile fire.

Middle Wooden Construction: The motte and bailey castle of the eleventh and twelfth centuries consisted of a large mound of earth or a natural hill (the motte) topped by a wooden keep or tower surrounded by a palisade and ditch. In many cases, a number of buildings (the bailey) surrounded this area. These were used as accommodations for guests or extensions of the family (older son, brother, mother, etc.), servant quarters, guard towers or posts, troop barracks, stables, livestock pens, or storage buildings. Another palisade and ditch surrounded the entire complex. The palisade of the bailey often continued up the motte to connect with the palisade there. Entrance to the castle was through an outer drawbridge and a gatekeep (normally consisting of two sturdy towers flanking the drawbridge with interior winches controlling the lowering and raising of either a wooden or partial metal gate). A later improvement was to alter the shape of the motte from a round or oval shape to more of a rounded wedge or "jellybean" shape with the gate in the concave portion, thus creating a crossfire zone from the palisades.

This basic defense system proved strong enough until the early fourteenth century. However, the castle design had two major flaws. The first was in its series of barriers (the palisades and ditches). They could not support each other and allowed the attackers to concentrate their forces against each barrier in turn. The second flaw, and one that would soon be remedied, was the wooden construction that tended to make it burn easily. Nonetheless, castles of motte and bailey construction were for centuries built and inhabited throughout medieval Europe.

Advanced Wooden Construction: In areas where wood was plentiful and either stone, time or wealth was not, an enhanced wooden fortification began to develop. This structure was the Grod or Grody. The most basic Grod had wooden towers set in the palisades at regular intervals to provide mutual support as well as wooden crenellations and arrow slits. Towers were also placed



to either side of the gate to aid in defense. The more advanced Grody employed superior wooden wall designs such as mud-filled wooden boxes to support the palisades, raised wall-walks, drawbridges between the wall-walks and the towers, bastions (open-backed towers that provided a defensive position but offered no advantage to attackers should they take and hold it), gate-keeps, and quite a few other features found in advanced stone constructions. Some Grody even included low stone, or stone and log, boxes to support of the palisade walls but the primary defense was still wood. Grody could be quite elaborate and spectacular but were still vulnerable to fire. Examples of Grody include 19th century [American] old west wooden forts, Roman encampments and, of course, the Slavic Grody from whence the term originates.

Early Stone Construction: The motte and bailey design began to change as early as the twelfth century by first replacing the wooden tower on the motte with a stone tower or building. Later, the inner and outer bailey was converted to stone walls topped with wood. Subsequently, the baileys acquired battlements in the form of arrow slits, guard towers and trap doors from which rocks or boiling oil could be rained down on invaders.

The castle proper, the tower on the motte, was replaced by either a simple stone building or by a *donjon*. A *donjon* is a stone tower and is sometimes referred to as a keep. These massive stone buildings were so heavy that they had to be built on natural hills since man-made mottes tended to shift and crack under the walls of the *donjon*. When a *donjon* was built without a suitable motte available, engineers sometimes built the tower on flat ground then buried half of the tower creating, in essence, an artificial motte. The walls of a *donjon* averaged 15 feet thick and stood as high as 50 feet. Supported by large stone or heavy wood buttresses, builders made the tower wider at the base to protect against a ram or pick. An average *donjon* measured approximately 3,600 square feet or about 60 feet on a side. At the lowest levels there would be numerous windows and slits used, at first, for ventilation and light. Later, these became arrow slits and assumed a vital role in the keep's defenses. On the second and third floors of stone towers, the windows were about two feet wide and four feet tall but were rarely they left open. More often than not they were heavily barred and shuttered. Entrances to a *donjon* were either through a broad door at the bottom level, or through a smaller doorway on the second floor. The second floor entrance, however, was accessible only by a narrow stairwell that wound clockwise to the portal. In either case, many *donjons* had a small gatekeep constructed to guard the entrances of both doors. Within the *donjon* the design was similar to the original wooden towers of earlier centuries with a strong cross wall so that, should the entrance to the *donjon* be forced, the defenders could retire behind yet another

line of defense. The cross wall, on the first and second floor, was well built and had only one door. As with the outer spiral staircase to the main door of the keep, all internal staircases wound clockwise giving the defenders room to swing their swords freely, while the attackers were impaired from using their swords to best effect (assuming that they were right handed, of course, as most were).

Stone Constructions: An improvement to the motte and bailey design was the shell keep. In its most elementary form, it was simply a stone wall following the line of the motte palisade, with housing and other buildings taking the place of the tower. The stone palisade was used as their outer wall. Such construction allowed an open courtyard in the center of the motte. The main advantage to the shell keep was that it could be quickly added to or taken down, and that its weight was evenly distributed over the hill so that it could be constructed on artificial mounds of dirt with little chance of the walls crumbling under their own weight.

Further improvements led to fortified walls with measures allowing cover for archers, modified battlements to withstand siege engines and moving ramparts, and wide walkways (catwalks) allowing free movement to large numbers of troops and knights on the walls. The problem of sappers (miners) being able to work at the base of the bailey still existed. The only solution was to not allow the attackers to get close. Defenders began to use crenellations as well as square towers. Crenellations consist of the merlon, a raised portion of a wall set with arrow slits, and embrasures, indentations that allowed defenders to rain down rocks or boiling oil on invaders. Square towers were set flush with the curtain wall and provided hard points for artillery placement, as well as protected areas from which to clear the walls in relative safety.

The gatehouse, a structure which protected the entrance way into the castle, consisted of two square towers on each side of the bailey wall connected by a breastwork, a heavy parapet slung between the two towers.

Another way to protect the wall from siege engines such as the ram, pick or screw was through the use of brattices and hoardings, a covered wooden platform built on the battlements to allow missiles and stones to be dropped through slots in the floor. These simple devices had existed since the early twelfth century but had not been employed because they tended to be easily destroyed by catapults and ballista-like weapons. However, the use of the merlon and hoardings in tandem proved an effective way of keeping attackers at bay.

Full Stone Constructions: Until the mid-thirteenth century almost all European castles were built with the motte and bailey design, a defense sys-

tem prefaced on uncoordinated walls and towers designed to wear the attacker down and permit the defender many opportunities to strike back. Unfortunately, this rarely worked as the attacker more often than not simply tackled each wall in turn, reduced it to rubble, then moved on to the next barrier. As time went by, fortification design techniques from the east made their way to Europe. New features were added to existing castles and many innovative designs began to appear. Defenders began to shift away from the supposedly impregnable *donjon* in favor of the bailey walls for it was wiser to keep the attackers from breaching the outermost walls than to let him in to ravage and plunder the many buildings and storage houses within the outer bailey.

The greatest advancement in castle design was the use of the flanking tower. This first began to appear in the late twelfth to early thirteenth century in parts of southern Europe. Before this time, square towers had been set flush with the outer bailey. By extending several towers outward, away from the rest of the wall, defenders could securely cover by fire the length of the castle's outer wall. This meant that the warrior did not have to expose his body to attacking archers in an attempt to shoot invaders nearing the wall.

Each flanking tower also provided crossfire for its neighbors. Should the outer wall be breached, it cornered or contained the invading army into distinct regions. The first flanking towers were three-sided with their backs open to the inner bailey so that in the event the invading force captured a tower it would prove of little worth. As time went by, the flanking towers became square and protected on all sides.

Hoardings were replaced by machicolations, permanent projecting galleries made of stone with holes in the floor for dropping rocks, shooting, and so forth.

Another vital aspect of castle design, the gatehouse, also evolved. The basic twin-tower gatehouse was augmented by a barbican, usually two short stone walls flanking either side of the entryway, each connecting to a small tower and to the gatehouse proper. The walls usually had battlements on both sides that provided excellent protection. The barbican acted as a miniature bailey, extending walls at right angles from the castle's fortifications and bottling up the enemy in the event that the gatekeep was breached. Any assault on the gatehouse had to pass through a very narrow cleft in which archers within the gatehouse could rain death down upon the intruders. As time went by, these outer bailey walls also took on mottes, ditches, drawbridges, water filled moats, and even a second gatehouse to further strengthen the entranceway into the castle proper.

The greatest weakness of the square tower was its corners. These formed a structural weak point to be exploited by siege weapons and were difficult to cover by fire as no arrow slits faced out from the vulnerable corners.

Advanced Stone Constructions: By the beginning of the thirteenth century the weaknesses of square buildings was alleviated by rounding the corners and constructing a cylindrical keep. Advancements in stonemasonry also came to be featured in the construction of flanking towers so that by the close of the thirteenth century most new flanking towers were cylindrical.

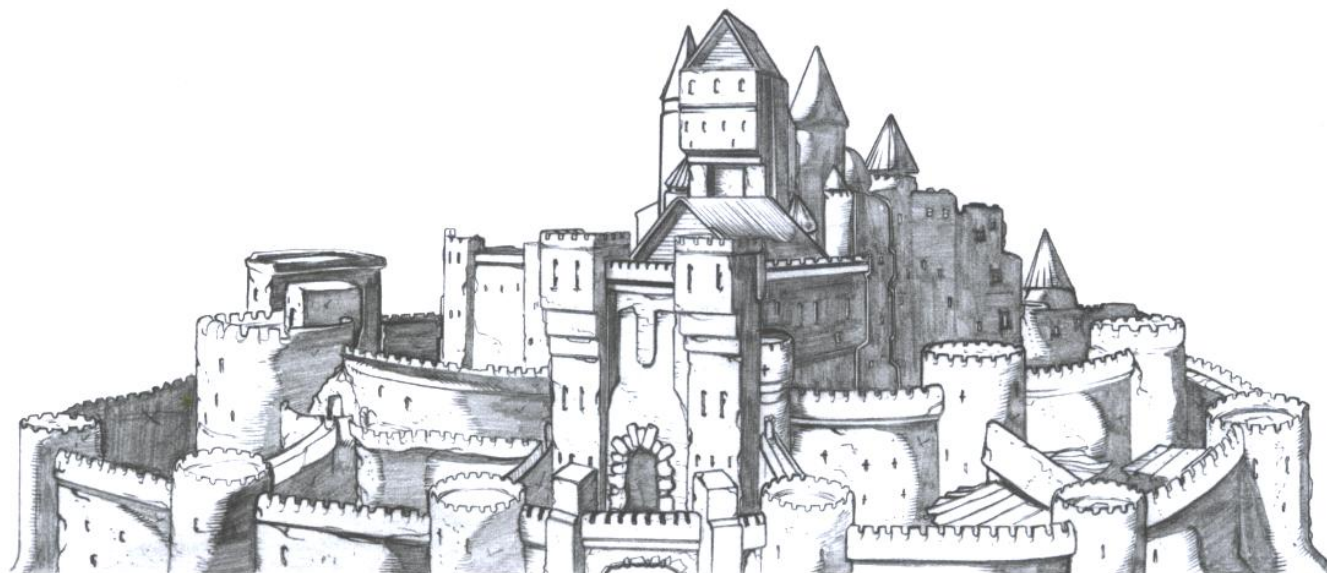
The towers in gatehouses and barbicans also evolved into rounded or circular towers. By the fourteenth century, the four towers were connected by short, covered hallways within the guarded gatekeep. Troops were now able to move freely from one tower to another without being exposed to enemy fire.

Corbelled round towers known as bartizans also began making their appearance. At first they were used primarily over entranceways, but later became prominent on the corners and even sides of keeps, replacing flanking towers almost entirely.

Grand Gatekeeps: Gatehouses became larger and more elaborate until they developed into a single large, self-contained structure known as a gatekeep. With the invention and use of a guarded gatekeep, these buildings took on a more important role. Since they stood, literally, at the doorstep of the castle, the defenders had opportunities to sally forth to conduct disruptive counter-attacks. In this way, they engaged the enemy yet could quickly withdraw from the field of battle without endangering the castle itself. As the main gate became virtually impregnable, the *donjon* became redundant and the gatekeep increasingly took over the *donjon's* role as the lord's residence.

Concentric Castles: The culmination of castle development occurred during the last days of the thirteenth century and the beginning of the fourteenth with the emergence of the concentric castle in Europe. The castle's origins follow the crusaders back to the distant lands of Syria. They consisted of a number of circuit walls and towers, usually quadrangular in plan, surrounded by another lower wall with its own flanking towers. The area between these two walls, usually only a few tens of feet apart, was divided by a number of short cross walls that segmented the tight inner courtyard. Thus, if any force penetrated the first wall, they would be confined to a small specific area and immediately confronted with a like secondary defensive wall. The area in the confined space became known as the killing ground, since almost all of the initial troops into this small area were decimated by archers and falling stones from the second wall.

By the end of the fourteenth century castles were so strongly defended that attacking them was an exercise in futility. The only option open was a long and drawn out siege where machines of war sat idle until famine and pestilence persuaded those within the massive stone walls to surrender. Gunpowder was on the horizon and with its ascendancy came the inevitable decline of the castle as the focal point of war and the defender of both gentry and peasants.



look somewhat favorably on those who work to expand their influence with little to no effort or resources required on their part.

THEFT OR CLAIM JUMPING

In regions only partially explored or claimed by a rival kingdom, claim jumping should be rampant. Claim jumping consists of moving a force in, establishing a keep or village of some type as quickly as possible, and then attempting to hold the land, often asserting squatter's rights and fighting off attempts by others to reclaim territory they deem rightfully theirs.

A slightly more drastic possibility is outright theft of land. Although it is obviously not possible to physically grab land and run with it, there are many dishonest means by which ownership can be had. For example, a landowner could be forced into betting his land in a dishonest card game. When the last hand is dealt, he inevitably loses. Falsified bills of sale, wills, or even deeds are another possibility. However, only those of unlawful alignment use such means to acquire land as the act is inherent chaotic (and somewhat evil). These means should be used against PCs as often as possible (and capable GMs guard against PCs being employing similar tactics).



LEASING

Though still highly uncommon, a character might be able to convince a coin-strapped landowner to allow use of his land in exchange for a monthly payment. This payment is a kind of rent that allows the leasing character to use the land as he sits fit, but not gain ownership.

Leasing is so rare that it does not appear on a chart. A PC must role-play his attempts to convince a landowner to lease him property. The price is very negotiable, though the monthly payment comes to considerably less than purchasing the land outright, even when multiplied out by many months. Land may be leased for any term, typically from 12 months to 99 years. The character must pay all expenses for his work on the land. The landowner's only responsibility is to collect his payments.

The landowner granting the lease retains ownership and can take the land back when the lease is over, perhaps even with improvements and defenses that increase the property's value. Leased land thus includes rights of crenellation.

SQUATTING

This is an unpleasant word for an unpleasant thing. While not technically a matter of land grants or legal strongholds, it is an option for the down and out or the extremely stubborn. A squatter simply moves onto a piece of land and stays there. Without regard to rights or deeds, he fights off others and maintains his position against all odds. Usually such creatures are of the fighter group, as violence is almost certainly necessary to defend a squatting

"claim". A character can only "squat" on land up to one acre per level (you cannot squat a kingdom). He may stay there for years (and not go on many adventures), and can even try to build structures but legal claim is very rarely given to squatters.

A good way for the squat-minded is to find a ruin on or near the borders of civilization — people are less likely to care if you live there. It could be years before someone comes by with any sort of claim (at least for NPCs — PCs can be certain to encounter rivals or homeless yet powerful creatures).

Why would anyone do this? Because sometimes it works. Once in a great while, a liege grants squatters legal claim to the land they occupy. There is no chart or specific percentage to assign to this because it is so rare. It can take decades of squatting to gain such rights, and such things are beneath the status of a true adventurer. Each week a character squats costs him 4 points of temporal Honor, not to mention the ire of law-abiding citizens (landowners or otherwise).

RIGHTS OF CRENELATION

Having land does not automatically grant the rights to use every means possible to defend it. In medieval times, the right to put up full defenses was called the Right of Crenellation. Technically, these rights allow the owner to construct not only actual crenellations but also parapets, merlons, arrow slits, walls, small windows and the like, to make a structure a castle rather than just a manor. In Garweeze Wurld, this right also includes overt magical defenses, even those that can kill intruders, stop sieges, or devastate armies (a.k.a. anything that can stop the ruler from easily taking the land back). Occasionally a ruler grants only Rights of Mundane Crenellation, allowing a landowner only non-magical defenses. In these cases, the owner may still petition for a specific magical defense (such as a Glassteel wall) on a case-by-case basis. His chances for success depend on his service, his situation, and the whim of his liege on the day he receives the request.

BESEECHING THE RULER

At any time in their adventuring careers, adventures can beseech their rulers in the hopes of gaining land, titles, and even existing castles. Low level characters do not have sufficient funds or fame, nor are they likely to have completed sufficient deeds for the ruler. Thus they have little more than a snowball's chance in the Great Desert of Flamaar of obtaining such boons and every time they request and fail they get marked as an overly ambitious social climber wannabe who deserves constant challenges to their Honor.

When characters actually beseech their ruler, roll on the appropriate table for their class. Details on the structure of thief-like guilds can be found in the *Griffmaster's Guide*. Also, classes such as barbarians, berserkers and druids should not be allowed to roll on any of the charts, as they do not build strongholds. Additionally, very few lords would view them as good candidates to become vassals. Normally, fighter types roll on Table 1-2: Domain Land Acquisition Request, cleric types on Table 1-3: Temple Land Acquisition Table, and magic-users on Table 1-4: Magic-user Land Acquisition Request. This applies to traditional political structures, i.e. feudal monarchies dominated by fighter types. The GM must consider special cases such as magocracies and theocracies in which magic-users and clerics respectively would roll on Table 1-2: Domain Land Acquisition Request and fighters are just out of luck. They may halve their roll or suffer a penalty ranging from -50 to -300.

COMBATANTS

Barbarians and berserkers obviously do not build strongholds, nor do swashbucklers. These types are simply too wild, too full of wanderlust or both to make effective rulers. Typically they destroy castles rather than construct them. Certainly holding land is not appropriate to their lifestyles.

A cavalier gains followers at lower levels due to social class and he has better chance to inherit land. Since such characters are born and groomed into leadership roles, they gain a bonus of +25 on Table 1-2: Domain Land Acquisition Request. Seeing as he is already of noble birth and hopefully has a good relationship with his liege lord, the cavalier should be in position to

Table 1-2: Domain Land Acquisition Request

d100, penetrating up and down	Result	Description
0 or less	Impertinent Upstart!	Roll on Table 1-6: Request Critical Failure.
1 - 50	Request Denied!	-5: adds to cumulative minus
51 - 100	Well... there might be some land available	You must purchase the land.
101 - 110	Employment	Your liege offers you a position and possibly land (as per 51 - 100 above).
111 - 120	Charter, Land only (conquest)	Roll on Table 1-8: Land Chart.
121 - 140	Charter, Land and Ruin (conquest)	Roll on both Table 1-8: Land Chart and Table 1-9: Ruin Chart
141 - 160	Charter, Castle (conquest)	Roll on both Table 1-8: Land Chart and Table 1-11: Castle Chart
161 - 180	Charter, Land Only (disputed)	Roll on Table 1-8: Land Chart.
181 - 200	Grant, Land only (no crenellation)	Roll on Table 1-8: Land Chart.
201 - 220	Grant, Land only (crenellation)	Roll on Table 1-8: Land Chart.
221 - 240	Grant, Land and Ruin (no crenellation)	Roll on both Table 1-8: Land Chart and Table 1-9: Ruin Chart
241 - 260	Grant, Land and Ruin (crenellation)	Roll on both Table 1-8: Land Chart and Table 1-9: Ruin Chart
261 - 280	Grant, Land and Ruin (disputed)	Roll on both Table 1-8: Land Chart and Table 1-9: Ruin Chart
281 - 300	Grant, Manor (no crenellation)	Roll on both Table 1-8: Land Chart and Table 1-11: Castle Chart
301 - 320	Grant, Castle (border)	Roll on both Table 1-8: Land Chart and Table 1-11: Castle Chart
321 - 340	Grant, Castle (interior)	Roll on both Table 1-8: Land Chart and Table 1-11: Castle Chart
341 +	Lord's Manse	Roll twice on Table 1-8: Land Chart as if conquest and also once on Table 1-11: Castle Chart
Modifiers:	Level: -5 per level under 9th	
	+Fame/10 (rounded down)	
	Stats in Joust: +4 per Joust won (Tournament)	
	+1 for each second place showing	
	+1 per 1000 gp worth of gifts presented to the king	
	+5 per notable deed of service to ruler or his underling	
	-5 per previous entreat	

gain several other bonuses and make out quite well. This is how a good aristocracy maintains itself.

Dark knights can gain land as standard fighters but they are among the most likely to conquer or squat on a piece of property. They still suffer Honor consequences but at least they aren't worried about their reputations.

Paladins and Holy Knights gain a +10 and +30 bonus respectively on Table 1-2: Domain Land Acquisition Request provided their liege is Lawful Good. Should the lord be Lawful Neutral or Neutral Good, this drops to +0/+10. A lord of any other alignment will be wary of the incessant nagging he will have to endure from these "holier than thou" vassals and so will refuse to grant land to these characters.

Paladins and Holy Knights in a Lawful Good theocracy use Table 1-3: Temple Land Acquisition Table with modifiers of +25 and +40. Theocracies of differing alignments will automatically refuse the request. Sometimes politely, sometimes not...

Knights Errant like to think that they are in a situation similar to that of cavaliers, but given their penchant for breaking rules and then apologizing, they get no special bonuses.

Rangers rarely fit in with the establishment of civilization. They are more likely to claim land on the borderlands or clear a wilderness of dangerous beasts. The ranger character can make an entreaty normally and consult Table 1-2: Domain Land Acquisition Request or he can seek to gain a new title to unclaimed land, gaining a +25 bonus to his roll.

Monks use Table 1-3: Temple Land Acquisition Table to determine what might have been held by the monk they defeated to gain a level. The GM should keep in mind that these monasteries are isolated and often quite far away from the scene of the duel.

Characters of the rarer fighter types use Table 1-2: Domain Land Acquisition Request as standard fighter class characters do. The exception is the samurai class. Samurai characters automatically get offers of stewardship over land when they achieve certain experience levels as described in the *Combatant's Guide to Slaughtering Foes*.

Well... there might be some land available: You are awarded land, but land only, and only if you are willing to prove the sincerity of your request by contributing to the King's coffers (i.e. the land grant must be purchased at market rates - see above). Roll to see how much land is available. A "significant" donation at this time allows a free re-roll (with no negative modifiers) to determine if a "better than vacant" piece of land can be found, potentially even a castle, but the cost will increase horrendously. The GM may allow a character to petition anew for a better position (a better result) by re-rolling if a "significant" donation is made (at least 1,500 gp per character level, and often with pledges of additional service beyond that of a normal vassal, then offer choice ...)

Employment: The ruler offers you "the chance of a lifetime" and considers himself quite generous. Roll on Table 1-13: Granted Titles to determine the exact position offered. This may technically grant you a title, but more likely it is a position in the bureaucratic hierarchy. Rulers expect such subjects to work tirelessly solely on the basis of thanks, regardless of later abuse. Land may also be available for purchase and/or lease as per "Well.. there *might* be some land available" above.

Charter, Land only (conquest): You are deeded a parcel of land (and land only) but there is a catch. The land does not technically belong to the ruler yet. That is part of your assignment deed. The land is usually "unclaimed" wilderness, but could belong to an enemy or be controlled by monsters. Cross reference your character's social class with "Conquest" on Table 1-7: Location Modifier Chart to determine which column on Table 1-8: Land Chart to reference.

Charter, Land and Ruin (conquest): Your deed to a parcel of land includes a ruin, but it does not currently "belong" to the ruler. This land usually did at one point but was overrun by monsters, decimated by enemy armies, or has been uninhabited for centuries for undisclosed reasons. Cross reference your character's social class with "Conquest" on Table 1-7: Location Modifier Chart to determine which column on Table 1-8: Land Chart to reference.

Charter, Castle (conquest): You have a deed to an enemy castle and the estates surrounding it. All you have to do is go get it! Cross reference your character's social class with "Conquest" on Table 1-7: Location Modifier Chart to determine what column on Table 1-8: Land Chart to reference.

Charter, Land only (disputed): The ruler has chartered you to secure land in disputed territory. He has granted you permission to build a castle as well as Rights of Crenellation. You may want to hasten any building projects due to the slight increase in the chance of "events". Cross reference your character's social class with "Disputed" on Table 1-7: Location Modifier Chart to determine what column on Table 1-8: Land Chart to reference.

Grant, Land only (no crenellation): You have been granted a title and land but no Rights of Crenellation due to the relative safety of the land. Cross reference your character's social class with "No Crenellation" on Table 1-7: Location Modifier Chart to determine what column on Table 1-8: Land Chart to reference.

Grant, Land only (crenellation): Your new land is on or near a border and therefore Rights of Crenellation have been granted. You're going to need them. Cross reference your character's social class with "crenellation" on Table 1-7: Location Modifier Chart to determine which column on Table 1-8: Land Chart to reference.

Grant, Land and Ruin (crenellation): This is much as "Grant, Land only (crenellation)" above, but the land already has peasants and the estate is in ruins, most likely because the previous lord was rebellious. Somehow you managed to be granted Rights of Crenellation even though the area is not "actively" hostile. The land is probably on a border with a relatively peaceful neighbor.

Grant, Land and Ruin (no crenellation): As "Grant, land only (no crenellation)" above. The land has peasants already, but the estate is in ruins. The previous lord was rebellious so no Rights of Crenellation were granted. Luckily the land is in a relatively "safe" area, probably in the interior of the lord's realm. Of course, that is no guarantee that your new neighbors won't take advantage of your lack of defenses.

Grant, Land and Ruin (disputed): The ruler has chartered you to secure land in disputed territory. He has granted you permission to fix the castle with full Rights of Crenellation. The land already has peasants, which may be a boon or a bane (depending on their opinion of your new lord), but the estate is currently in ruins. Although a "hot spot" in disputed territory, the territory once belonged to your ruler and thus the peasants may be willing to lend you a hand as you hurry to repair the castle before things get complicated. If the neighbor is evil he may have already relocated the former inhabitants to a distant area (possibly as forced labor), and replaced them with his own citizens who will continually bog down every effort on your part. Cross reference your character's social class with "Disputed" on Table 1-7: Location Modifier Chart to determine what column on Table 1-8: Land Chart to reference.

Grant, Manor (no crenellation): As "Grant, Land and Ruin (no crenellation)" above. The manor is intact (somebody probably died without heirs or only with heirs that have grievously offended the ruler). No Rights of Crenellation granted as the fief is in a "relatively safe" area.

Grant, Castle (border): You have been granted a castle in a border area. This castle is the first line of defense against a potentially hostile neighbor. The land has peasants and is developed, although there is still some "minor" work to be done to develop it fully as your predecessor either died after a long illness or was "peacefully" relieved by the ruler for gross incompetence. Cross reference your character's social class with "Border" on Table 1-7: Location Modifier Chart to determine which column on Table 1-8: Land Chart to reference.

Grant, Castle (interior): You have been granted a castle in the interior of the ruler's domain. The land has peasants and is well developed, some might even say "overexploited", although there is still further development possible. Your predecessor died childless, probably jousting or maybe even in a "minor" noble feud. Of course, there are more than a few noblemen that are a tad miffed that you were granted the fief rather than themselves, or at least one of their children, which is the reason you were granted Rights of Crenellation.

Just don't expect the ruler to bail you out as he will not avoid interfering in "minor domestic squabbles" unless they affect his ability to defend his domain from outside forces. These "tiffs" are a great way to cheaply give troops battle experience, as well as to keep the nobles occupied and less likely to be plotting against him. Cross reference your character's social class with "interior" on Table 1-7: Location Modifier Chart to determine which column on Table 1-8: Land Chart to reference.

Lord's Manse: Congratulations and condolences: The lord is so impressed that he has granted you the privilege of running one of his many prime estates for him. The land, along with greatly increased acreage, has numerous peasants already and an existing castle or manor. You must answer directly to him and cannot modify it in any way. Usually this land is in an established, relatively "safe" area. Cross reference your character's social class with "Conquest" on Table 1-7: Location Modifier Chart to determine which column to use, then roll twice on Table 1-8: Land Chart, and add the results together.

ZEALOTS & CLERGY

Characters of the cleric group can build whenever they so desire, but they do risk their church usurping control at any time through the concept of "eminent domain". After all, it's all in the name of the gawd, anyway. At higher levels, the temple may require a cleric to take new land and convert the local infidels. A successful land holding cleric must at least have church sanctioning and the more converts he boasts in his career, the better his situation. Often this type of service is more important than a cleric's experience level.

In a theocracy, clerics use Table 1-2: Domain Land Acquisition Request, but they retain the modifiers listed on Table 1-3: Temple Land Acquisition Request. Rulers in a theocracy can reap the rewards of both secular and religious donations from the people and thus often have greater income. Of course, theocracies also face a significant problem when the people lose their faith in the government – rebels are motivated by the fanaticism of faith as well as justice. Heretics can be very convincing at times.

Note that zealots' requests for land are treated as clerics' but the nature of the zealots' temple may alter the result somewhat. For example, a secret temple (one outlawed in a particular land) still receives money as described but the character will not be able to build an obvious base, fortress, or temple. He may get a legitimate land grant along with a new flock through surreptitious means but he will need a cover story for any structure he builds upon it.

Druids cannot own land or build castles. Heck, they can't even live in cities! Druids who make "land requests" are actually applying for jurisdiction over a druidic circle. The Player's Handbook describes the dominion at the highest level of a druidic organization but each smaller circle needs a leader as well. If the character gets lucky and ends up with a "Diocese" or "Archdiocese", he has actually become the leader of a significant druidic circle, one normally headed by a heirophant. He becomes either a temporary leader while the order sorts out a permanent transition (40% chance, this temporary position will last 1-100 months, as druids generally like to take their time) or the primary assistant to the heirophant (60% chance) who has more important things to do than tend to the minute detail of day-to-day administration. At the "Administrative Assistant" level, the druid performs similar tasks, but for the Great or Grand Druid.

Charitable contribution: Congratulations – you can buy a position! For a donation of a mere 5,000 gp you get to re-roll with no minuses and add +10 to the roll. Remember, you still have to pay accordingly for whatever position you receive.

Grant, Shrine Keeper: You are now in charge of upkeep on a small shrine and only have to pass 50% of any donations you take in on to your superiors.

Charter, Missionary (hostile territory): A secret convert to your gawd in a land actively hostile to your temple has died and left you his land. Go out and convert the masses! (If successful the temple is 50% likely to promote you to Primate of that area, with a title depending on how many new converts you bring in, how much income you send back to the temple and how much land you can grab.) Don't forget to pass on 25% of monies collected to your main temple.

Table 1-3: Temple Land Acquisition Request

d100, penetrating up and down	Result	Description
0 or less	Blasphemer!	Roll on Table 1-6: Request Critical Failure
1 - 50	Our Gawd has other plans for you	-5: adds to cumulative minus
51 - 100	Charitable contribution	Must buy position.
101 - 110	Grant, Shrine Keeper	Roll on Table 1-8: Land Chart column K; Fame is 1/4 temple normal.
111 - 120	Charter, Missionary (hostile territory)	Roll on Table 1-8: Land Chart column I with level +1; Fame is 1/2 normal.
121 - 140	Charter, Missionary (neutral territory)	Roll on Table 1-8: Land Chart column I with level +1; Fame is 1/2 normal.
141 - 160	Grant, Missionary (favorable territory)	Roll on Table 1-8: Land Chart column I with level +1; Fame is 1/2 normal.
161 - 180	Charter, Parish (hostile territory)	Roll on Table 1-8: Land Chart column G and character level is considered to be +2; Fame is 1/2 normal.
181 - 200	Charter, Parish (remote)	Roll on Table 1-8: Land Chart column G and character level is considered to be +2; Fame is 1/2 normal.
201 - 220	Grant, Parish (local)	Roll on Table 1-8: Land Chart column G and character level is considered to be +2; Fame is 1/2 normal.
221 - 240	Charter, Monastery (hostile territory)	Roll on Table 1-8: Land Chart column E (level +4); Fame is normal of temple.
241 - 260	Grant, Monastery (remote)	Roll on Table 1-8: Land Chart column E (level +4); Fame is normal of temple.
261 - 280	Grant, Monastery/Temple (local)	Roll on Table 1-8: Land Chart column E (level +4); Fame is normal of temple.
281 - 300	Charter, Diocese (hostile territory)	Roll on Table 1-8: Land Chart column C (level +10); Fame is normal of temple.
301 - 320	Grant, Diocese (remote)	Roll on Table 1-8: Land Chart column C (level +10); Fame is normal of temple.
321 - 340	Grant, Diocese (local)	Roll on Table 1-8: Land Chart column C (level +10); Fame is normal of temple.
341 - 350	Grant, Archdiocese	Roll on Table 1-8: Land Chart column A and level is considered to be 20 higher than actual; Fame is normal of temple.
351 +	Cardinal	See text
Modifiers:	+5 per 1,000 gp donated +1 per 100 converts personally gained +5 per significant service to temple (as determined by GM) -5 per previous entreaty	
Notes:	Fame is set by the fame of the temple (or clan), but could be estimated as "Number of Followers / 1,000.	

Charter, Missionary (neutral territory): Your temple is sending you to persuade the locals to follow your gawd in an area currently neutral towards your faith (same or similar alignment and without open hostilities). You start with a small hut and are expected to build from there. If you are successful, you will probably be "promoted" to a Parish priest somewhere else and never benefit from the fruits of your labor in that area (check annually, 50% chance +2% per year – roll again on this chart with bonuses based on new converts and your moneys donated to the temple). Oh, by the way, you are expected to pay on 35% of monies collected to your main temple.

Grant, Missionary (favorable territory): Your temple sends you to start a mission in an area that already has converts to your gawd. You are expected to turn a small hut into a thriving parish, if not a full temple or cathedral, and all this while still passing on to your home temple 50% of monies collected. If you are successful you will probably be "promoted" to a Parish priest somewhere else and never reap all the benefits of the your labor (90%

chance, roll on this chart with bonuses based on new converts and your monies donated to the Temple ... and most the locals are already converted!)

Charter, Parish (hostile territory): As Missionary (hostile) above, but you are sent to the location of a ruined parish. Also, since building already exist, you are expected to pass 30% of monies collected to your home temple.

Charter, Parish (remote): As Missionary (neutral) above, but a parish buildings already exists either in a state of great disrepair or dedicated to some other (usually oppositely aligned) gawd. Since you already have buildings you are expected to pass 45% of monies collected on to the main temple.

Grant, Parish (local): You are sent to an existing parish. The buildings may be in need of minor repairs, the followers lax in their worship, or your predecessor may have been involved in a scandal. Unless you do some outstanding work, or screw up royally, you will probably be stuck here the rest of your life despite any objections on your part. You are also are expected to give 60% of proceeds to the main temple.

Charter, Monastery (hostile territory): As Missionary (hostile) above, but you are sent to the location of a ruined (or "converted") hostile temple complex. You are expected to be totally self-sufficient yet still pass 30% of monies collected to your home temple. Your only sources of income are the products of your monastery, fees collected for healing and the property brought into your monastery by any members who join the priesthood (or brotherhood) through your organization.

Grant, Monastery (remote): As Monastery (hostile) but it is in neutral or friendly territory and consists of only land. You are expected to establish and build the monastery and build a self-sufficient "factory" of a monastery from the ground up. The good news is that you are only expected to pass on 30% of wealth gained.

Grant, Monastery/Temple (local): You are sent to an existing monastery. The buildings may be in need of minor repairs, the brothers lax in their worship, and your predecessor may have disappeared under unusual circumstances. You will probably be staying here a while, but the position is both lucrative and prestigious. You are expected to pass 50% of wealth gained on to the main temple as well as promising students.

Charter, Diocese (hostile territory): As Missionary (hostile) above, but you are sent to the location of a ruined (or "converted") hostile major temple complex. You are expected to train new 1st level clerics, assign and control all monasteries, temples, parishes, and shrines to your gawd in the greater territory that is your diocese. (The land that comes with your diocese is just the acreage directly around where your buildings are or located scattered throughout the diocese. You are also to "persuade" the local king to make your religion the "official state religion" and otherwise promote your gawd and temple. To aid in this, you need only pass on 10% of monies collected to your home temple (this includes 10% of all the monies extorted from shrines, parishes, temples, and monasteries in your diocese).

Grant, Diocese (remote): As Diocese (hostile territory) but the temple complex is only in a state of disrepair. Since you "don't need the money" you are expected to pass 20% of monies to your superiors.

Grant, Diocese (local): As Diocese (remote), but the temple complex is in the same kingdom as the main temple to the gawd (and the archbishop). Buildings are in decent shape. You will probably have more trouble with local monasteries and parishes having scandals, going over your head to your superior, etc, but the profits are much better. Correspondingly you will be passing 30% on to your main temple.

Grant, Archdiocese: You will be in direct control of multiple dioceses in a foreign land but still directly answerable to your superior. One-quarter of your proceeds must go to your superior and the only chance you have to advance from here is to become the chosen successor after your superior dies. You only have to beat out every other bishop and archbishop of your gawd to hold that right. If not yet determined, roll a d4+1 to see how many bishoprics are under your direct control.

Cardinal: Congratulations and condolences. Your gawd's personal representative for the world is so impressed that he has made you his right hand man. The only chance you have to go up from here is to become the chosen successor after your superior dies. You only have to beat out every other bishop and archbishop of your gawd to hold that right and if you fail you will be "demoted" to Bishop (diocese) or Abbott (monastery). The position pays no money, unless you're corrupt and accept bribes

SPELLSLINGERS

For magic-users, the standard path to nobility relies more on achievement than for the other classes, or so the Council of Haughty Mages would have the world believe. The most important factor is what has this magic-user done for the lord most recently. Victory in competitive feats of magic counts for more than birth as the primary tool of magic-wielding leaders is fear of their power. However, in a magocracy, magic-users use Table 1-2: Domain Land Acquisition Request.

A magic-user in systems other than magocracies, which is the normal course of events, uses Table 1-4: Magic-user Land Acquisition Request. These magic-users seek positions that allow them to pursue further research,

Table 1-4: Magic-User Land Acquisition Request

d100, penetrating up and down	Result	Description
0 or less	I am not amused...	Roll on Table 1-6: Request Critical Failure
1 - 50	Trifle me not apprentice!	-5: adds to cumulative minus
51 - 100	Land! ... for a price	Roll on Table 1-8: Land Chart.
101 - 115	Court Wizard (hovel)	See text
116 - 125	Charter, Free-holding (border)	Roll on Table 1-8: Land Chart.
126 - 135	Grant, Free-holding (ruins, conquest)	Roll on Table 1-8: Land Chart.
136 - 155	Grant, Free-holding (interior)	Roll on Table 1-8: Land Chart.
156 - 165	Court Wizard (room)	See text
166 - 205	College, Community (TA)	See text
206 - 245	College, Community (Ad Hoc)	See text
246 - 261	College, Community (full professor)	See text
262 - 265	College, Community (Dean)	See text
266 - 305	College (Ad Hoc)	See text
306 - 333	College (full professor)	See text
334 - 335	College (Dean)	See text
336 - 355	University (Ad Hoc)	See text
356 - 365	University (full professor)	See text
366 - 367	University (Dean)	See text
368 - 375	University (researcher)	See text
376 +	Court Wizard (tower)	See text
Modifiers:		
Fame/5 (round down)		
+ 5 per copyrighted spell		
+5 per service to ruler or dean of the university		
5 per previous entreaty		

ideally at a college or university. Some may even achieve the status of a Court Wizard, a plum position with many duties, and less time for individual research, but a great deal of prestige. These magic-users are treated as nobles themselves. Of course, there are ranges of courts and the Court Wizard's prestige is obviously much greater in a duke's court than a baron's.

Many magic-users end up with a small plot of land on which to build their tower. Traditional magic-users find this sort of life appealing, as it has minimal duties and allows for both research and adventure. Traditionally, also, many go mad, perhaps as a result of magic gone awry or perhaps simply because of the isolation and the fact that they're often a bit touched in the first place.

Land! ... for a price: Land, but land only, for a price. A school charter may be available as well, for a price. Choose a location based on what you are willing to do to get the land (Table 1-7: Location Modifier Chart), then roll to see how much is available on Table 1-8: Land Chart.

Court Wizard (hovel): You have been granted the job of "Court Wizard" but are expected to live in a hovel in the outer bailey. It is small, dirty and the roof leaks. Your pay amounts to something between diddly and squat (about 100 gp per month) but are only occasionally called on to help with trivial matters ... when they remember you exist. You do get 25% of the standard fees for casting spells above and beyond your standard fee.

Charter, Free-holding (border): Congratulations ... you are now a landed nobleman in service to the ruler. The land is slated for peasant settlement and you have to build your own residence, after you clear out the current residents. You will be responsible for building the community, collecting taxes, meting out justice, and all the other problems of a temporal ruler. By the way, you owe the ruler 50% of all taxes collected, payable in hard coin (no chickens, please) plus military service when (uh, "if", we meant to say) called up.

Grant, Free-holding (ruins, conquest): Congratulations ... you are now a landed nobleman in service to the ruler. The ruins on the land need to be cleared out so you can move in. You will be responsible for re-establishing the community, collecting taxes, meting out justice, and all the other problems of a temporal ruler. You also owe the ruler 50% of all taxes collected, payable in hard coin plus military service when (if) called up.

Grant, Free-holding (interior): Congratulations ... you are now a landed nobleman in service to the ruler. There is a very nice tower (or castle) on the property and lots of "happy" peasants. You will be responsible for evicting the current "ruler" and dealing with the "happy peasants" like any other conqueror. Oh, by the way, you owe the ruler 50% of all taxes collected, payable in hard coin plus military service when (if) called up.

Court Wizard (room): You are the new "Court Wizard". You have been given a two-room suite in the castle (or at least in the inner ward) for your residence and lab. The job pays 500 gp per month above and beyond the 40% of the standard fee you get for actually casting spells on demand. On the other hand you have to ask permission to go adventuring. You usually have some time to do research between requests, but magic item creation might be a bit of a problem unless you and the ruler are able to come to an "understanding".

College, Community (TA): You have been granted free tuition at a community college in exchange for teaching "a few" classes.

College, Community (Ad Hoc): You have been a minor professorship at a community college. You will be expected to teach classes, write a paper each year, and research a new spell (which become property of the school) every few years. You are paid a stipend that is enough to make ends meet and, if you live frugally, nets almost enough to research a new spell every fourth semester ... if you have the time.

College, Community (full professor): You have been a full professorship at a community college. You will be expected to teach classes, research a new spell (which becomes property of the school) every year, and even write a book on magic at least every decade. You are paid a stipend that is enough to make ends meet and, if you live frugally, nets almost enough to research a new spell every semester ... if you have the time.

College, Community (Dean): You are the new dean of a community college. You have to deal with staff problems, oversee stipends, collect spell royalties, and lots of other things that have little to do with magical studies. Any book you may happen to write on magic will become a standard text for the college, at least for a while, even if it is totally erroneous. Although you have to send 50% of all monies collected to the university, anything else collected is for you to use to "further the best interests of the college". Shorting professors and requesting additional TAs is a great way to control overhead.

College (Ad Hoc): You have been a minor professorship at a reputable college. You will be expected to teach classes, write a paper each year or so, and research a new spell every year or so for the school. You are paid a stipend that is enough to make ends meet and, if you live frugally you should make enough to research a new spell every other semester, time permitting.

College (full professor): You have been a full professorship at a community college. You will be expected to teach classes, research a new spell every year or so, and write a book on magic at least every decade. You are paid a stipend that is enough to make ends meet and receive 50% of copyright royalties of any spell created while at the college. If you live frugally you may probably enough to research a new spell every semester, time permitting.

College (Dean): You are the new dean of a college. Any book you may happen to write on magic will become a standard text, at least for a while, even if it is totally erroneous. You have to run the college on whatever monies you are able to collect. The board of directors and boosters keep tabs on how much the college takes in, spends and what your salary is, although they tend to be generous with bonuses (especially if you save a bunch on overhead and/or bring in a prestigious magic-user as a teacher, thus bolstering the college's reputation).

University (Ad Hoc): You have a minor professorship, but due to the prestige of the university you have all the benefits of a full professor at a lesser college and even get to keep 50% royalties on any spell you research. Time, on the other hand, may be a problem as the university gained its prestige by rarely uses TAs to assist you (or do your work for you).



University (full professor): As a full professor at a major university you are expected to research new spells and write prolifically. To aid you in this you are granted a good salary (enough to research at a new spell every semester) and your own room and lab suite at no cost to you. You are expected to teach, but are granted every fourth semester off to do research, adventure, etc., while receiving full salary.

University (Dean): Congratulations and condolences! You are the dean of a prestigious university. Any book you write will become an instant best seller, if you have the time to write. You are allowed to go on sabbatical once every 4 years for one semester, with full salary. Your salary is about three times what a full professor makes, and you will probably earn every copper of it! You even have your own private tower, but long nights and administrative duties will likely keep you from it for days at a time.

University (researcher): Congratulations. A major university has invited you to come and do research for them. They expect a new spell every year in exchange for which you will be given your own private tower and sufficient funds to research about 4 spells a semester. This is on top of speaking fees, spell royalties, grants, and other such incidentals. You are requested (nicely, unless you constantly refuse) to try and teach a special two-week course each year, mostly attended by other professors and deans from other colleges (your dean will try to attend ... if he has the time).

Court Wizard (tower): You have your very own tower and (relative) freedom to use it! It is usually located on one of the corners of the fortress. The wall walk kind of "goes around" your tower giving you ample room (or at least multiple rooms) at your disposal. You only get paid 500 gp - 1,000 gp per month salary, but can more than make up for that from the continual requests for spell casting service by the ruler. Of course, since he is paying you a salary he gets a 50% discount off the standard fees, but you can charge *everyone else and their brother* who are constantly hounding you full price and more (in fact, it's expected!) Just remember to have enough spells memorized to cover the ruler's needs or you might find yourself minus one cushy job!

GRIFTMASTERS

Characters of the thief group don't necessarily get land, they get influence. Sometimes this can be a traditional lord/vassal situation, particularly if the character has successfully infiltrated "legitimate" society. If the GM decides

that this is the case, and the thief makes his entreaty to proper lord, he uses Table 1-2: Domain Land Acquisition Request. Any character of the thief class can attempt to do this, though usually only bards have had enough success at scamming the court into acceptance. A thief must have great Honor or too much Honor to attempt this at all. He cannot have suffered from Bad Karma for a full year before the request and he must have a Fame rating of at least 60. He cannot have been accused of any crime against the lord he asks for land (duh) or from any of his allies. Assassins who meet these criteria can also make a request on Table 1-2: Domain Land Acquisition Request. Also, an assassin who has infiltrated a temple organization can use Table 1-3: Temple Land Acquisition Request. Those who remain true to their class group have a choice. They can take the job as listed in Table 1-4: Syndicate Influence Acquisition Request, or take a post at a court of appropriate level (the GM may wish to consult Table 1-2: Domain Land Acquisition Request to determine the nature of this court). This is not a land grant, but rather a coveted undercover position near important targets. The higher the result, the higher profile (and therefore profit) the potential target or targets. When the time comes, the assassin stands to make a considerable commission. His expenses until the job comes down will be paid, and he need not send back any more than the occasional "still waiting" message to his masters. This sort of situation can last for years, however, and there may never be an occasion to take out the targets. Side jobs for a little spending coin are not encouraged, but they are expected.

A thief who cannot or chooses not to approach land ownership from the traditional perspective is actually seeking influence within his masters' organization. Bards have the choice of looking for that kind of influence in a syndicate or of seeking legitimate work at a college or university. Those seeking the college life can use Table 1-4: Magic-user Land Acquisition Request, but they are obviously seeking positions as artists or musicians. Instead of researching spells, they create works of art. Bards can always look for a court jester position, as well, using Table 1-2: Domain Land Acquisition Request to determine the size of the court in which they will jest. Bardic organizations are sometimes less sinister than thieves' guilds, and the term "organization" to them can also refer to theaters, music/dance halls, or even tournament and festival coordination agencies. The day to day operations of such entities are surprisingly similar to those of vicious criminal syndicates.

Note that grifters make land acquisition requests as some other class. Ideally, they have had time to set up a master plan and get into position as a

Table 1-5: Syndicate Influence Acquisition Request

d100, penetrating up and down	Result	Description
0 or less	Fraydoh, you broke my heart!	Roll on Table 1-6: Request Critical Failure
1 - 50	Be gone, amateur	-5: adds to cumulative minus
51 - 100	Bribe for Business	Must buy position.
101 - 115	Moving in on hostile turf	Roll on Table 1-8: Land Chart.
116 - 130	Moving in on unclaimed turf	Roll on Table 1-8: Land Chart.
131 - 150	Moving in on neutral turf	Roll on Table 1-8: Land Chart.
151 - 185	Minister of propaganda	Thief as able lieutenant
186 - 200	Guild administration, low	See text
201 - 225	Guild administration, medium	See text
226 - 250	Bandit Prince	See text
251 - 270	Guild post, trainer	See text
271 - 290	Bandit King	See text
291 - 305	Guild administration, high	See text
306 - 315	New guildmaster (hostile territory)	See text
316 - 330	New guildmaster (neutral territory)	See text
331 - 350	Court position	See text
351 +	The Apprentice	See text
Modifiers:	+Fame/10 (rounded down) +1 per major score for the organization +1 per student trained -5 per previous entreaty	

fighter, but sometimes they sneak their way into temples or magic-user colleges. Assuming the GM allows that the grifter has put together a decent plan to become a landowner, the grifter adds +15 to his request roll.

Thieves who stay true to form use Table 1-5: Syndicate Influence Acquisition Request. Once the thief has his influence, he can use his earnings (and spoils) to construct his secret lairs

Bribe for Business: Congratulations – you can bribe your way into another chance. Somehow your request for position didn't tick off your betters. They said, "Something may become available soon" and it's not a lie! For goods valued at a mere 10,000 gp (or more) you get to re-roll with no minuses and add +5 to the roll. Remember, you still have to pay accordingly for whatever position you receive.

Moving in on hostile turf: Congratulations! You have the unique opportunity to expand your organizations' influence into new areas. Problem is, a rival organization already claims this territory. Still, you are now in charge of operations. All you need to do is eliminate your rivals and move in on their rackets. It's risky, but it's also the place where your unique ability can come to the fore. You only need to pass on 20% of your take, but rest assured you are expected to increase that take every quarter.

Moving in on unclaimed turf: A secret agent in service to your organization, but in a land actively hostile to you, has died and left you his fledgling operation. Now you need to go build into something useful and profitable! If successful, you're 50% likely to get a promotion within a year or two to field director of that area. The more loot you can bring in, the better your chances of a major promotion are. You have to pass on 30% of your take to the home office, but they're behind you (waaay behind you) all the way.

Moving in on neutral turf: You're on your way to a region of untapped potential. Maybe no one thought it had much, until recently. In any case, there shouldn't be much competition. Of course, that means that you don't need much extra operating capital, and so you must pass on 40% of your profits to the home office. If you succeed, there's actually a 50% chance per year that you can stay there and benefit from your own efforts, becoming the official representative in that region. If not, at least you have the satisfaction of a job well done, having expanded your guild's influence and improved their cash flow so well that they're sending you somewhere else to start over and do it again.

Minister of Propaganda: You have a new job supporting your mentors. Without the headaches of basic administration, you are the one they look to when they need to just get a job done. Alas, such jobs are usually ugly and difficult, but if you don't fail miserably you stand to make an excellent impression. Most of your work will involve "smoothing over" misunderstandings with various authorities. So, while you need to donate 50% of your gains to the organization, you may have the opportunity to deal in some hefty bribes. Just try not to skim too much – your masters will make you pay in pain, especially if you're dishonesty costs some of those hard-bought connections (officials are notorious for demanding ever-increasing bribes, you know).

Guild administration, low: You've won an official rank in the guild. Not the highest rank, but you do have the right to give random orders to underlings for your own purposes. If you perform well, you may just get more numerous underlings and maybe even a few who aren't peons. You do need to pass on 30% of your profits as dues.

Guild administration, medium: As Guild administration, low, above, except that you owe 40% of your take and you can order a few more ranks of underlings around.

Bandit Prince: You are sent to an unknown, unclaimed territory. The disadvantage is that you need to build your organization from scratch. On the plus side, you need only pass along 10% of your take and you won't have management constantly meddling with your operations, telling you how to do things and who you can't kill for looking at you cross-eyed. There is a 25% chance that your unofficial territory intersects with some traditionally deeded landholder's terrain.

Guild post, trainer: Your primary duties are training the new blood. This only requires you to pass along 15% of your take, but you actually have more free time than many guildmembers. Demonstrate a few pocket picking techniques, keep the proceeds, and go home to plot your future climb through the ranks.

Bandit King: As Bandit Prince, above, but your territory is larger and you inspire more fear.

Guild administration, high: You've taken a fairly cushy high-ranking spot in your organization. You need only pass along 30% of your proceed and you can boss many people around. Mind you, there aren't many guild leaders that outrank you now, so they'll be looking over their shoulders. Keep your power-grabbing plots extra secret

New guildmaster (hostile territory): Congratulations! You've been sent to a hostile land to expand your guild as a something like a franchise owner! You are officially a guildmaster, all you need to do is build the guild, construct operations, build your lair, fund it, recruit, and sent a mere 15% of the proceeds back to your parent guild. This sort of opportunity is excellent for the upwardly mobile thief group territory. A number of your headaches may come from enemy organizations but they *probably* don't already have a stranglehold on local authorities.

New guildmaster (neutral territory): As with new guildmaster, hostile territory, above, except that the area is neutral to your presence. They don't know enough yet to hate you or your organization, and there are no rival forces at work. Not any ones worth serious mention, anyway. Hopefully. Since the assignment is considerably easier than taking over disputed territory, you must pass on 20% of proceeds to the home office.

New guildmaster (expanding territory): As above, except that the territory is simply untapped. There are not expected to be any special obstacles to establishing a thriving arm of the main guild in that region.

Court position: Some officials are held in the organization's pocket, and some are direct agents of that organization. You will be one of those agents, perhaps Minister of the Interior or even Minister of Trade. This is probably something best kept a secret, of course. You do not need to funnel money to your superiors, but you are expected to use your influence and power to keep the heat off, to gain concessions, and to further the guild's goals, all while appearing to do your job properly to your "secular" bosses. If you can pull it off, you stand to make some grand personal gains. Just don't get cocky, more than one such agent has fallen to the illusion of invincibility that having some control over the authority that once hunted you creates.

The Apprentice: Congratulations and condolences. You have won a coveted position, and to keep it all you have to do is defend yourself against

Table 1-6: Request Critical Failure

D100	Result
1 or less	Character imprisoned or sent to hard labor camp for insulting the crown
2-10	Character becomes social outcast, suffers Bad Karma
11-20	Character earns ire of crown, strongly encouraged to leave – permanently
21-35	Character suffers heavy fines for insolence
36-50	Character committed major faux pas, suffers loss of 10-100 points of temporal Honor and must spend 200-2,000 gp to get out of ruler's "dawg house"
51-65	Character committed significant faux pas, suffers loss of 5-50 points of temporal Honor and must spend 50-500 gp to get out of ruler's "dawg house"
66-80	Character committed significant faux pas, suffers loss of 2-20 points of temporal Honor and must spend 10-100 gp to get out of ruler's "dawg house"
81-90	Character suffers pimp slap from ruler or designated subordinate
91-95	Character receives challenge for Duel of Honor from a loyal follower of the liege
96+	Character gets a dirty look and a firm "No"

Table 1-7: Location Modifier Chart

	UUC	MUC	LUC	UMC	MMC	LMC	ULC	MLC	LLC
Conquest	A	B	C	E	G	I	J	K	K
Disputed	B	C	D	F	G	I	J	K	K
Crenellation	C	D	E	G	H	I	J	K	K
Border	D	E	F	G	H	I	J	K	K
No Crenellation	E	F	G	H	H	J	J	K	K
Interior	F	G	G	H	I	J	K	K	K

everyone in and out of your organization. Your master has all but hand-picked you for greatness. You will serve as his right hand, learning and profiting directly as you grow with the guild. You even have some influence over your assignments, choosing from among several possibilities when field work is required (at least 25% of the time – you don't want those skills to get rusty!).

OKAY, SO WHERE IS IT?

Once a lucky character has won some land, he needs to know where it is. This affects its value, resources, profitability, strategic potential and the cost of ice at parties. Consult Table 1-7: Location Modifier Chart for the location code of the land the character now has. Using the character's social class, the GM should find the lowest relevant description of the plot of land. For example, an upper middle class character who has been granted disputed land without crenellation rights (aside from being in for a very special treat!) uses the "No Crenellation" modifier – code H. A properly accredited GM will be able to determine the relevant description. For example, someone who has just conquered interior land from his liege is a rebel. He would use the interior Land Modifier Code. He will have bigger problems than a smallish plot when his treasonous behavior becomes evident!

Conquest: indicates the character took the land by force of arms.

Disputed: indicates the land is claimed by at least one other power.

Crenellation: indicates the character has rights to build, improve, and maintain defenses (mundane or magical).

Border: indicates the land is on the border with another power that is not always entirely cordial.

No Crenellation: indicates the character cannot build defenses.

Interior: indicates the land is in the central part of the ruler's domain.

Table 1-8: Land Chart

D100 Roll	A	B	C	D	E	F	G	H	I	J	K
1	40	20	10	7	5	4	3	2	1	0.333	0.033
2-3	80	40	20	14	10	8	6	4	2	1	0.1
4-5	120	60	30	21	15	12	9	6	3	1	0.1
6-8	160	80	40	28	20	16	12	8	4	1	0.1
9-11	200	100	50	35	25	20	15	10	5	2	0.2
12-15	240	120	60	42	30	24	18	12	6	2	0.2
16-19	280	140	70	49	35	28	21	14	7	2	0.2
20-24	320	160	80	56	40	32	24	16	8	3	0.3
25-29	360	180	90	63	45	36	27	18	9	3	0.3
30-35	400	200	100	70	50	40	30	20	10	3	0.3
36-41	440	220	110	77	55	44	33	22	11	4	0.4
42-46	480	240	120	84	60	48	36	24	12	4	0.4
47-51	520	260	130	91	65	52	39	26	13	4	0.4
52-56	560	280	140	98	70	56	42	28	14	5	0.5
57-60	600	300	150	105	75	60	45	30	15	5	0.5
61-64	640	320	160	112	80	64	48	32	16	5	0.5
65-68	680	340	170	119	85	68	51	34	17	6	0.6
69-72	720	360	180	126	90	72	54	36	18	6	0.6
73-75	760	380	190	133	95	76	57	38	19	6	0.6
76-78	800	400	200	140	100	80	60	40	20	7	0.7
79-81	840	420	210	147	105	84	63	42	21	7	0.7
82-84	880	440	220	154	110	88	66	44	22	7	0.7
85-87	920	460	230	161	115	92	69	46	23	8	0.8
88-89	960	480	240	168	120	96	72	48	24	8	0.8
90-91	1000	500	250	175	125	100	75	50	25	8	0.8
92-93	1040	520	260	182	130	104	78	52	26	9	0.9
94-95	1080	540	270	189	135	108	81	54	27	9	0.9
96-97	1120	560	280	196	140	112	84	56	28	9	0.9
98-99	1160	580	290	203	145	116	87	58	29	10	1.0
100+	1200	600	300	210	150	120	90	60	30	10	1.0

Modifiers:

Character's level: +1 per level above 9 (note: this is "effective" level after potential modifiers from previous charts)

Character's Fame: (Fame - 100) ÷ 10 (note: round to nearest integer, this could be a penalty)

SO NOW YOU HAVE A PLOT

Once the location is determined, we need to know how much land the character has been granted. Consult the Location Code from Table 1-7: Location Modifier Chart and roll on Table 1-8: Land Chart. Cross reference the results and apply them to the Acreage Formula below to we see how much acreage he has received. This will determine how much he can produce, tax, and support, and whether he will need to find a way to supplement his income just to keep his operation in the financial black.

Acreage Formula:

Acreage = Fame * Level * Land Modifier (from Table 1-8: Land Chart)

RESTORING A RUIN

It is often easier to use existing materials and sometimes even major portions of a ruin to build a stronghold. This can reduce the cost of constructing a similar structure on that plot by up to one third. However, sometimes using existing walls actually takes more effort than building from scratch and it ends up costing even more than simply demolishing the building and starting anew. Often the situation is not obvious from the start, either, and so the character trying to renovate a structure must take his chances. A successful engineering or architecture check can adjust the roll on Table 1-10: Ruin Renovation Cost significantly. Take the characters relevant score and subtract his roll. Divide the result by ten and apply that modifier as a bonus to Table 1-10: Ruin Renovation Cost.

Table 1-9: Ruin Chart

D100 Roll Existing Ruins

1-40	None
41-44	Ruined manor house, small wooden
45-48	Ruined manor house, medium wooden
49-51	Ruined manor house, large wooden
52-55	Ruined manor house, great wooden
56-57	Ruined manor house, grand wooden
58-60	Ruined stone house, small
61-63	Ruined stone house, medium
64-66	Ruined stone house, large
67-68	Ruined stone house, great
69-70	Ruined stone house, grand
71-76	Ruined small tower
77-81	Ruined tower
82-85	Ruined large tower
86-94	Ruined keep
95-97	Ruined small castle (4 towers, 80 feet x 80 feet walls)
98-99	Ruined castle (6 towers, 120 x 120 feet walls)
100	Ruined large castle (8-12 towers, up to 200 x 200 feet walls)

Table 1-10: Ruin Renovation Cost**D100 Roll Result**

1-5	True ruin! At first all costs are reduced by one-third, but after the project is half completed there is a cumulative 1% chance per day of total collapse.
6-15	Money pit! Complications increase cost by one-third
16-25	Money pit! Complications increase cost by one-fourth
26-35	Unforeseen complications increase cost by one-sixth
36-45	Complications increase cost by one-tenth
46-65	After all is said and done, the savings in some areas are eaten up by extra costs elsewhere.
66-75	Basic elements of ruin provide cornerstones. Total savings of one-tenth construction costs (10% off!)
76-85	Total savings of one-sixth construction costs (16.6% off!)
86-95	Total savings of one-fourth construction costs (25% off!)
96-100	Jackpot! Much of ruins are salvageable, things move quickly. Total savings of one-third construction costs (33.33% off!)

The dimensions indicated in Table 1-9: Ruin Chart are approximate. The GM determines the exact nature and size of the ruin based on the history and politics of the campaign and on how severely the character's player has annoyed him in the previous sessions....

Note that these costs apply directly only if a character attempts to build a structure of the same complexity of the ruin or less. For example, a ruined large tower could be renovated into a large tower, a small tower, a stone house, and so on. For each category above the original ruin, however, the cost savings are halved. For example, a character who wishes to renovate a ruined small castle into a large castle and Table 1-10: Ruin Renovation Cost indicates a savings of one-third the cost, the character would actually save only 1/12 the cost overall. While players often fail to see much advantage when the fractions are small, consider that the total costs are running to the tens and hundreds of thousands of gold pieces. Even a little savings adds up when it comes to strongholds. On the other hand, if the players want to spend all their character's coin, let them!

HEY, FREE CASTLE!

Okay, so the player got lucky. He has not just ruins on his lands but a fully functional (if not necessarily clean or devoid of the presence of sworn enemies) stronghold. Sure, he should have to build his own, but sometimes for-

Table 1-11: Castle Chart**D100 Roll Existing Structure**

1-40	None
41-44	Manor house, small wooden
45-48	Manor house, medium wooden
49-51	Manor house, large wooden
52-54	Manor house, great wooden
55-56	Manor house, grand wooden
57-60	Stone house, small
61-63	Stone house, medium
64-66	Stone house, large
67-69	Stone house, great
70	Stone house, grand
71-76	Small tower
77-81	Tower
82-85	Large tower
86-94	Keep
95-97	Small castle (4 towers, 80 feet x 80 feet walls)
98-99	Castle (6 towers, 120 x 120 feet walls)
100	Large castle (8-12 towers, up to 200 x 200 feet walls)

tune favors the foolish. Don't worry. Chances are still against the PC falling into a situation where he is suddenly the master of Great Castle at Fangaerie. Even if he does you'll be able to throw enough "fun" his way to make him wish he'd stayed in a small inn near a dungeon instead of stepping into the game with Big Boys. Taxes, trade conflicts, military tension, political tension, monsters, other adventurers, old enemies, new arch-rivals, meddling magic-users, and religious unease all guarantee that the character will have to prove himself just to keep his new domicile. In some ways, characters are better off with less responsibility.

PUTTING THEM THROUGH THE RINGER

The price charged for a land lease is highly negotiable, and GameMasters are encouraged to fully explore all the many obstacles to be found in both land ownership and land leasing. Not to mention collections from both tax and lease agents. Politics also becomes more complex with a lease situation; some neighbors will see no point at all in dealing with a pretend landowner. Of course, it is possible someone could lease a plot of land for decades and change the situation.

For the GM who has some difficulty bringing back old foes, rivals, and allies to harass the new PC landowner, we provide some inspiration. Surely there is an enemy somewhere in the character's past who survived. What better time for him to re-surface? No doubt he's spent the intervening time plotting and growing in wealth and power and now wants not only vengeance. Not the kind where you shoot a crossbow bolt in the back of someone's head while he sleeps, but the slow, grating type of revenge that takes years to execute and forces a character into ruin and despair. Even the most thorough characters are sure to earn someone's ire just by taking land that the other noble thought should be his and, *rightly or wrongly*, nobles have power (and sometimes armies). What if a mistreated henchman has secretly befriended another noble and has been promised a bit of land himself? What if an animal companion was actually a cursed baron's son who is the rightful heir to that land? How about an ancient tomb deep below the surface where ancient undead wait to rise up and make the living pay? And if the character is a cleric, or strongly associated with his faith, it shouldn't take much to stir up some religious conflict.

If your GameMastering instincts are faltering and you cannot find any way to properly make things a living Acheron for the PC, there's always the simple monster raid. The great thing about beast assaulting the area is that they just do it - you can always find the explanation later.

YOUR NEW BOSS

When you are a vassal, your liege owns you. Without his largesse, your claim on your land is not going to last long. He knows this, and you had better learn it fast if you don't. Some lords treat those sworn to them with kindness and respect, rarely asking more than the vassal can reasonably afford. Most demand frequent tribute and enjoy making vassals perform services just to stay in their lords' good graces. Such things are not truly required by feudal law but how will the lord view the one vassal who refuses such a thing when others do not?

Players often need to learn such lessons the hard way. One of the hardest ways is that after such a refusal, should the vassal's lands be attacked or threatened (a surprisingly frequent occurrence, darn the luck), the lord's reinforcements and support might be delayed. The lord is obligated to help his vassals and he certainly doesn't want a fortress destroyed or land taken. Still, he needs assurances of loyalty. This is why he demands fealty (often this is a gawd oath) and may delay the granting of Rights of Crenellation. As difficult as it can be to acquire land, ensuring that you can defend it and keep it can be even worse. Just maintaining what you've won after hard effort requires mastery of economic, political, and social games.

IF THEY INHERITED THE LAND OUTRIGHT

Many players think that when their characters inherit land even before play, they have it made. Nothing could be further from the truth. Inexperienced GMs though will benefit from some basic notes here.

While inheritors of land are generally much better off than those who have to find more novel ways to acquire land later, they tend to have acquired many more enemies over the years. Since they also typically obtain their land at low levels, they are vulnerable to attack, testing, and rude treatment of "the boy who would be king".

For another thing, land comes with obligations. Aside from the cost of maintenance, defense, and upkeep, inhabited land has legal issues (property rights, rival claimants, ancient blood curses, and so on).

Some players think that because they just roll up a deed on their character's inheritance that they can walk into a castle and start ordering people around. That would be far too easy, though, and it just doesn't happen. The locals need to be taught respect before they will be loyal to a new ruler, especially one who went off adventuring as a young man rather than stay with his own people. Also, an inheritance deed is not like existing ownership – it means that the character will (or just recently has) become the owner of some property someone else had. Any and all enemies of the previous owner, or just anyone with an eye towards owning that land themselves, will seize the opportunity to prevent that new owner from having his way. Even short of assassination attempts, stealing deeds, and inciting riots, there are legal challenges, religious persecution and petitions to higher-ranking lords. Heck, even when nearby lords are neutral to a new leader, there is a nigh irresistible urge to test the "new meat".

Those with "deferred inheritances", a.k.a. those who are not the heir and NOT the ruler, should of course be abused mercilessly for making a character with such a high social class. They'll have marriages arranged from birth, hereditary grudges, family curses, bastard siblings or children and other persistent nags demanding their money (whether they really have it or not).

Though these relatives and claimants can be true or false, they can force a new landholder into war or negotiations. Lieges of the previous and/or current owner can require the inheritor to appear at court on demand just before going on an adventure, force him into training of a sort contrary to whatever class they may be, and so on. Family obligations, from funerals to unexpected betrothal of the landowner, add to the complexities of land ownership. Such things are not guaranteed to occur but they seem to harry the PCs of players who persistently give their GM's flak.

LAND SUPPORT/PRODUCTION

A ruler needs enough land to support himself, his knights, his family, his servants and his castle. It takes about four acres of land providing food and crops at a normal rate to support one knight. This includes supporting the peasants who work the land. Of course, this assumes the most efficient use of arable land in a temperate climate. The GM may determine that changes in any of these factors affect the support value of land. Also, higher nobles (such as knightly princes) live more extravagantly, and supporting such a knight can take two to ten times as many resources as a lowly standard knight.

At standard efficiency, it takes four acres of land to support ten inhabitants of a castle. This is one reason why large castles are supported by taxes gathered throughout the kingdom. In more extreme climates or harsher terrain, it can always take more land to support a population but never less. Villages and towns on land are considered to be self-supporting, as they include the farms around them that supply food or they make their living on trade and purchase what they need. Of course, interrupting these flows of resources is an excellent way for enemies to cause characters headaches over supply and production. If he isn't facing invasion, raids, banditry, monsters, or usurpers.

If a character receives more acreage than he needs to support himself and his castle, congratulations. He can split the extra land into smaller parcels and have vassals of his own (if his lord allows it) or keep it as a park. If he doesn't have enough land to support himself, he has a problem. He'll have to find more money from somewhere. Maybe there's a neat little plot nearby he could invade (enemy land, of course...). This alone has been *casus belli* enough for more than a few wars.

TITLES

Okay, so the PC got lucky and he gets a title in addition to his land grant. Let's see what's out there. Note that only a land with an Emperor, High King or Grand King would grant someone else the title of "King". Such lofty offices require someone to be born into the job or create it for himself and are included in the table only for completeness. If the title situation is not clear to the GM, he can use Table 1-13: Granted Titles to generate a title to go with the land deed. Note that results of 50 and below do result in titles, but the character does not become a part of the peerage: i.e. he is still a commoner despite the honor bestowed upon him.

When a new figure rises to power, even at a fairly low rank, it stirs up the situation in the area. Table 1-12: Neighbor's Reaction describes the initial reaction of each direct neighbor to a new landowner's status. Obviously this only sets the stage for possible interactions. A new landholder's actions will determine the actual outcome of events. Neighbors of neighbors, and powers in more distant lands, will react according to their own interests, alliances, and relations with the powers directly reacting to the new character. For example, a more distant land allied with a very hostile neighbor of a newly risen landowner might support the planning and financing of war against that character.

Table 1-12: Neighbor's Reaction

D100 Roll	Neighbor's Initial Reaction
10 or less	Extremely hostile – immediate invasion
11-22	Very hostile – planning invasion
23-30	Threatening
31-39	Hostile, testing
40-49	Hostile
50-59	Neutral, testing
60-69	Neutral
70-80	Polite neutrality
81-90	Cordial respect
91-97	Friendly
98+	Sycophantic

Modifiers to each neighbor's initial reaction check

Each experience level of the new landowner below 9th	-5
Each experience level of the new landowner above 9th	+2
New landowner's Fame	+1/100 (truncate fractions)

No. of armed men in landowner's service

Up to 100	+0
101-500	+1
501-1,000	+2
1,001-2,000	+3
2,001-5,000	+5
5,000+	+7

New landowner has Distant and Poor Resources	+4
New landowner has Distant and Good Resources	-1
New landowner has Near and Poor Resources	-2
New landowner has Near and Good Resources	-5
New landowner's title is below neighbor's rank	-4
New landowner's title is above neighbor's rank	-2
New landowner has equivalent title/rank as neighbor	-3
New landowner has more than one keep/castle on his lands	+5 per extra keep/castle

Table I-13: Granted Titles

D100 Roll	Title	Typical Description
1-8	Yeoman	Freeholder, a man freeborn, often a butler for nobility, gentleman attendant in royal household, "young man".
9-18	Gentleman	One without title, but with a coat of arms showing ancestry; a person of superior birth, above a yeoman.
19-27	Esquire	Title of office for sheriffs, serjeants, barristers at law, justices, and others.
28-33	Knight Baneret (field promotion)	Created by sovereign in person on field of battle and can lead vassals into battle under his own banner.
34-37	Knight Baneret (non-field promotion)	Created by sovereign NOT in person on field of battle and can lead vassals into battle under his own banner, such as Knights of the Bath (took a bath the night before his creation). That order originally consisted of the sovereign, grand master, and 36 knights companion.
38-40	Knight Bachelor	The lowest, but most ancient of the ranks of true knight.
41-45	Knight (non-hereditary)	Includes Knights of the Chamber (title awarded in sovereign's chamber in peacetime). A soldier, assistant to a superior commonly in return for land, "sir", a mounted man of arms serving a superior ala Knights of the Garter, aka Knights of the Order of St. George.
46-50	Baronet	Granted by patent, this dignity or degree of honor is hereditary, though most higher nobles look down on them.
51-65	Thegn/Thain/Thane	Often a title developed from tribal chieftain days.
66-74	Baron	Created long ago to give earls someone to lord over.
75-84	Viscount	This title was created to make a level between Thane and Earl.
85-89	Earl/Jarl	Among the most ancient of titles, once ranked just below the king.
90-94	Count	Counts outrank Earls, but only slightly.
95-97	Marquis	Lowest ranking member of royal blood. Generally a legitimate son of a Duke or a Prince. Alternatively Margrave or March Lord.
98-99	Duke	Most dukes have royal blood.
100	Archduke	When "Duke" isn't enough.
	King	This title is generally forced on a conquered king's descendants by a king or emperor. Only a High King would grant this title, and not on a whim.
		If a character is in Great Honor and owes his fealty to a generous High King of the same alignment, whom he has served well, the GM may allow the character to receive this title.
		Certain societies have a Great Leader above all others.
	High King Emperor	An empire includes several lands with different cultures. Empires are created by conquest and rarely survive intact two generations after the founder.

SITE FACTORS

The Construction Site

Now that you have determined how the character will come into possession of the land on which he wishes to build (and the title with which he will hold it), it's time to look at the land itself. The designer of the castle must take into account the climate in which work will be done, the terrain that workers must deal with, the vegetation on the site and the availability of resources.

Climate Type

The first piece of information that must be generated about the castle is its Climate Type. As you might imagine, building a castle in a temperate region is far easier than building one in the frozen north or blistering heat of the tropics.

Each of the six climate types listed below includes a Production Modifier (PM). This number rates the difficulty associated with castle construction in that climate. A value of 1.00 is the average from which all other numbers deviate. When you record the climate type, also note the PM associated with it. Production Modifiers for each category will be used later to determine how much it costs to build your castle and how long it will take to complete. Whenever you record a PM, remember that a low number indicates better conditions and, therefore, faster and cheaper construction.

Arctic (4.00)

Frigid temperatures and otherwise hostile conditions mark this area of the world. The ground is made up of snow and ice for the region seldom grows warm enough for water to melt. A castle built in such a region is probably going to have to be supplied with imported provisions as there will be no local agriculture possible.

Examples of arctic climates in our own world include both the arctic and antarctic, as well as the peaks of high mountains.

Sub-Arctic (2.50)

While not as hostile as the arctic, sub-arctic climates are harsh and difficult to work in. While a short growing season is possible, it is followed by a long and deadly winter. Castles in this area will be very small if forced to depend on their own agriculture. If food can be imported regularly, a larger castle can be supported.

Much of Alaska, Canada, and Scandinavia fall into the sub-arctic category, as do portions of Greenland, Iceland, and Russia.

Temperate (1.25)

A region marked by distinct changes in season, Temperate zones have short but adequate growing seasons and produce good harvests. Winters are harsh, but those who are ready for them can weather them with a little preparation.

Examples of temperate zones on Earth include New England, portions of Northern Europe, and much of southern Canada and Russia.

Moderate (1.00)

Perhaps the best suited for human civilizations, these climates offer fairly mild winters, long growing seasons and are otherwise comfortable to dwell in. Nearly any type of human society can be found in a moderate zone. Great empires often have their seats in such regions.

Examples of moderate regions on Earth include much of the southern United States and most of the regions around the Mediterranean Sea.

Sub-Tropical (1.25)

Although these regions are marked by an almost year-round growing season, they are generally too warm for optimum comfort. Winters are short and, as a rule, not harsh at all. Many regions in this climate will never see snowfall except at higher elevations.

On Earth, much of northern Africa and large portions of South America falls into this category.

Tropical (1.50)

The hottest regions in the world, the tropics are marked by very high temperatures and nonexistent winters. The growing season has no end, but there is no relief from the harsh temperatures that dominate such areas.

Much of Central America and portions of Africa fall into this category, as do sections of southeast Asia and the Indies.

GEOGRAPHY

The next important aspect that must be considered about a potential building site is that of geography. In its most simple terms, this can be thought of as the roughness of the terrain.

On important distinction must be made here. An area's geography refers only to the earth itself, and not to what is growing on it. Thus, a barren arctic plain and a flat field in a temperate region both fall into the Plains category. Later, when we discuss ground cover, the forestation and vegetation of an area will come into play. For now, though, think only about the rocks and soil.

As with climate type, an area's geography generates a PM to record for later use.

High Mountains (4.00)

The most daunting and dangerous of geographies, high mountains include only the loftiest of peaks. Travel to and from such regions is assumed to be almost impossible, unless magical means are used to aid the voyager. Even dwarves tend to avoid such rugged lands, although they greatly admire them and their solid construction; often sites holy to dwarves are found in such places.

On Earth, the mountains of Tibet fall into this category.

Moderate Mountains (3.00)

Somewhat less imposing than the high mountains, these regions are still overwhelming. Dwarves and gnomes dearly love such places, and seek them out to make their homes in. Human cultures in such places will be few and far between, but not unknown.

The Swiss Alps and Rocky Mountains both have areas that fall into this category.

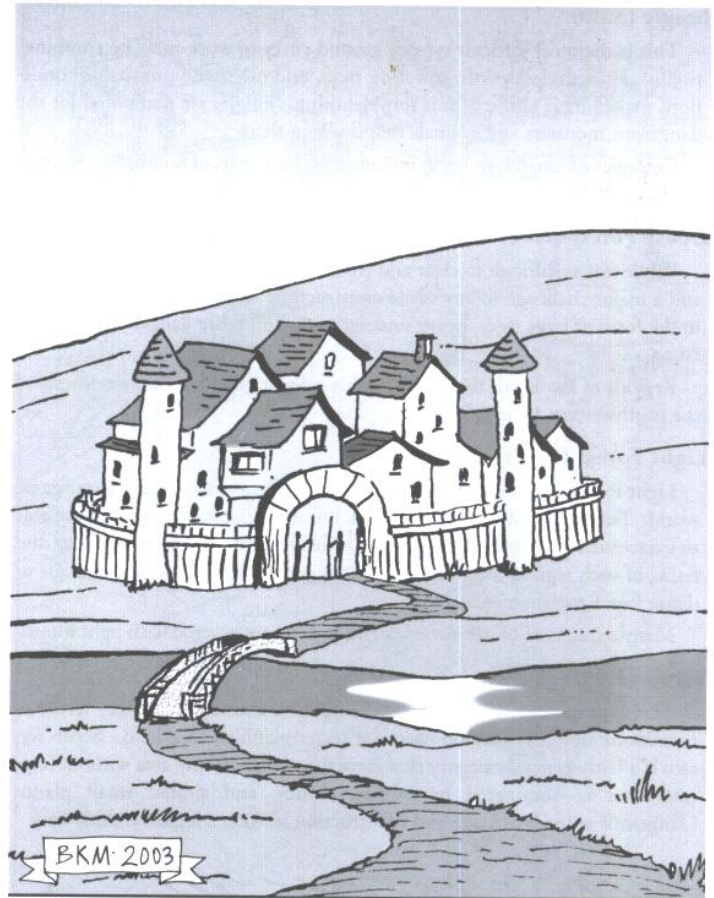
Low Mountains (2.00)

Although rough and challenging, these areas are far more hospitable to human societies than the other mountain types. Those cultures that do thrive in such regions will tend to be small, for the difficulties inherent in such places make large cities difficult, if not impossible, to maintain.

On our own world, the White Mountains in New England and portions of the Appalachians throughout the eastern United States fall into this grouping.

Foothills (1.50)

Unlike the low, rolling hills found in many parts of the typical HackMaster game world, these regions are noted for their rough terrain and broken



maybe this wasn't the best place for a castle....

nature. They are rugged and dangerous, often considered to be mountains by those who live on or among them.

Areas such as Greece, Turkey, and Italy fall into this category.

Rolling Hills (1.00)

A very common type of geography, rolling hills are very appealing to most human cultures. They offer many of the strategic advantages of rougher terrain without the hazards and difficulties associated with mountains and the like.

Much of the United States and Europe is dominated by rolling hills.

Plains (0.75)

Plains are regions of long, flat terrain without major geographical landmarks. They have no natural windbreaks and are often subject to strong breezes and the like. Despite this, the plains are ideal for many occupations if the climate is hospitable. Invading armies can move across them as quickly and easily as can supply caravans.

The midwestern United States and central Russia are fine examples of this type of geography.

GROUND COVER

The third important feature of the construction site is the ground cover. For the most part, this refers to the vegetation that found in the region. For example, while it might be difficult to build a castle in a mountainous region, it becomes almost impossible if we cover the mountains with a dense rain forest.

Each type of ground cover has a PM associated with it, record this number when you determine the type of cover you will be building in as it will be used later on in the construction process.

Jungle (3.00)

This is the most difficult type of ground cover to work in. The combination of dense undergrowth, towering trees, and otherwise unsuitable conditions make jungle construction very daunting. Jungles are also noted for the dangerous monsters and animals that dwell in them.

Examples of jungles on Earth include the rain forests of South America and the heart of Africa.

Dense Forest (2.00)

While not as difficult to clear and work as areas of jungle, dense forests are still a major challenge to any castle construction team. They offer resistance in the form of large trees, heavy undergrowth, and fairly dangerous flora and fauna.

Regions of the Earth that fall into this category include the rain forests of the northwestern United States.

Light Forest (1.50)

Light forests are common in many parts of the average HackMaster game world. They can be difficult to work in, but most construction teams are able to overcome such ground cover with a little effort. In addition, the flora and fauna of such regions are generally less dangerous than those of the jungle or dense forest environments.

Many sections of North America and Europe are covered with light forests.

Scrub (1.00)

This type of vegetation grows in areas where the soil is not very fertile or conditions are otherwise too harsh for larger plants to take hold. Scrub terrain is a fairly general category that is meant to include any area without large trees that is dominated by bushes, shrubs, and similar small plants. Dangerous animals are rare and construction in such a region is fairly easy.



A much better, albeit expensive, location for a castle....

Scrub regions are common along the seacoasts of New England and in colder climates of the world such as Canada.

Grasslands (0.75)

The term grasslands applies not only to wide regions of savanna and veldt, but also to areas that have been under cultivation. As a rule, the lack of heavy vegetation and absence of dangerous animals makes these regions well suited for the task of castle construction.

Much of the midwestern United States falls into this category, as do the farming regions of Canada and Russia.

Barren (1.50)

Barren regions are noted for their absolute lack of vegetation. As a rule, however, this means that they are also poorly suited to construction because of the condition of the soil. While such places are not as difficult to work in as deserts, they are exposed to strong winds and make life difficult for those forced to live and work there.

Examples of barren lands on Earth include the steppes region of Russia.

Desert (2.00)

Two things make construction in the desert difficult: the lack of water or other supplies and the unsuitable nature of the soil itself. Although it is possible to build in the desert, it is not easy.

On Earth, the Sahara and Gobi deserts fall into this category.

Swamp (2.00)

Swamps, marshes, and similar wetlands are noted for their hostility to man and his projects. Dangerous animals abound, the land is soft and wet and the climate is hostile. Few places are more daunting to workers and engineers alike.

Examples of swamps on Earth include the Everglades in North America and portions of the Amazon River basin.

RESOURCE AVAILABILITY

Another important aspect that must be considered is that of construction resources and supplies. If a castle is being built in the arctic, stone and food must be imported from far away. Read through this section and determine which category best describes the conditions that a specific castle will be built under.

Distant and Poor (2.00)

This category is used whenever the resources (stone, food, tools, and so forth) are far from the construction site and of inferior quality. While this is the worst possible case, it is sometimes unavoidable.

Distant and Good (1.50)

In this case, supplies and resources are of acceptable quality, but are very far away and must be transported to the site. This is a fairly common occurrence.

Near and Poor (1.25)

In this instance, the supplies are close at hand, but are of poor quality. While this is not the best case by any means, it is the most common condition. As a rule, castles are built with materials from the local area, even if they are not the best available.

Near and Good (1.00)

By far the best of conditions, this is a rare occurrence. To fall into this category, a construction site must be near a source of high quality supplies. The most common instance of such a construction site might be the building of a castle to defend a large town whose main industry is mining and stoneworking—obviously, not the most common situation.

THE WORK FORCE

Now that the physical nature of the area has been determined and its various production modifiers recorded, the design process can move on to its

next phase. In this section, we will deal with the people who live in the area where the castle is going to be built.

As with the previous section on the construction site itself, all of the following characteristics will generate a PM that must be recorded for future reference.

LOCAL SOCIAL STRUCTURE

The nature of the local people and their native culture greatly influences on the construction of the castle. The reason for this is simple enough. Most of the actual work force will be drawn from these people. If they are, for example, nomads with no history of building large, static structures then it will be difficult to work with them. While they might not directly oppose construction, they will not have an understanding of the techniques to be employed or the tools that they may be required to work with. Careful guidance and supervision of such laborers will be time consuming and expensive.

Nomadic (2.50)

Nomadic people travel from place to place throughout their lives. They build no long term structures and have no concept of enduring projects. As such, they can be difficult to train and tend to think of the work they are doing as foolish and pointless. Why build such an immense thing when we will all move on in a few months?

Semi-Nomadic (1.75)

Although these cultures have many of the same traits as nomadic people, they do build some longer lasting structures that they may return to many times. For example, a central temple might be established to which several different tribes may journey to for a brief period each year. Although working with semi-nomadic people is difficult, it is not nearly as frustrating as working with nomadic societies.

Primitive Agricultural (1.25)

These people have begun to understand the importance of farming and the like. While less advanced cultures tend to be victims of the environment, these folks have begun to confront and even significantly change the local ecology to suit their needs. They have fixed settlements that they live in all year round and understand the concept of land ownership in some basic way.

Agricultural (1.00)

The typical feudal culture, agricultural societies have organized farms, understand crop rotation and similar farming techniques and have a solid understanding of land ownership. They recognize the importance of a large fortification as a benefit to themselves and their own society.

Advanced Agricultural (0.75)

More advanced than the typical feudal society, advanced agricultural cultures almost demand the presence of a castle or keep in their region as a sign of power, prosperity and ability. They also have skill and knowledge in building techniques far in excess of those possessed by lesser cultures.

WORKER SKILL

The next important category is that of worker skill. If the castle is being built by people who have a natural affinity for stone work and fortress design, such as dwarves, then work will be quicker, cheaper, and of better quality. While some might argue that it is cheaper to use unskilled workers who can be paid less, they are not taking into account time and money lost to training, mistakes and lack of worker pride.

As a note, the following categories assume that work crews will be largely unskilled but supervised by artisans and individuals with knowledge and experience. If no experienced professionals are available, the GameMaster may wish to reduce the overall worker skill by one level. If a wealth of experts is available for some reason, the worker skill may be increased by one level.

Very Poor (3.00)

This category includes all manner of people who have no familiarity with building large structures, such as Dryads, Sylphs, or Merfolk. In addition, it



includes those who must be constantly supervised or are not free-thinking, such as the undead or characters acting under some sort of mental domination.

Poor (2.00)

This class of worker is not familiar with stone work or similar construction projects, but does not find the concept wholly alien. The typical man-in-the-street would fall into this category. In addition, some races that are not noted for large scale constructions (such as Lizard Men or Troglodytes) might fall into this grouping.

Average (1.00)

As a rule, nearly every construction project will be able to recruit workers of this caliber, unless there are unusual circumstances that dictate otherwise. Persons in this group have a natural affinity for stone work, as would the average dwarf or a skilled human construction worker.

Good (0.75)

Workers in this category are noted for their talent, productivity, and work ethics. They can be counted on to make few (if any) mistakes and to undertake prompt corrective action when accidents occur. An experienced team of dwarven masons would fall into this category.

Very Good (0.50)

Those who fall into this category are the most highly skilled of all construction teams. They make almost no mistakes, have very few accidents, and are able to undertake even the most daunting projects without fear of failure. The dwarven artisans of legend fall into this category, as do Stone Giants and similar races.

WORKER MORALE

Of course, no matter how good the building site or how skilled the workers, low morale can spell disaster for a project. In fact, highly skilled workers on a project they do not support can spell doom, as they are able to sabotage the project in subtle and disastrous ways.

Very Poor (3.00)

Workers in this category can be counted on to avoid work whenever possible, to sabotage the project, and generally to do a very poor job. Construction time is greatly increased and costs are higher due to supervisory needs and constant reworking of past errors. Slaves and prisoners fall into this category, as do those who have no free will (Skeletons, Zombies or persons who are under some form of mental domination).

Poor (2.00)

While workers in this group might not go out of their way to undermine a project, they will certainly not go out of their way to help it along. Minor problems that might be caught early on and corrected are ignored leading to a potential disaster later on. Loafing is common and the pace of work is generally very slow. Poor working conditions or cruel supervision can easily drive a work crew that normally has average morale into this category.

Average (1.00)

Unless there are unusual conditions that might make a construction team more or less inclined to work on a project, they fall into this category. Maintaining this level of morale is simple enough if supervisors are competent and skilled, conditions are fairly good, and the project is not detrimental to the interests of the workers.

High (0.75)

Workers with high morale tend to be interested in the project for one reason or another. For example, they might be the soldiers who will be stationed in the castle or might recognize its need to defend them from a neighboring state. For whatever the reason, they work hard and attempt to do whatever they can to speed the project along and ensure high quality construction.

Very High (0.50)

The most motivated work force available, very high morale workers will put in long hours in bad conditions with only a minimum of grumbling and fuss. They can be counted on to take corrective action the moment a problem (or potential problem) is spotted. Their work will be of the highest caliber and they will do everything they can to further the interests of the project.

Examples of those in this category include the fanatic followers of a popular religious or military leader and sometimes the henchmen of player characters.

Determine the Final Production Modifier

Now that all of the major factors that determine the ease with which the castle can be built have been defined, it's time to calculate the total Production Modifier for the castle. To do this, simply multiply all of the PMs that have been generated so far together. Round this result to two decimal places when you have completed the calculation.

CASTLE DESIGNS

Okay, so now you know how much various factors will affect the total construction time and cost, it's time to get down to the details. It's time to think about the actual castle itself. What features will it have? How large will it be? These and other important aspects must be decided upon now.

Castle design is a modular process. For example, a simple outpost might consist of four round towers (each four floors high), linked by a solid stone wall (also four floors high), with a basic gatekeep set in the center of one wall to allow entrance to the castle. From this basic description of the structure, we can design the entire castle.

LAYING OUT THE CASTLE

Now that you understand the various modules and their uses, go ahead and lay out a rough floor plan of the castle you want to build. It needn't be very detailed or complex, but should identify all of the modules that you want to use.

Swamp Castle

In order to help you better understand this phase of the design process, we will use the classic example of the Swamp Castle. We have already determined the various environmental and social features that dominate the construction effort, now we must lay out the castle itself.

Looking at the castle floor plan [Chapter 6, p. 110-111], you will see that the keep is intended to have four square towers, each of which is four floors high. Because a standard tower module is only two floors high, we need eight tower modules in all. Since the towers are to be anchored to walls, the same size module can be used on the top and bottom of the tower. The castle is not intended as a great fortress, so the designer opts to use small towers.

Next, we move to the walls that link the towers together. A distance of 110 feet separates each of the towers, so 44 wall sections are required to complete the lower level of the wall. However, the wall is meant to be four floors high, so additional bracing must be included. Since three levels will be added to the lowest level of wall, three extra wall modules must be added per 50 feet or fraction thereof. Thus, 27 additional modules must be added to support the second level ($(440 \times 3) / 50 = 26.4$, rounded up to 27). Since the second level must support two more above it, two modules must be added for every 50 feet of its length ($(440 \times 2) / 50 = 17.6$), for a total of 18 modules. To support the upper level, 9 modules must be added to the third level. Note that these numbers do not include the additional wall that is set up around the castle gate. This area works out to require 55 wall sections. Thus, for our whole castle, we will need 285 wall modules. The lower level of the main wall (which requires 70 modules) includes a glacis, but the other 215 sections are ordinary wall sections.

As you can see, this accounts for the vast majority of the castle's construction. The designer wants to have the inside of the keep roofed over and split into 3 internal levels. These floors will be roughly 120-foot squares, so each one has a surface area of 14,400 square feet. There are four such surfaces to be created (3 floors, including the bottom one, and the roof). In order to finish the calculations in less time than it would take to build a real castle (yes, we checked), the GameMaster assumes that the roof is a flat surface, despite its angular nature. Thus, the castle needs a total of 57,600 square feet of wooden flooring. Since each section of wooden wall (floor in this case) is 150 square feet, we need 384 such modules must be built.

The smaller aspects of the castle's design, like the spiral stairways, internal furnishings, and main stairs are assumed to be included in the castle's overhead costs (described later). Since the main entrance is not a grand affair, the GameMaster agrees that it can also be included in the overhead costs. If the gate were larger, it would have to be bought as a barbican or gatekeep.

So, what do we have now? Our castle is going to require the following:

- 8 Small, square towers
- 70 Wall sections with glacis
- 215 Standard wall sections
- 384 Wooden wall sections (used as floors and roofing)

Average Construction Time & Cost

Now that you have laid out the basic structure of the castle, it's time to determine just how much all this is actually going to cost and how long it's going to take to build. The values you have calculated determine the average time and cost factors for the project. Because of the modular nature of this system, you can simply add up the cost of all the modules you wish to purchase and add up the time required to build them. This system simplifies some of the complex elements of architecture and engineering. The alternative is to build a real castle, stone by stone, and record all of the costs and effort involved. Since this has already been done with great thoroughness, you should be thankful for the highly accurate approximations we provide.

Table I-14: Castle Modules

Tech Level	Module Type	Time in Weeks	Cost (gp)	Lyre of Building Hrs/unit	Stone Volume (ft ³)	Unit Dimensions
Buildings, Stone: 2' thick outer walls; 1 wooden floor and 1 stairway per level; Standard roof.						
3	Small	64	2,000	0.64	2,400+	20'x20', 1 story
3	Medium	96	3,000	0.96	3,600+	20'x40', 1 story
3	Large	144	4,500	1.44	5,400+	30'x60', 1 story
4	Great	300	10,000	3	10,800+	30'x60', 2 story
4	Grand	600	19,000	6	21,600+	40'x80', 3 story
Buildings, Wooden:						
1	Small	8	40	0.08	NA	20'x20' 1 story
1	Medium	12	60	0.12	NA	20'x40' 1 story
1	Large	18	90	0.18	NA	30'x60' 1 story
2	Great	40	200	0.4	NA	30'x60' 2 story
2	Grand	75	375	0.75	NA	40'x80' 3 story
Earthworks:						
1	Ditch	2	10	0.02	{-25,000 dirt}	10'x10'by 5' deep
3	Moat/Channel	6	30	0.06	~ 150	10'x10'by 5' deep, Paved
1	Motte	2	10	0.02	{25,000 dirt}	10'x10'by 5' high
1	Road, raised Dirt	10	50	0.1	{dirt}	100' x10'by 2' _' high
	Paved(est.)	30	150	0.3	~7,200	100' Paved road
	Walk (est.)	11	75	0.11	200	100' of double walkway
2	Walkway, Stone	1	20	0.1	200	200 1'x2' x _' stones
2	Paving (est.)	2	10	0.2	~ 72	100 1'x1' x _' stones includes gravel bed
Gatehouses:						
4	Gatehouse/Barbican, Small	1,665	28,600	16.65	21,240	2 small towers, small stone building, Gate, Floor (Improvements possible), Murder Holes, Arrow slits, Roof (Improvements)
5	Medium	2,050	35,200	20.5	35,370	2 medium towers, small stone building Gate, Floor (Improvements possible), Murder Holes, Arrow slits, Roof (Improvements)
6	Large	2,880	49,500	28.8	36,570	2 medium towers, medium stone building, Gate, Floor (Improvements possible) Murder Holes, Arrow slits, Roof (Improvements)
5	Gatekeep, Lesser	1,950	33,275	19.5	30,240	as small gatehouse plus 6 wall sections and a gate
6	Greater	4,625	40,620	46.3	76,740	consists of 2 medium gatehouses connected by 4 wall sections
7	Grand	6,410	110,800	64.1	86,940	Consists of 2 large gatehouses, 6 wall sections, and 2 small stone buildings
Towers:						
4	Bartizan	250	4,000	2.5	6,280	All 2 story 10' d., 20' h.
4	Round, Small	350	6,000	3.5	9,420	15' diameter (25')
5	Medium	720	12,000	7.2	16,485	30' diameter (40')
6	Large	900	15,000	9	47,100	40' diameter (60')
6	Donjon	1,260	21,000	12.6	65,940	60' diameter (80')
3	Square, Small	280	7,000	4	3,750	10'x10' (15'x15')
4	Medium	840	14,000	8.4	48,000	30'x30' (50'x50')
5	Large	1,080	18,000	10.8	60,000	40'x40' (60'x60')
5	Donjon	1,440	24,000	14.4	84,000	60'x60' (80'x80')

Table I-14: Castle Modules....cont.

Tech Level	Module Type	Time in Weeks	Cost (gp)	Lyre of Building Hrs/unit	Stone Volume (ft³)	Unit Dimensions
	Underground:					
3	Mining, Hard stone	8	25	0.08	-1,000	1000 cu ft of hard stone
2	Mining, Soft stone	4	20	0.04	-1,000	1000 cu ft of soft stone
1	Mining, Very Soft	2	18	0.02	-750	750 cu ft of very soft stone
4	Passageway	25	100	0.25	-1,500	10'x10'w. 15' ceiling
4	Room/Chamber	25	100	0.25	up to -1000	10'x10' by 10' high unit
	Walls:					
1	Palisade	1	5	0.01	NA	10' long section
1	Wood	1	5	0.01	NA	10'x10', 1 story
3	Stone	30	500	0.3	1,500	10'x10', 1 story
2	Brick	3	250	0.03	NA	10'x4', 1 story
7	Metal Fence	2	100	0.02	NA	10' x 1', 6' high
	Finishing Items:					
4	Arrow slit	1	1	0.01	-12	Angled window 3' tall, 1' wide
4	Arrow slit, crossletted	2	1	0.02	-16	
5	Battlement	1	250	0.01	120	14' length
7	Buttress, stone	2	15	0.02	150	3' w., 5' d., 10' h.
2	Catwalk, wooden	1	10	-	NA	10' length
	Door, Interior					
2	wood	1	10	-	NA	4' wide, 7' high
3	reinforced	2	25	-	NA	4' wide, 7' high
4	iron	3	100	-	NA	4' wide, 7' high
5	secret	3	50	-	NA	2'w., 4' h.
5	trap	3	2	-	NA	2' w., 3' length
4	Drawbridge	40	550	0.4	NA	10' w., 20' length, 6" thick
2	Embrasure shutters	1	3	-	NA	1' by 3'
	Floor, Improved					
2	fine wood	1	40	-	NA	10' x 10'
3	flagstone	2	100	-	NA	10' x 10'
3	tile	2	100	-	NA	10' x 10'
5	Glacis (Plinth)	14	220	0.14	45	3' w, 5' h, 3' deep at the base
-	Golem, Iron	16	100,000	-	NA	
-	Golem, Guardian	14	90,000	-	NA	Pair
-	Golem, Stone	12	80,000	-	var	
4	Hoarding, wooden	6	100	0.06	NA	10' length
6	Machicolation, stone	23	364	0.23	300	10' length
8	Marble	12	1000	0.12	NA	5'x5' section, 1' thick
4	Merlon	1	6	0.01	8	4'w., 3'd., 5' h.
3	Murder hole	1	10	0.01	-1	3" diameter,
5	Parapet, stone	2	10	0.02	90	10' length
5	Pilaster	2	25	0.02	150	5' w., 3' d., 10' h.
2	Portcullis, wooden	1	100	-	NA	10'w., 15' h.
4	Portcullis, steel	3	500	-	NA	10'w., 15' h.
4	Postern	5	100	0.05	31.4	2' diameter, 10' high
	Roof, Improved					
2	fine wood	1	40	-	NA	10' x 10'
3	flagstone	2	100	-	NA	10' x 10'
3	tile/shingle	2	100	-	NA	10' x 10'
4	Shifting Wall	10	1000	0.1	1,500	10' section
3	Stairs, stone	5	50	0.05	150	10' rise, 3' w
1	Stairs, wooden	3	10	0.03	NA	10' rise, 3' w.
1	Statue, Small	2-4	50-100	-	18	3' h
2	Statue, Medium	3-5	75-200	-	36-40	6' h
4	Statue, Large	4-8	100-300	-	60-70	10' h
6	Statue, Gigantic	6-12	180-420	-	90-110	15'+h
2	Window, shuttered	1	7	0.2	-40	2'w., 4'h.
3	Window, shuttered & barred	2		10	0.25	-40 2'w., 4'h.

Table 1-14: Castle Modules....cont.

Tech Level	Module Type	Time in Weeks	Gold	Stone Volume	Unit Dimensions
N/A	Magical Additions:				
N/A	Glassteel Windows	per windows	base cost+100 per caster level	NA	As module type
N/A	Glassteel Walls	per walls	base cost+100 per caster level	NA	As module type
	Material Cost Modifiers:		Additional cost		
1	Kiln Fired Brick vs Stone	x 1/2 time	x 2 material cost, x 0.5 labor cost	NA	As module type
1	Mud Brick vs Stone	x 1/2 time	x 0.5 material cost, x 0.33 labor cost	NA	As module type
	Mixed Material Walls				
1	Earth and Wood		x1.2 material cost to wood modules only)	NA	As module type
	Layering Materials				
2	Clay	x 0.5 time	x .1 module cost	NA	As module type
4	Rebar Mesh	x 1.25 time	x 1.25 module cost	NA	As module type
3	Tin	x 0.1 time	x .1 module cost -	NA	As module type
3	Lead	x 0.25 time	x .33 module cost -	NA	As module type
4	Gold	x 0.4 time	x 1.5 module cost	NA	As module type
4	Copper	x 0.33 time	x 0.6 module cost	NA	As module type
6	Copper Alloy Rebar Mesh	x 1.25 time	x 1.6 module cost	NA	As module type

The following modules include all the elements needed in the design of a castle. When you select a module for use, however, be sure to take into account the Tech Level of the area (as defined at the start of the design process). Building a module in an area with a lower Tech Level is possible, but extremely difficult. There must be at least one architect who understands the more advanced module and one engineer dedicated solely to overseeing that module. Since they will by definition not be locals, their fees are higher and they insist on travel expenses being covered by their employers. For each Tech Level of a module above that of the area, multiply the cost of that module by two. Thus, building a medium barbican in an area with a Tech Level of 3 would take 8,200 man-weeks and cost 140,800 gp.

While modules are of a standard size, the cost and time to construct a similar stone volume can be used for different shapes. For example, a small stone building (1 story high, but 10 feet wide by 40 feet long) would have the same costs and construction time as a standard 20-foot by 20-foot stone building.

The Builder's Bible

To determine the cost and time to build a fortress, add the construction cost and time for each module involved together. These values can be found on Table 1-14: Castle Modules. Because of its drastic effect on construction and ability to not only increase the efficiency of construction but actually build complete modules, we include the Lyre of Building in its own separate entries. Numbers indicate the number of hours of playing required to build one unit. Some units are actually much easier to construct, and so numbers in parentheses indicate how many units can be made in an hour using such a Lyre.

CASTLE MODULES

Many of the terms used in the above table may be unclear to those unfamiliar with medieval architecture. In addition, the actual construction of, say, a barbican may vary greatly in different kingdoms. Thus, we provide the following descriptions of the castle modules in an effort to fully define them for use in castle design.

Readers should note that (unless otherwise noted) the dimensions given in the descriptions of the various modules are internal dimensions, as that is the space available for use. Thus, a standard small, round tower that is described as 15 feet in diameter has an external diameter of 25 feet because its walls are 5 feet thick.

BUILDINGS, STONE

Stone buildings are generally used in the design of a bailey or castle compound, and are not an actual part of the castle itself. Those who wish to build themselves a home, warehouse, shop, or other structure (either within the confines of a castle wall or in a small village), can use these building modules. They consist of a single course (two feet thick) of dressed or field stone with one wooden floor and one stairway per story (attic and stairs to the attic in a one story building), a peaked roof, and one wooden door. Cellar excavation, ground flooring, windows, interior walls, and additional doors are extra. The wall thickness can be increased by purchasing wall units. Simply calculate the volume required for the extra thickness, round to the nearest whole number of wall unit modules, and add that to the cost of the building.

Small buildings are generally square in shape. The walls average two feet in thickness and stand 15 feet tall. The interior of the building has 400 square feet of floor area (and is usually 20 feet by 20 feet).

Medium and large buildings have similar wall constructions, but have, respectively, 800 square feet and 1,800 square feet of floor area. Usually, a medium building is 40 feet by 20 feet and a large building is 60 feet by 30 feet.

Great stone buildings are two level affairs, standing 30 feet tall. Like the other stone structures, their walls average two feet thick (more at the base, less at the top). Each of the great building's two floors has 1,800 square feet of surface area, usually with dimensions of 30 feet by 60 feet.

Grand stone buildings are large and impressive things. They stand 45 feet tall and have three internal levels. The building is usually 80 feet long by 40 feet wide, giving each floor 3,200 square feet of surface area. Other shapes and dimensions are possible, but the internal surface area remains similar.

BUILDINGS, WOODEN

Like stone buildings, the following structures are found within the castle walls as outbuildings. In addition, they make up the majority of buildings in a town, village, or other community. The dimensions listed for each entry are the most common, but builders are by no means restricted to them. When determining the price and labor time for a nonstandard building, round the total square footage to the nearest module. For example, if a building requires 2,500 total square feet, you would need 3 medium modules and 1 small module. Fine finishing details make the final cost equivalent to a full-sized module.

Small, medium, and large wooden buildings have very thin walls, usually only a few inches thick. Small buildings measure 20 feet by 20 feet, giving them 400 square feet of floor space. Medium buildings are 40 feet by 20 feet

and have 800 square feet of floor space. Large buildings, which are often found as storage areas or large shops, are 60 feet by 30 feet and have 1,800 square feet of floor space.

Great wooden buildings are two story affairs that stand 30 feet tall. They are 60 feet long and 30 feet wide, with 1,800 square feet of surface area on each floor.

Grand wooden buildings are three stories (45 feet) tall and measure 80 feet by 40 feet. Each floor has a surface area of 3,200 square feet for a total of 9,600 square feet.

EARTHWORKS

Ditches are trenches excavated as an obstacle, with sloped, compacted, and sodden sides used in castle defense to make the land attackers must cross uneven and dangerous. While giving their attention to getting past a ditch or other obstacle, attackers are far more vulnerable to defensive missile fire. Each ditch section is 10 feet long, 10 feet across, and 5 feet deep. Thus, a 100-foot long ditch would require 10 ditch modules. A ditch is not finished and will not hold water like a moat, although water will pool there after a storm. If a motte of earth is built immediately above one side of a ditch the cost of the motte is only 20% of the amount shown. A sloped motte built along a ditch is called a rampart. The cost of ditching can be used for computing the cost of excavating for cellars, basements, dungeons, etc.

As technology improves, the idea of making ditches even more effective by filling them with water naturally arises. Thus, in essence, a moat is nothing more than a ditch that has been finished so that it will hold water. Channels are used to link moats with the waterways that will fill them. In some cases, it may be necessary to dam part of a waterway to divert water into the moat. Dams can be built like stone walls, but cost twice as much and take twice as long to complete.

It is sometimes possible to fill a moat with dangerous animals that can be used to increase its effectiveness during an attack. Exact details in such cases are left to the GameMaster's and players' imaginations. It is important to keep in mind, however, that unintelligent moat guardians will attack defender and intruder alike and that intelligent denizens will require some reason for accepting a position as "moat guard." Costs of acquiring and maintaining such guardians vary from nothing (when a creature simply moves in and lives off sewage, for example), to as much as the GM can squeeze out of the players.

A *motte* is a manmade earthen mound. Just as it is sometimes wise to ring a castle with ditches to defend it, it is always better to build on high ground. In cases where a natural earthen mound or motte is not available, manmade ones can be created. As a rule, one motte module represents a 10 feet by 10 feet square area raised 5 feet. Thus, if an area 400 feet by 400 feet (160,000 square feet) were to be raised, 1,600 motte units would be required for each 5-foot rise in ground level.

Roads are costly to build and maintain, so they were very rare in the Middle Ages (the general period of reference for a HackMaster game). Only the largest and most well organized empires can undertake the ambitious construction programs of widespread road development.

A road eases travel over normal terrain as indicated on page 161 of the HackMaster GMG. It can improve travel rates by 50% over rugged terrain (such as rolling hills) and 25% in very rugged terrain (such as mountains, marshes and so on).

GATEHOUSES

Barbicans (also called gatehouses) are a form of construction intended to protect the castle gate from attackers. In this sense, they are much like the gatekeeps that eventually evolve from them. Barbicans are set into the outer and curtain walls of a castle. The next major step in the evolution of the castle, the gatekeep permits the defenders of the castle to confront attackers before they reach the main gates themselves. In essence, a gatekeep is much like a barbican that is set away from the castle walls and connected to them via a pair of strong stone walls. Even if the outer barriers of the gatekeep are breached, the walls act to create a killing field that makes the final assault on the gates even more difficult.



Small barbicans are composed of two small, round towers set some 20 feet apart with a stone building linking their upper sections together. The space beneath the suspended building often houses a gate, but may be found open from time to time. A gate is always assumed to be included in the price of a gatehouse.

Medium barbicans are composed of a brace of medium, round towers that are spaced 20 feet apart and connected to a small stone building. Once again, a gate is assumed to be included beneath the building.

Large barbicans are also based on two medium, round towers but are spaced 40 feet apart and have a large linking structure between them.

In all cases, the floors and walls of the connecting structure have murder holes through which defenders can attack invading forces. Further, each tower, whether small or medium, is assumed to be two stories (30 feet) tall.

A *lesser gatekeep* consists of two small, round towers and a linking structure (essentially a small barbican) that are set some 20 feet out from the castle's main gate. Two 15 feet high walls run from the flanking towers to the main gate and secure the structure to the castle.

Greater gatekeeps are somewhat larger and incorporate four medium, round towers. Two are positioned forward just as they are in a lesser gatekeep, but two more are built into the castle walls around the main gate itself. In this way, the rear towers can provide better fire into the killing fields between the castle and

outer defenses and can also support the forward towers in holding off attackers. Persons in the forward towers can move along the top of the walls (which provide partial cover from enemy archers) to reach the castle towers. In times of combat, this is dangerous to attempt.

Grand gatekeeps are the ultimate in gate defense. They are composed of four large towers, arranged in the same manner as the towers in the greater gatekeep, and can hold off huge numbers of enemy forces for extended periods of time. The two forward towers are set some 30 feet out from the castle and 40 feet apart. A fully enclosed stone passage runs along the upper section of the two flanking walls, allowing easy and safe passage from the towers to the castle and back again.

TOWERS

Rounded towers provide better a better defense against things like screws and sappers. As a rule, they tend to be somewhat smaller internally than their square counterparts, and use less stone. Due to the difficulty in cutting the stones to exact fit, however, they cost somewhat more to build compared to the volume of stone used. The technology required to build such structures may not always be available to the castle designer.

Although less sturdy and somewhat more expensive, square towers are easier to build than round ones. Thus, they are somewhat more common. Square towers are found in the same basic sizes as round ones, and a tower module is again assumed to be 30 feet tall with two internal levels. The internal space available in a square tower is somewhat greater than it is in a round tower of similar size because the chamber is not rounded off.

A *bartizan* is a small rounding tower built to provide a lookout position, flanking fire on curtain walls or as an additional firing platform. It is open on the back and often attached to the wall rather than built from the ground. Generally a bartizan is constructed near a gate. This structure is sometimes referred to as a bastion.

Small round towers of this type have a 15-foot diameter interior space available for use and are 25 feet in diameter on the outside. A single tower module is two stories tall (30 feet) and have walls that average 5 feet thick. This, of course, assumes that the walls are thinner at the top and wider at the base. Embrasures in the wall allow fresh air into the tower and permit those within to fire on troops outside.

Medium and large round towers resemble their smaller cousins in most ways. Again, they are assumed to be 30 feet tall and be divided into two levels. Medium towers have a 30 feet internal diameter while large towers measure 40 feet across.

Although less sturdy and somewhat more expensive to make, square towers are easier to build than round ones. Thus, they are more common. Square towers are found in the same basic sizes as round ones, and a tower module is again assumed to be 30 feet tall with two internal levels. The internal space available in a square tower is somewhat greater than it is in a round tower of similar size because the chamber is not rounded off.

A small square tower is 10 feet by 10 feet inside, with outer dimensions of 15 feet by 15 feet, and 30 feet tall.

Medium and large square towers are 30 feet and 40 feet square respectively and have 10-foot thick walls.

A *donjon* is the main tower of a castle. If not connected to the rest of the castle proper or if freestanding on its own it is known as a keep. It is a heavy stone building that is the castle's last refuge when the walls are breached. A *donjon* is massive: 80 feet on each side or in diameter. It is often combined with other tower modules and stacked in multiple layers thereby reaching

over heights greater than 80 feet. The center of the keep and of the castle was the main hall.

In a small castle, the keep is also the home of the family; in a large castle complex, it may be used principally for storage and possibly for housing troops when an area is attacked.

Larger towers can be built by combining two or more tower modules together and combining the costs. If the structure is to stand alone, the outer dimensions of the second module must be at least one size smaller than the tower below it. Thus, a large round tower could act as a base with a medium round tower atop it and a small round tower atop that. If the structure is anchored to a wall, then two similar towers may stand atop each other (but not three). A six level tall anchored tower could be made up of two large towers for the base and one medium tower atop. Exceptions require rare and extremely expensive magical assistance, not to mention superior engineering.

The main hall was the most important chamber in the castle, most often located within the keep. Whether of wood or stone, the hall would have very elaborate and high wooden ceilings, making an enormous room into which hundreds of people could fit at once. This chamber also served as a courtroom, where the lord would perform his administrative and judicial duties, and was where all meals were taken. After the meals, the tables would be collapsed and moved to provide room for dancing and later on, servants and lesser guests would sleep on the rushes that were strewn on the floors. Sometimes the hall would be built in a separate building of stone or wood that took the place of the keep, having two stories, with storage in the vaulted ground floor and the hall and chamber in the hall-keep style on the first floor side-by-side. The public nature of Frankish, Celtic, and Viking civilizations is at evident in such hall-keeps, where the private chamber is next to the hall on the same floor, reached only through crossing the hall. Later on, even those cultures came round to the idea of privacy, and tower-keeps, where the private chamber was over the hall, reached through a circular or mural stair, gained popularity.

UNDERGROUND CONSTRUCTION

As Game Master you will be interested in the subject of dungeon building for two reasons. Most important is the work which will take place in various underground settings you devise for your players. Work will probably be in progress prior to their venturing into the labyrinth, during the course of their adventures therein, and even after they have moved on to some other project or task. Later, high level player characters will build their own strongholds, and they will desire some dungeon mazes thereunder. Although the volume of material given herein is by no means that of a text on mining, it should be more than adequate for quick and easy handling of the task in your campaign.

Multiple Workers: For game purposes, assume that each extra miner can mine the indicated volume of rock, providing that there is room in the shaft. Assuming that a typical shaft will be 10 feet wide, and arched to a 16-foot (or so) high peak, including scaffolding, where appropriate, the maximum number of miners, by race, per 10-foot wide shaft is shown below. Increase the number for wider or narrower shafts accordingly, although any miner larger than man-sized needs a space a minimum of 10-foot wide with which to work.

Table I-15: MINING: CUBIC VOLUME OF ROCK PER 8 HOURS LABOR PER MINER

Type of Rock	Cubic Feet per hour						Cubic feet per minute		
Race of Miner	Very Soft	Soft	Hard	Very Soft	Soft	Hard	Very Soft	Soft	Hard
Pixie Fairy	40	25	10	5	3.125	1.25	0.08333	0.05	0.02
Gnoll, Halfing, Human	75	50	25	9.375	6.25	3.13	0.15625	0.1	0.05
Gnome, Kobold	80	60	30	10	7.5	3.75	0.16667	0.13	0.06
Goblin, Orc	85	65	30	10.625	8.13	3.75	0.17708	0.14	0.06
Dwarf, Hobgoblin	90	70	35	11.25	8.75	4.38	0.1875	0.15	0.07
Half-ogre	120	85	40	15	10.6	5	0.25	0.18	0.08
Ogre	150	100	50	18.75	12.5	6.25	0.3125	0.21	0.1
Hill Giant	250	150	75	31.25	18.8	9.38	0.52083	0.31	0.16
Fire Giant, Frost Giant	300	200	100	37.5	25	12.5	0.625	0.42	0.21
Stone Giant	500	350	75	62.5	43.8	9.38	1.04167	0.73	0.16
Titan	750	500	250	93.75	62.5	31.25	1.5625	1.04	0.52

* cubic feet per 8 hour day

Maximum Number of Miners Per 10-foot Wide Shaft (by race)

dwarf, gnome, goblin, halfling, kobold	16
elf, Hobgoblin, half-elf, half-orc, human, orc	12
gnoll, half-ogre	8
ogre	6
giant, any type	4
titan	2

Multiple Shifts: There is no reason to limit work to one-third of the day, especially if the foremen aren't doing the actual heavy labor. If there is need or motivation of some kind, construction can be carried on 24 hours per day, as long as there are enough fresh workers every 8 hours to do so. No worker may toil more than 8 hours per day; attempts to force them to do so result in crippling fatigue within a few rounds.

Natural Area: Where natural passages and cave or cavern space exists, there can be no work, or minor work only to straighten, enlarge, or whatever. Computing the amount of rock necessary to be mined for such passages or spaces is no great matter. The existence of such natural areas is another matter altogether. You can always assume that the traditionally subterranean races of creatures discover such natural cave areas and select them purposely. For player characters, use Table 1-16: Chances for Natural Caverns to determine the chances of finding a natural cave area.

Table 1-16: Chances for Natural

Type of Rock Being Mined	Chance for Natural Space
limestone (very soft)	1 in 10
other sedimentary rocks (soft)	1 in 50
lava (hard)	1 in 20
other igneous rocks (hard)	1 in 100

The GM should check for natural spaces for every 27,000 cubic feet mined. The size of such natural areas will typically be small (some five feet by five feet) to very large (vast caverns), with only limestone already holding many passages. Igneous rock areas will comprise short passages or small coves only. Lava area spaces will tend to be tubes, often fairly large and long. Other sedimentary areas will be smallish and not extensive.

General Note: As a rule, player characters are unlikely to get races of creatures such as Kobolds, Hobgoblins, Orcs, Gnolls, Ogres, and giants to perform mining labor. These creatures would for rather steal, rob, and kill for their income, and tend to see adventurers as their natural enemies. Fear of enslavement can sometimes prove successful for a time, but guarding the unwilling miners, and the hard task of getting them to work at their optimum rate will be extremely difficult problems for the taskmaster. Miners also have tools that make quite efficient weapons, so you need 1 comparable guard per 4 workers at a minimum to discourage revolt. Slave or unwilling labor is only 50% to 80% as efficient, depending on how many foremen are on hand to watch and motivate the laborers (usually with whips). If the ratio is 1:16, efficiency is 50%, at 1:12 it goes up to 60%, at 1:8 it reaches 70%, and a 1:4 ratio brings efficiency to 80% normal. Thus, for every 4 unwilling miners there must be a guard and a supervisor. Of course, if Ogres were doing the work, the guard and the task master would have to be able to stand up to Ogres in terms of Hit Dice and power, for example 4th level fighters or Ogres, or something with a comparable HackFactor. Obviously, such an effort can get quite expensive. Sometimes you're better off hiring free laborers.

Passageways are the costs for ordinary construction of dungeons.

A tunnel module represents an underground chamber of 1,000 cubic feet. Usually, this is a 10-foot long by 10-foot wide by 10-foot high section, but the configuration may vary based on need and purpose. The volume of material to be moved is the crucial factor in tunnel costs (leaving aside questions of bracing and support, the excruciating details of which are beyond the scope of the current discussion). For example, a chamber that is going to be 20 feet

wide, 40 feet long with 10 feet high ceilings has a volume of 8,000 cubic feet and would require 8 tunnel modules to complete.

WALLS

A **palisade** is a fence of wooden posts (usually about six inches thick) that set up as a defense against enemy charges and the like. Palisades are often set up atop a rampart along the defending edge of a ditch or moat and equipped with a catwalk in order to turn the lipped portion into a parapet to make them even more difficult to bypass. A palisade module runs 10 feet long and stands 5 feet high.

A **wooden wall** section is assumed to be 10 feet long, 3 inches thick, and 15 feet tall. They can be used to set up barriers or in the assembly of larger structures as internal walls. For example, the floor area of a large keep can be bought as if it was a wooden wall, as can the roof if it is made of timber. When using the wooden wall module in such a fashion simply note that it has a surface area of 150 square feet. For an example of wooden wall modules being used in this manner, check the Swamp Castle example that follows at the end of this section.

A **stone wall** is assumed to be 10 feet long, 10 feet thick, and 15 feet high. Walls can be stacked, like towers, but must follow some restrictions. For every level to be stacked above it, an extra module must be added to a wall for every 50 feet (or fraction thereof) in its length. Thus, if we are planning a three level high (45 feet tall) wall that is 50 feet long we need to add two additional modules to the lower level and one additional module to the second level for bracing. (Note that these additional modules do not add to the necessary bracing of the levels below them.) Thus, our three-level high, 50-foot long wall (500 square feet) requires the 15 modules that make it up, plus an additional three modules for bracing.

The roof of one level is the floor of another, and must be constructed so that people and equipment can move across it without causing a structure to collapse. (Sometimes with smaller wooden buildings a roof need only be tight enough to not leak; it will rarely need to support more than one or two people walking on it).

A **brick wall** is considerably narrower than a solid stone wall and not considered as sound. It is sometimes used as outside facing for a stone wall, or more often in non-crenellated structures.

A **metal fence** is assumed to be 10 feet long, needs about a foot of width on the ground, and 6 feet high. It is made of iron or steel, though it can be layered with other materials (see Layering Materials below). Such a fence has open spaces between the bars and is typically only used in areas where invasion is not a concern. Decorating a fence is common, with costs ranging from 5-20% above the normal unit price.

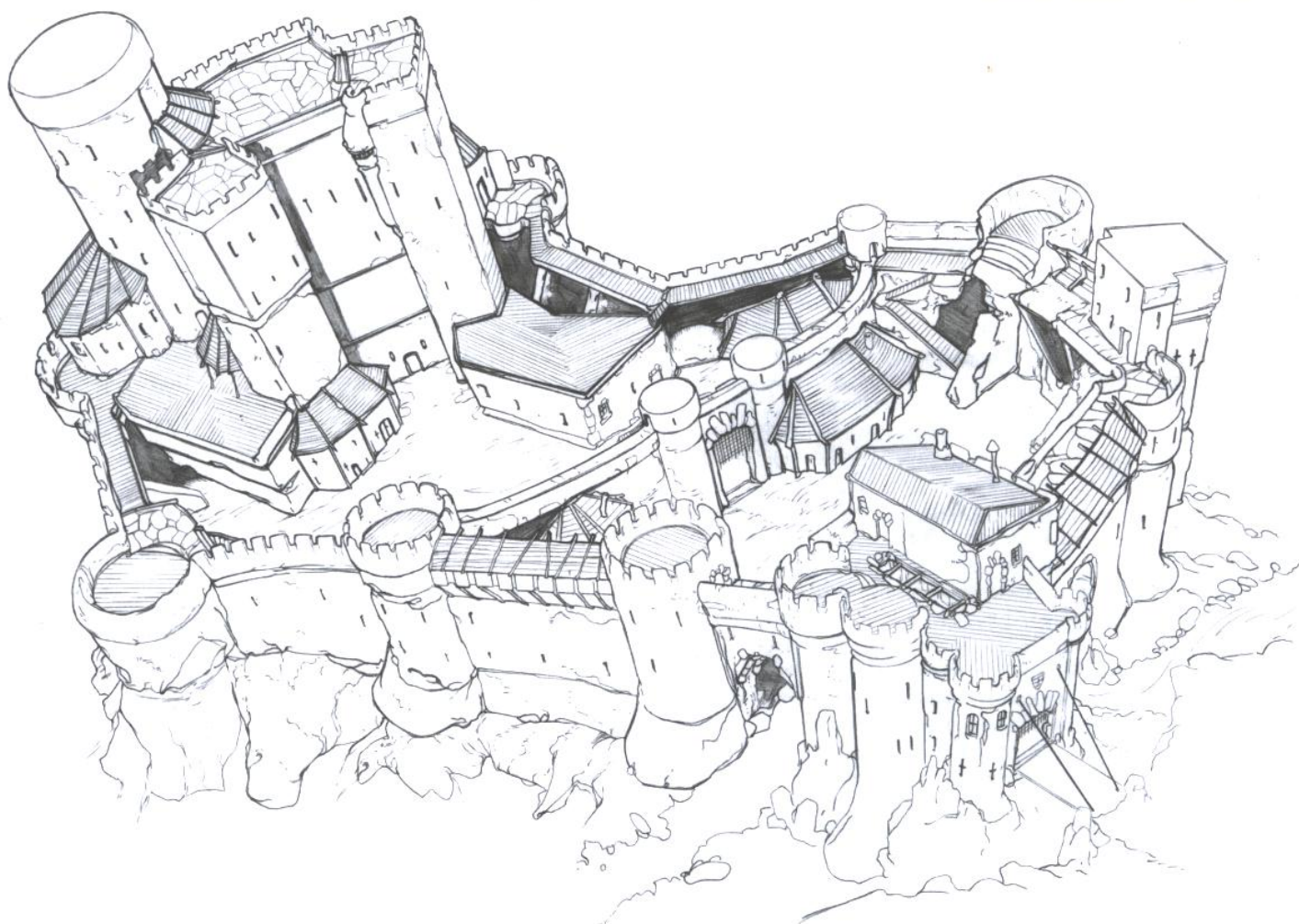
FINISHING DETAILS:

In addition to the wall itself, a number of options are available at higher Tech Levels. In some cases, walls are assumed to possess certain features as described in the text that follows.

Arrow slits are narrow windows designed to allow archers to fire from cover. Each arrow slit assumes a space about 4 feet wide behind it in which the Bowman stands. A **crossletted arrow slit** is, as the name implies, is an arrowslit with a cross slit for crossbows. Because of the extra labor involved and the need to face a greater surface area, arrow slits increase the cost of a wall section.

A **battlement** consists of a parapet (or sill), embrasures, and merlons set atop a wall to provide cover for bowmen. If the surface is not broad, a catwalk (q.v.) must also be constructed. A 14-foot section of battlement typically has 1? sections of parapet, 2 merlons and 2 embrasures three feet wide.

A **buttress** is a wall support generally used for reinforcing the outside surface of a curtain wall, tower, etc. To buttress a wall up to 20 feet height, the equivalent of three buttress sections is needed. Buttresses are also needed to build high staircases.



A *catwalk* is a sturdy wooden platform about three feet wide that is built upon a wall or palisade to enable defenders to shoot or fight over the top of the construction.

Door, interior: Keeps, stone buildings and wood buildings often come with interior and exterior wooden doors. These doors can be upgraded to reinforced, iron or stone doors by paying the appropriate amounts; not all doors in a dwelling have to be reinforced. Other types of construction (such as gatehouses and dungeon rooms) do not come with interior doors, which have to be added at full costs. A *wooden door* is a sturdy door of hardwood (maple, ash, etc.) about three inches thick. The door is barred on one side by a two-by-four. A *reinforced door* is bound with iron bands and secured by a 3x6 oaken bar. An *iron door* is typically set into stone with three long hinges/supports. It consists of plates about one inch thick bolted to a frame about one-half that thickness. It has an iron bar on one side. A *secret door* is a stone portal that operates by counter-poise or pivot, with a hidden mechanism to trigger operation. A *trap door* is a stout wooden door about two inches thick set into a floor. It is raised by an iron ring that is constructed as part of the trap door.

A *drawbridge*, which is assumed to include a small structure from which it is operated, allows easy passage for authorized entrants over ditches, moats, and other castle defenses. The average drawbridge is 20 feet long, 10 feet wide and six inches thick. Larger examples can be created by combining two or more drawbridge modules. The drawbridge is assumed to be made from hard wood and is braced (or even shod) with metal to increase its strength. Chains are used to raise the drawbridge by means of a winch and capstan bars, and held fast by pawl and ratchet.

Embrasures are simply the empty spaces between merlons. They can be of any size, but are often three feet wide. They can be fitted with *embrasure*

shutters, wooden pieces decided to mask an embrasure. The shutters are constructed in two sections, independent of each other, which rest firmly against the merlons on either side but swing out from the bottom to allow archery.

Floor, improved (fine wood, flagstone, tile): This is a finishing detail; it has no effect on the stronghold's defensiveness, but improved floors make the building look nicer, good for impressing visitors, maintaining status, and demonstrating one's personal worth. Failure to pay attention to such details can affect one's Honor. However, if a character wants solid stone floors as opposed to standard wood, he needs to pay for the stone wall modules, including that extra unit for supports for every five (or portion thereof) 10-foot by 10-foot stone unit of floor.

Marble is usually used on floors, but can replace stone in wall units. The cost listed for marble is a base, as you can always find more expensive fancy imported marble to prove your status and wealth. Note that a marble section is only 5 feet by 5 feet, as it is usually used more for decoration than anything else. Making a standard wall or floor unit out of marble uses four of these sections. Marble is very heavy, as well, requiring one extra unit's worth of supporting work for every 8 marble units (the equivalent of just two normal stone units).

Glacis, batter, plinth or splay are terms describing a section of stone added to the base of a wall that angles outward and creates a sloped or slanted base. In addition to making the wall more resistant to screws and sappers, a glacis causes things like boiling oil to splatter when the defenders above pour it on the attackers around the glacis. Standard splash range is ten feet. A wall with a glacis usually includes hoardings or machicolation as well.

Hoardings are very stout wooden catwalks projecting in front of a wall. They have embrasures, peaked roofs connecting to the battlement, and holes in the flooring to enable defenders to hurl and discharge missiles at attackers

at the wall foot. They are designed so defenders can move about in them and fire on attackers at the base of the wall. Because they are made of wood, however, hoardings are vulnerable to fire and artillery.

Machicolations are stone projections that move the battlements out over the outer face of the wall. Machicolations have spaces in the stone flooring that allow missiles to be discharged to the space at the wall foot. They replace hoardings as a means of attacking enemies at the castle walls as advances in technology allow the wall itself to be built with a stone overhang that serves the same purpose, but is itself far less vulnerable to attack. As with hoardings, machicolations are dotted with murder holes to allow attacks on those below them. A wall with machicolations is assumed to include a glacis at its base.

Merlon: A stone section rising above the parapet to provide cover for defenders atop a wall or tower is called a merlon. The merlon can be pierced with a slit for additional missile power.

Murder hole: This is a slit, crossletted slit, or similar opening in a floor to command a passageway below. In combination with inner portcullis, inner wall slits, and pits, they make an entrance passage in a gatehouse or similar structure very unhealthy for attackers.

Parapet, stone: This is a low stone wall three feet high and three feet thick (or deep) to provide cover for defenders. It is crenellated by placement of merlons.

Pilaster: This is a pillar-like reinforcement about as thick at its base as at its top.

Portcullis: This is a grill of reinforced wooden or iron bars that is raised and lowered by counterweights and winch. For each square foot of alteration from standard dimensions (up or down) adjust the cost by 2 gold pieces.

Posterns are small gates that allow one or two men to slip out of the castle without drawing attention to themselves. They are not secret doors, but are not nearly as obvious when opened as the main gates. The cost for a section of wall with a postern in it is in addition to any cost for things like machicolations. Thus, a wall section with machicolations and a postern would require 58 weeks to build and cost 964 gold pieces.

Roof, Improved: These, like improved floors, are cosmetic improvements designed to demonstrate the builder's wealth. However, tiled or slate-shingled roofs do not burn, which gives them a defensive benefit against burning pitch during a siege.

Stairs, stone: Solid stone for the first 10-foot rise, the stone staircase must be buttressed if it rises beyond 10 feet

Stairs, wooden: Typical stairs are built of sturdy hardwood.

Window, shuttered: A typical opening in a wall, it is covered by wooden shutters of one inch thickness.

Window, shuttered & barred: This is a typical window protected by a single bar with spurs to either side to prevent entrance through its aperture. Bars on wider windows can be multiples of the type above or crossbar gridded.

MAGICAL ADDITIONS:

Some magic, such as Guards and Wards spells, have obvious uses for castle defense though they are not technically part of construction costs. Others, such as Wizard Lock and Permanent Illusions, can be added to normal costs as enhancements. Sample costs for many spells can be found in the GMG on page 155 in Table 11AA: Sample NPC Spell Costs. Note that a builder is wiser finding an ally with an interest in the security of the fortress, given the risks involved in hiring spell casters (not to mention the scarcity of higher level magic-users and clerics willing to take such assignments). Though there really cannot be standard rates for high-powered magic in constructing your stronghold, expect to pay at least 500 gp per spell level for any enchantment with a normally permanent effect.

Glassteel windows and walls require that a builder first make them in glass and subsequently have the 8th level magic-user spell Glassteel cast upon them. Such barriers are clear and strong, and a favorite among the extremely wealthy. Glassteel windows are far more common, as building a mundane glass wall is itself quite expensive and difficult. Such things are usually part

of elaborate throne or reception rooms. Glassteel constructs allow clear views and a sense of luxury and openness, but they do not actually open. Builders don't invest in such things unless absolutely necessary. A Glassteel wall might surround a door (Glassteel or otherwise), but that requires at least two separate efforts of construction and carefully crafted mechanisms to open.

MATERIAL COST MODIFIERS

Kiln Fired Brick vs. Stone

Kiln-fired brick is an alternative to stone that is rarely used by cultures advanced enough to work in stone. Each brick must be packed, carved, dried and baked before it can be used. This process is more costly than cutting and dressing stone, but it is also simpler. The builder does not require specialized stone masons to build his stronghold, and thus cheaper labor can complete the process. Since there is no need to funnel each piece through a highly specialized craftsman, multiple channels can produce large numbers of bricks quickly.

The overall labor cost for kiln-fired brick are halved compared to stone, as is the construction time. The brick has 2/3 of the structural points of stone (round fractions down).

Mud Brick vs. Stone

Mud brick is considerably less workable than either stone or kiln fired brick, but it is plentiful and it takes virtually no skill to make. Mud brick costs only 1/3 for labor and takes only half the time to build that a stone construction would. However, it is considerably weaker, with only 1/3 the structural points.

Mixed Material Walls

The most basic techniques of using mixed materials involved using earth and wood or earth and stone. By simply piling dirt in certain places, the terrain can be made into whatever shape the builder desires. Costs for moving earth are as per digging a ditch, the builder can put the volume of earth removed anywhere he wishes. To make a strong fort, this usually means piling the earth in wide hills to deflect artillery fire. Piles of dirt also make excellent insulation, if the inhabitants don't mind feeling as if they are living underground.

More advanced types of layering materials are an important part of defending against that bane of stone fortresses: the Transmute Rock to Mud spell. In the ongoing arms race between such magical siege weapons and defensive construction, castle builders have found that layering various materials is a simple way to resist, or at least seriously slow down attackers. With several different layers, opposing spell casters will find themselves stymied even if they do severe damage to part of a wall.

When mixing materials, calculate the cost for the base material (wood or stone) and adjust it as indicated in Table 1-14: Castle Modules. Generally, layering costs more than building from a single type of material. Most stronghold owners who have withstood sieges, raids, and attacks from mythical beasts swear by layered construction for exterior walls likely to face such things.

Clay: Among the most ancient of building materials, clay is easily molded into various shapes. It lacks the raw strength of stone, but clever designers can put together surprising solid walls using clay. It also has the advantage that even if it is somehow drastically altered (say, numerous Fireballs), it remains a pile of dirt – thus retaining much of its value as a defense. Some castle designs incorporate clay as an inner layer of outside walls, often filling the space between the outer stone bulwarks. They may also use clay as a facing, perhaps attempting to deceive attackers as to the sophistication of a fortress' construction.

Using clay costs no more than using dirt, though the construction requires a supply of usable clay. The builder must get the clay mined and transported to the site at the normal costs for moving piles of dirt.

Rebar Mesh: Rebar mesh is simply another substance constructed around steel bars that reinforce and strengthen the walls. This can make stone walls considerably stronger, and because the bars lie beneath thick

Rebar mesh costs 25% more than basic stone construction in terms of coin and 25% more for labor. Note that some cultures are not technologically advanced enough to use such a material (minimum Tech Level to use rebar mesh is 8).

Tin: Tin is a relatively cheap, fairly easily worked material useful for layering over stone to deflect attackers from using stone-mudding magic. Working and placing tin adds 10% to the construction time and cost of a particular module. It also requires a culture that has at least reached Tech Level 5.

Lead: Lead is an excellent layer to include in areas that a builder wishes to resist magical scrying. Though many non-magic-users do not understand the principles, they do know that a one-inch thick layer of lead can prevent many magical energies from seeing beyond it. Because of the expense of sheathing long stretches of wall in metal, often defenders line only critical interior areas (such as treasure rooms) with lead.

Gold: Facing a wall in gold is just plain ostentatious, but while it may stimulate the extreme greed of an attacker, it may also make some think twice. A fortress clad in gold shines like the sun in virtually any light, and surely a ruler who can afford such extravagance is competent enough to fend off any attack. (He can also probably afford to hire well-equipped mercenaries and even assassins to discourage besiegers.)

Copper: Copper is a cheaper alternative to gold, but it can also be used in addition to gold.

Copper Alloy Rebar Mesh: This advanced material uses reinforced steel bars for strength and copper alloy for flexibility. The alloy helps resist magic that attacks iron, but the structure is actually more effective than solid iron or steel.

CONSTRUCTION DETAILS

OTHER TYPES OF CONSTRUCTS

Mills and Windmills

These simple wooden buildings require enough wooden wall units to make up the entire building. A culture must have achieved Tech Level 4 to make a proper wooden windmill and Tech Level 6 to make one of stone and wood. Costs per unit are doubled because the mechanisms involved require some delicate effort to construct. At least one of the foremen must be an expert carpenter. When the whole construction is finished, he must check his skill to make sure the moving elements of the mill function properly.

Bridges

A sturdy, long-term bridge requires a tower module capable of reaching from a foundation to the height of the bridge for every 30-foot span. That span must be constructed of "wall" modules if anyone is going to walk across it. Assume the standard width of a major bridge to be ten feet. This requires a simple 10-foot long module for every 10-foot length. You still need the equivalent of another full module for every 50-foot stretch or fraction thereof. For every ten feet of width beyond the standard ten, you need yet another extra module for every 30-foot span. Sound bad? Hey, we didn't even mention the fact that both the architecture and the engineering of a bridge are more difficult than that of a castle. Bridges can be flat, straight affairs, or take on gothic arch shapes. Watch those hirelings closely, and make sure the other bridges they put up didn't fall down! Even when everything goes right, you never know what gravity might be up to. Especially with bridges, construction problems can show up suddenly. Even if they build up slowly over time, you may not know until disaster strikes.

Rope bridge: The simplest bridges are made of rope and not very sturdy. These things cost no more than the amount of rope used to build them (typically about 50 feet total per 10 feet in length, though a basic rope bridge cannot span more than 50 feet). There are several ways to make these bridges, but any of them can handle about 500 pounds per ten feet of rope used without snapping.

With wooden units, such a bridge can be extended to 100 feet. While such bridges are sturdier and can bear more weight (twice that which a pure rope

bridge can handle), adventurers are notorious for cutting these chasm-spanning structures to dump pursuit.

Trestle: This type of bridge has sloping sides of framework or piling, stretching from solid vertical supports to underlie the deck or stringers of a bridge, on which travelers walk. A trestle bridge is relatively simple and can support a lot of weight for its size. The supports can be made of wood (four times the weight limit for a normal wood and rope bridge) or stone (eight times the weight limit).

TEMPLES

Though this tome focuses on stronghold primarily, temples are almost as important as castles. They tend to be much more decorative, and smaller examples give less thought to defense. After all, who would attack a holy site?

Shrine: A typical shrine is simple a small wooden or stone building with an altar in the middle. It need not be tended continuously, though usually a cleric or follower arrives regularly to collect donations, see to maintenance issues, and note any needed repairs. Many shrines are not entirely enclosed, especially those that honor gawds of nature or weather.

Monastery or Parish: These large buildings are usually of stone, because a gawd's power is meant to last, but they can be made of wood. The builders often have the luxury of giving some thought to defense: number of entrances, for example, but battlements and merlons are not a part of these. In fact, very few have rights of crenellation, and those tend to be very isolated monasteries that hardly need them (except for the occasional monster assault).

Temples and Diocese: Larger temples are meant to be made entirely of stone, and are as complex as full-fledged true castles. In areas prone to some violence, large temples may also hold Rights of Crenellation, and when they do, they are hardly ever purely mundane Rights.

MANORS

A manor house is a large house that often has no special ability to defend itself against onslaughts, as the builder had no Rights of Crenellation. It can be made of wood or stone, but most commonly is constructed of some combination of the two. In rare cases, Rights of Crenellation may be granted after a manor is built, but many builders give up on defense issues nearly completely and thus there are severe limits to what can be done. Replacing a non-crenellated manor with a well-defended fortress generally involved razing the manor first. Such destruction costs 1/20 of the total materials cost to build the place. Even if the owner simply sets the place ablaze and watches with delight as servants flee for their lives, the cleanup costs of the debris (and funerary expenses) do cost him coin.

Very large manors are usually called palaces. The primary distinction between the two is size. Also, palaces tend to belong to very wealthy higher nobles, such as dukes and kings. Palaces and manors are on larger estates and can have high fences that offer some protection from thieves and runaway carts, but are of little use against a serious invasion force.

DECORATIVE BUILDINGS

A number of types of constructs exist that do not serve any direct defensive or habitation purpose, such as gazebos (despite rumor to the contrary). To determine the cost of making such structures, calculate the appropriate materials cost given the unit type and volume of material (for example, a gazebo 10 feet in diameter would require about 5 wooden wall units. Because the construction is more involved, though, the labor adds 50% to the total cost (so that particular gazebo would run a total of 750 gp).

FOUNTAINS

Fountains are made of stone or perhaps marble. In addition to the appropriate costs for the time and labor of the units, the builder must add 50% to the materials cost and 20% to the time cost. This is due to the piping and mechanisms necessary to make a fountain function. Fountains are more than just decoration, especially in lands where water is scarce. In such places, the populace looks to their leaders to provide precious water, and failure to do so

has dramatic effects – people will definitely rebel before they will dehydrate. A good fountain provides some insurance against a single well being poisoned or simply running dry. It's also easier to fill a large fountain with emergency rations (consisting of multi-colored fish). A proud builder puts a mighty fountain, preferably of marble, as the centerpiece of the courtyard. It should be among the first things guests see when they enter the area. Aside from its life-sustaining value, it says, "I can afford to spend money on massive pieces of art – imagine how much I've already spent on defense!"

PORTAGE

Okay, so you think you've got all the pieces you need ready to be built? Hold on a minute, there, you still need to move those resources to the construction site. You've already seen that the distance to raw resources affects the time needed to construct your hovel. Portage refers to the methods for getting those materials to the site. They don't appear magically! That is, unless, you have high level magic-users Teleporting them (see the Heroic Characters section). In that case, you still calculate the time normally, then apply the effects of special workers' time reduction. (Magic is not 100% reliable, so even with Teleport spells distance affects the construction time.)

Barring powerful spells, you need to move resources over some type of terrain. You'll need a lot of vehicles, and you'll need a lot of labor – these rocks are HEAVY. Wood is heavy, too. Most of the time, you'll need wagons, carts, and beasts of burden to pull and carry tons of material load by load. If the site is near a waterway, such as a lake or canal, you can use ships, rowboats, and aquatic creatures. This is slightly more efficient, though losing a single ship is generally worse than losing a single wagonload, the net effect on portage times over the course of building an entire fortress are the same.

The GM needs to figure out the nature of the terrain between the construction site and the source of raw materials. If these sites are within 5 miles of each other, the standard overhead costs (see below) cover the relatively minor difficulties in transporting these materials. For each full mile beyond that, the overhead costs increase by 1%. If there is a water passage between the sites that covers at least 90% of the distance, the costs increase by 1% for every full two miles beyond the "free" 5-mile zone.

Every percentage increase in the overhead costs for portage adds one week to the construction time. The reasons for these increases are simple. Consider that the portage operation needs organization (on both ends), extra space to store materials even when they arrive at the site, and simply add that many more opportunities for accidents, mistakes, worker surliness, and so on.

Time and cost (the numbers crunch)

CONSTRUCTION TIME

Stone Constructions: Fortress-like stone constructions take about one week per 10-foot cubic section (1,000 cubic feet). Spending 50% more than the required sum doubles the rate of construction, but to triple the rate of construction, expenditure must be increased to 250% of the base cost – the maximum increase in construction rate. Normal stone buildings as shown on the cost list, require four months to construct, including interior work. All times assume building materials are on hand. Quarry work and transportation, if any, are additional cost and time factors. Architect costs are also additional; we're only talking about straight building times here.

Wood Constructions: Wooden buildings take approximately one-half the time it takes to construct similar buildings with stone. Wooden hoardings, for example, can be built at the rate of one 10-foot section per day.

There are so many variable factors involved that the times given for completion of any given construction must be vague. If you do not wish to spend undue amounts of time calculating (for example, the construction is for an NPC operating in a distant land while the PCs adventure elsewhere), it is suggested that you use the following rough estimates for construction time:

Moat house, shell keep, small castle

1 year + 2-8 months

Small castle with outer and inner walls, medium castle

2 years + 1-6 months

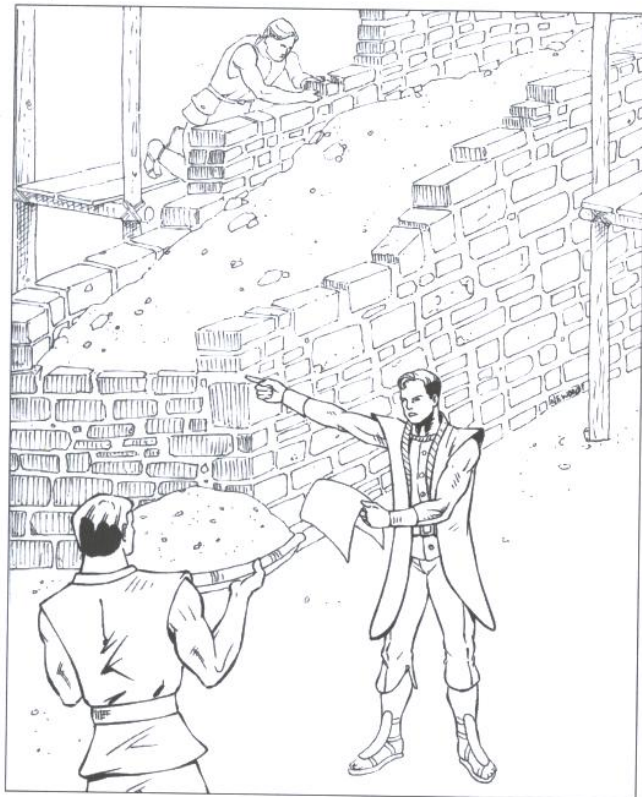
Medium castle with outer and inner walls, large castle

3 years + 2-8 months



Large concentric castle, walling average town
5 years + 1-12 months

Times assume that an architect has prepared plans in advance, and that normal costs are expended in construction. If additional monies are spent, time is reduced as noted for stone constructions. With respect to walling urban areas, citizens who willingly labor to speed construction will reduce time by 50%.



OVERHEAD COSTS

Overhead costs include a great many things not detailed in this system. Overhead includes the time spent recruiting and training workers, obtaining food and housing for the labor force, and filling the castle with furniture and the like when the project is finished. Exhaustive research has determined that the total overhead costs are fairly constant; when a builder can find a bargain on food, he needs more time and money to recruit, and so on. These economic principles have almost approached the reliability of natural laws in the minds of some scholars.

For the sake of draining PC coffers, overhead is always assumed to add an extra 10% to the castle's cost and time. Thus, a castle that has a total cost of 250,000 gold pieces would cost 275,000 when overhead is figured in. The construction time required is likewise increased (players love this).

WORKS OF ART

Of course, all of the above values have been generated with the thought of a typical castle in mind. If you wish to build an ornate complex that is both a fortress and a work of art, you may do so by adding an additional 50% to both the cost and the time required for your project. Such structures as this are rare in the extreme, of course, and are usually reserved for the seat of a great king or mighty emperor, or someone who wishes to be though such.

Lesser structures, such as the wooden buildings or free-standing towers, can be made ornate in a similar fashion. Further, it is possible to have part of a castle be ornate (the main keep is an obvious choice) while the curtain walls and outer defenses are more structural. To do this, just apply the increased cost and time only to the specific modules being selected.

If desired, a castle can be made very Spartan. In such cases it will not be an especially uncomfortable place to live in (and often drafty), but will still fill its role as a military fortress. Spartan castles cost 25% less to build and require 25% less time. They are also depressing, and outside of a Spartan society, someone who lives in a Spartan castle can only earn Honor and one-half the normal rate.

FINAL CALCULATIONS (BRINGING IT ALL TOGETHER)

Once you have established the base cost and the overhead costs, you can figure out exactly how long it will take to build your castle and how much of your precious, precious gold you are going to have to part with before its done. To do this, simply total the base and overhead values that you have calculated and multiply them both by the production modifier (PM) generated in the first part of the castle construction procedure.

SWAMP CASTLE

In order to illustrate the design process, we pause at this point and present you with an example of castle construction. Those of you who are familiar with Module BC14: Adventures Based on Classic Movies by British Film Comedy Troupes, will remember our earlier example of the Swamp Castle.

We can now total up the costs and times required as follows:

Eight small, square tower modules cost a total of 112,000 gold pieces to build and require 6,720 man/weeks of work. Our wall requires 70 sections with a glacis, which requires 3,080 man/weeks to build and costs 50,400 gold

Table I-17 Swamp Castle Modules

Module Type	Tech	Time	Gold
Barbican, Small	4	1,665	28,600
Barbican, Medium	5	2,050	35,200
Barbican, Large	6	2,880	49,500
Building, Small Stone	3	64	2,000
Building, Medium Stone	3	96	3,000
Building, Large Stone	3	144	4,500
Building, Great Stone	4	300	10,000
Building, Grand Stone	4	600	19,000
Building, Small Wooden	1	8	40
Building, Medium Wooden	1	12	60
Building, Large Wooden	1	18	90
Building, Great Wooden	2	40	200
Building, Grand Wooden	2	75	375
Ditch	1	2	10
Drawbridge	2	40	550
Gatekeep, Lesser	5	1,950	33,275
Gatekeep, Greater	6	4,625	40,260
Gatekeep, Grand	7	6,410	110,800
Moat/Channel	3	6	30
Motte	1	2	10
Palisade	1	1	5
Tower, Small Round	4	720	12,000
Tower, Medium Round	5	900	15,000
Tower, Large Round	6	1,260	21,000
Tower, Small Square	3	840	14,000
Tower, Medium Square	4	1,080	18,000
Tower, Large Square	5	1,440	24,000
Tunnel	4	25	100
Wall, Stone	3	30	500
Wall, Stone & Hoarding	4	36	600
Wall, Stone & Glacis	5	44	720
Wall, Stone & Machicolations	6	53	864
Wall, Stone & Postern	4	5	100
Wall, Wooden	1	1	5

pieces to finance. The upper levels of our wall require 214 standard wall sections, for a total of 6,420 man/weeks and 107,000 gold pieces.

The wooden floors and roofing will require 384 wooden wall sections. The total time required for this phase of construction is 384 man/weeks and the total cost is 1,920 gold pieces. As you can see, this is cheap when compared to the rest of the project.

The castle is not intended to be overly ornate—after all, it's in the middle of a swamp. Surely there is some strategic reason for this, and the builders are not overly concerned with needless luxury. However, the knight who must live here is not expected to be uncomfortable. Hence, the castle will not be Spartan either. Cost and production time values are unmodified.

So our total cost for the construction of this castle is 271,320 gold pieces. When we add in the overhead charges (which work out to be 27,132 gold pieces) we bring our total up to 298,452—quite a lot of money.

As far as construction time is concerned, our base value works out as 16,604 man/weeks of labor. When we add our 10% overhead time to that, we have a total of 18,264 man/weeks—quite a lot of work, as well.

We're almost through, but now we have to remember that these values assume that we are working in perfectly average conditions. The Swamp Castle is being built in a region of swamps, far from its base of supplies. In fact, the majority of them must come down river from areas averaging 25 miles away. This adds an additional 10% to the base cost and time, or another 27,132 gp and 1,660 man/weeks, for a grand total of 19,924 man/weeks and 325,584 gp. You said you wanted a castle!

Now, the Swamp Castle was built in temperate climate (Production Modifier of 1.25) on an area composed primarily of rolling hills (PM 1.00). The region around the castle was dominated by marshes and swamp lands (PM 2.00) and the available resources were somewhat distant, but of good quality (PM 1.50).

In determining the composition of the work force, we decide that the local culture is an agricultural one (PM 1.00). The local folk who will be called upon to build the castle are typical humans. However, because the king (amidst whispered rumors of creeping madness), has commanded that this castle to be built, he has sent along a team of experts to supervise. The GameMaster considers the matter, and allows that their influence increases

the worker skill from poor to average, giving the project a PM of 1.00. Because the local people have been bothered by invaders from the swamps before, they support the construction of the castle and are considered to be of high morale (PM 0.75).

Putting the numbers all together, we find that we have the following modifiers:

Temperate Climate: 1.25

Rolling Hills: 1.00

Swamp: 2.00

Distant/Good Resources: 1.50

Agricultural Society: 1.00

Average Worker Skills: 1.00

High Morale: 0.75

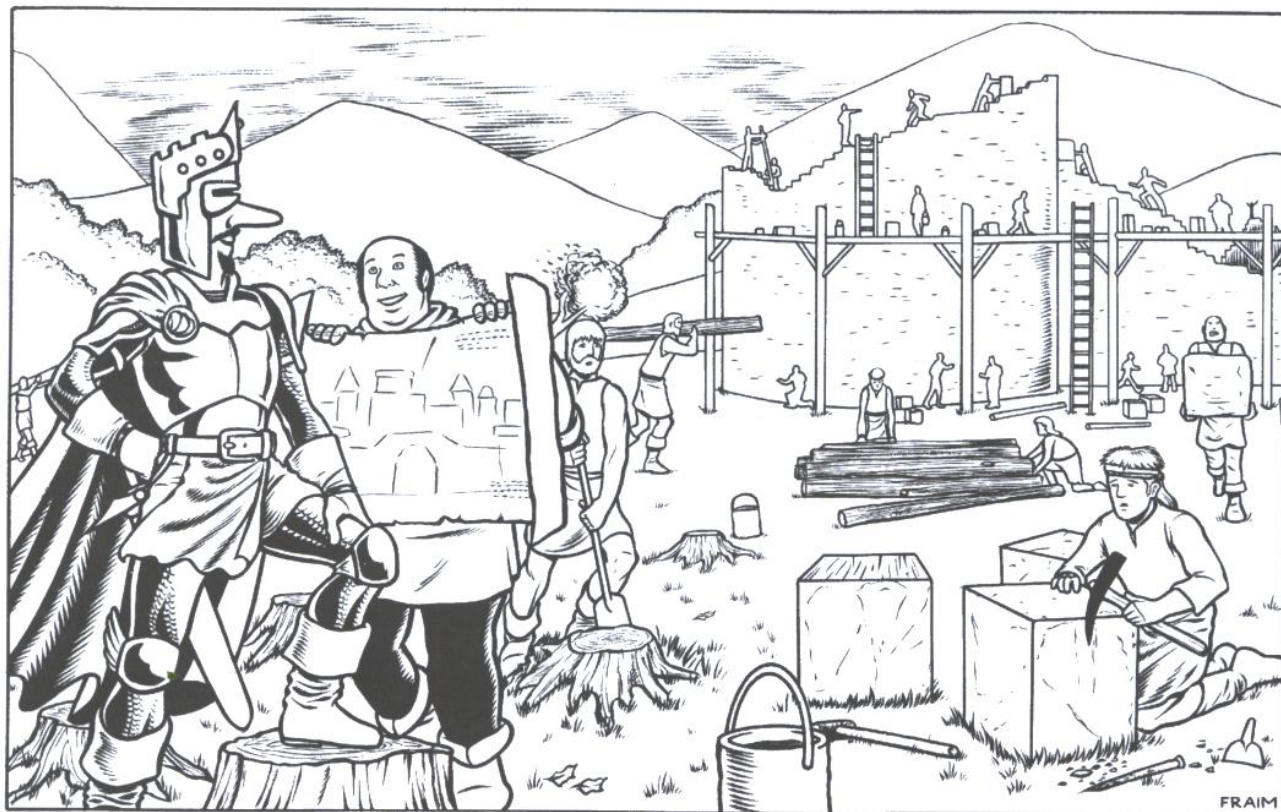
In order to determine the total production modifier, we multiply all these numbers together (and round to two decimal places) for a resulting PM of 2.81. As you can see, the location chosen for the construction is hardly ideal, despite the worker's enthusiasm for the job.

Our next step is to multiply our most recent values for cost and time by our PM. When we do this, we find that our castle will actually require 55,986 man/weeks to build. Further, it will cost us a staggering 914,891 gold pieces. Still, according to Lord Flataroy, anything under 1,000,000 gold pieces is a bargain!

THE WORK FORCE

Now that the castle plans have been committed to parchment, it's time to get on with the actual construction of your castle. The first point to consider in this phase is your work force. The prices that you paid above assume that you will be building the castle in one year.

At this point, you should take the construction time that you have and divide it by 56. The product of this calculation is the number of men that must be hired to complete the job in one year (remembering that a year in Garwee Wurd is 56 weeks long). The cost of supporting a work force of



this size is included in the cost of your castle so far. Thus, if you take no other action at this time, you will be able to build your castle in 56 weeks.

LARGER WORK FORCES

In order to increase the speed with which a castle is erected, designers may wish to hire additional laborers. As an average, the cost to hire a worker comes out to 10 gold pieces a week for the duration of the project. While the typical laborer is only going to receive a salary of 1 gold piece per month, you need supervisors and artisans, and team leaders who receive far greater pay. In addition, this cost assumes that they must be fed, housed, and trained to the minimum degree necessary.

If the designer can raise enough money (and find enough willing laborers), to increase his work force to twice its standard value, construction will be completed in 75% of the established time. If the work force is quadrupled, the construction time is cut to 50% of its calculated value. Larger work forces are not permitted. No matter how large a work force, there is a limit to how many laborers can work on the same thing at once. Also, certain parts of construction bottleneck the process as far as moving on to the next stage. Besides, the more workers, the more social tension and chance of delay-causing fistfights.

Before you calculate the cost for all these new men, consider that not all workers are equal. Certain races are, on average, smaller or just harder working than others. Heroic Characters, Magical Items, and Monsters can often to the work of many men and greatly increase the speed of construction.

The vast majority of workers are members of Man-sized races with few if any special skills who work under the supervision of architects, engineers and foremen. Most are 0-level humans, half-elves, elves, half-orcs, and so on. However, a significant number of half-ogres, pixie fairies or other less common creatures can dramatically decrease (or increase) the time needed to complete construction.

The term "worker" applies to a single such individual. A single other type of worker, or a small group spread among thousands of castle workers, will not affect the rates, so don't bother with equivalencies unless there are a significant number of non-standard workers (5% or more of the total work force). For very unusual workers, the GM will assign a value based on the numbers listed under Monsters (see below).

HEROIC CHARACTERS

Both player characters and higher level NPCs can augment the work force considerably. This is due primarily to their greater experience and worldliness, as well as their generally higher determination. After all, these special people have proven themselves to be far more than just the average citizen, otherwise they wouldn't be heroes!

As a rule, any non-magic using character will be able to do the work of one man for every level that he or she has attained. For example, a 6th level thief can do the work of six normal laborers. It is assumed that the thief need not be an actual part of the labor force, but is acting in a supporting role by obtaining good prices for items and making sure that the local bandits and crime syndicates do not interfere with the project.

Characters who are able to use magic can be of tremendous help when it comes to building a castle. After all, consider the benefits of a Stone Shape spell or Limited Wish spell while construction is in progress. In order to simplify matters, any spell using character who is a part of the construction force counts as one laborer for each level that they have attained. In addition, they count for one man for each spell level that they can cast in a given day. Be sure to include any bonus spells for Wisdom to which a cleric might be entitled.

For example, a 5th level transmuter would be able to do the work of 16 men. He counts as five men because of his basic level. In addition, he can throw four 1st level spells in a day (which counts as four more workers), two 2nd level spells (which counts as four more workers), and one 3rd level spell (which counts as three workers).

The importance of magic in castle construction should not be underestimated, as a 20th level magic-user can do the work of over 180 normal men!

While player characters are free to work on a project, GameMasters should make the recruitment of high level NPCs an expensive hiring which, more than likely, will require a special adventure. Such people don't simply hang around in taverns waiting for contract offers from wandering PCs.

MAGICAL ITEMS

Some magical items, such as the Saw of Mighty Cutting or the Spade of Colossal Excavation have obvious value in the construction of a castle. In cases where some question arises as to the usefulness of a particular item, the GameMaster must make a judgement call on whether or not the item will be a significant factor. For example, an enchanted shield is not likely to be of much help in building a castle, although Gauntlets of Ogre Power might be.

As a rule, if the item is well suited to construction work (according to the GM's determination), such as the Mattock of the Titans, then it will be worth a number of men (human workers) equal to 5% of the experience point award for its discovery. Thus, the Spade of Colossal Excavation counts for 5% of 1,000 points, or 50 men. These items have clear uses, but cannot construct an entire module (remember that even if you can do one part of the construction much more quickly there are bottlenecks and some constructs simply have to sit and settle).

If the item has some possible application, for example a Wand of Lightning (which could be useful in clearing land or digging the foundation of the castle), then it is worth 1% of its associated experience point award. Thus, the aforementioned Wand would count as 40 men. And of course, all of this assumes that someone can actually use the device. You'd think such caveats wouldn't be necessary, and they may not be for YOU, but somewhere out there someone is asking if they can use a Wand of Lightning to clear ditches even if no one knows the command word!

Items that the GameMaster feels are of no particular use in the construction effort, like a Ring of Regeneration or Boots of Elvenkind are not counted toward the manpower total. If the GameMaster rules an item to be useless, the owning player has one appeal for which he is allowed to explain how he feels the item might be useful. If the GameMaster is swayed by his case, then the decision may be reversed, but mostly the GM should take advantage of this situation to mock and ridicule the pathetic petitioner. Attempting a second appeal is grounds for consulting a Smackdown Table.

THE LYRE OF BUILDING

No magic has quite a dramatic effect on constructing strongholds as the Lyre of Building, and so it is a special case. As such, Table 1-14: Castle Modules lists how many hours the user of the Lyre needs to construct the module. The time and cost of these modules can be subtracted from the totals for constructing the entire structure. Despite the risks, the instrument is so useful that it requires special discussion of what can and cannot be done with its power. The first difficulty is those pesky false chords. The risk of losing everything the Lyre has been used to achieve, even at just 1% for a skilled character, is significant. Some builders have been known to destroy a particularly Lyre of Building on completing their construction, just to insure this simply can't happen. Of course, this doesn't solve the problem of what to do doing construction. Getting highly skilled musicians helps, especially if they have great Honor. In fact, a wise builder insists on this.

That said, few great musicians are also great architects. Luckily, this doesn't matter as the Lyre's use is in large-scale construction, not finishing touches. The Lyre of Building is perfect for building walls, ditches, buildings and tunnels. The musician can strum careful tunes to make decorative arches and domes, but he cannot center such things if they are architectural necessities, unless the Lyre player is also a mason and architect. If that is the case, he can check these skills in addition to his musical instrument skill. If he succeeds on all of these, the work is done properly, if he fails on an architectural or structural-related check, the construct is imperfect in some way. On a normal failure, this can be noticed by another character who succeeds at the appropriate check. On a 1-5, the flaw is not obvious and becomes Very Difficult for any character to find (the Lyre player who failed will never see it at all). If it goes unnoticed, there is a 5% chance per week that the part of

the structure in question loses 1 structural point. Once it reaches 0 points, it collapses.

Regardless of the skills of the player of the Lyre of Building, it cannot be used to make statuary, trim, engravings, or any decorative elements. These require masons and/or carpenters. It can be used to make structures including arrow slits, windows, machicolations, battlements, and so on.

Builders employing Lyre users are well advised to include architects and engineers to double check the work. Even though these experts will need to be paid, the risk of losing your castle to a slightly off note makes it almost a necessity. The fact that people need to be informed of this need serves as testament to the endless reservoirs of stupidity to be found in the human and demi-human races, even those of noble blood.

Once a construction is completed, these characters should examine it and ensure that it is made properly. If it is, the structural integrity can be confirmed and further construction can proceed normally. If there is a problem, it's best to find out early so the slate can be wiped clean and the work can begin anew, hopefully with better results. With the Lyre, such delays amount to days, as opposed to months.

MONSTERS

It may be possible for the character's to recruit monsters to aid in the building of the castle. Many of the monsters listed in the various Hacklopedias can be pressed into service, though some will be more suitable for such work than others.

As a starting point, assume that creatures can perform the work of one man for each hit die they possess. Each plus over the base hit die adds another 25%. Hobgoblins, therefore, count as 1.25 men.

Next check the "Worker skill" section listed previously. This is a judgement call but you may use the following guidance:

Generally most creatures of animal intelligence or below, size T or below, those without limbs, those prone to random and frequent acts of violence, and those not entirely corporeal are useless and cannot contribute to the construction.

Undead, sylvan creatures, aquatic creatures (if humanoid) are all very poor workers.

As a rule, chaotic creatures, even if humanoid, are typically poor workers – especially if evil. Gnolls are an excellent example.

Most intelligent, humanoid, communal, terrestrial creatures may be assumed to be average skill. Hill giants would fall into this category.

Lawful humanoids commonly found in your typical "caves & caverns" dungeons are usually in the good skill category. Goblins, kobolds, hobgoblins & orcs are fall into this category.

Creatures noted as having special affinity for stonework (such as stone giants) are considered very good.

Going back to the Hobgoblins, since they are lawful, humanoid, live in tribes on land, and are often found in dungeons (thus implying that they may well have tunneled those warrens themselves), they are counted as having good construction skills. Dividing their Hit dice factor (1.25) by their worker skill factor (0.75) makes them the equivalent of 1.67 men each.

The final step is to computer worker morale for the monster(s). This is a bit easier but still a judgement call. If the hobgoblins mentioned above were enslaved and forced to work on a construction project, their individual value drops to 0.55. (their base value of 1.67 is divided by 3.0 because they're slaves.) If, however, the same hobgoblins were troops in the service of a Dark Knight, it is reasonable to assume that their morale would improve to High (a 0.75 modifier). Dividing this by their base value of 1.67 allows them to each perform the work of 2.22 men.

As another example, one that we will use later in this chapter, consider the case of a PC with a Stone Giant ally. The giant has 14+3 HD which gives him the ability to do the work of 14.75 men. However, stone giants are exceptionally skilled at stone work so we rate him as very good (0.5) worker. This adjustment increases his work output to that of 29.5 men. In addition to this

natural skill, he owes a debt of gratitude to the PC for saving his life. We may then assume his morale to be very high (0.5). Because he is so well motivated to aid in his friend's construction project, he has the ability to perform the work of 59 ordinary men!

WORK SEASONS

Once the construction time and cost have been altered to reflect the efforts of the player characters, their spells and magic items, and changes in the size of the work force, the GameMaster needs to consider the area's climate again.

We now know how long it will take to build the castle if the crew works straight through. Of course, it is not possible to work every day because of weather and similar factors. For example, a region that has harsh winters and is marked by severe storms during spring and autumn might restrict the construction crew to working only 25% of the year! That means that a castle might take, on the average, four calendar years to build.

In order to determine the actual number of weeks available for work in any given region begin by recording its PM values for climate type and ground cover. Multiply these two numbers together to determine the Work Time Modifier (WTM). This value should range between 0.75 and 12.00 when you are done.

Next, divide 56 (the number of weeks in an Aldrazarian year) by the WTM to determine how many weeks are available for work in a given year. Note that in some cases you will have more weeks available than you have in the year. In this case, it is assumed that the climate is so favorable that your work proceeds at a very rapid pace and you are able to accomplish much more than might normally be expected.

Once you have determined the effects of these sections, return here and work out the new duration of the construction project (in weeks). Multiply it by the effective number of extra men (see Labor Equivalencies) who will be hired and then multiply the total from that operation by 10 to determine the total cost for the increased work force. Add this sum to the cost for the castle as a whole and don't worry about a weekly payroll.

SWAMP CASTLE WORKFORCE

We return now to our fine example of the Swamp Castle. As you will recall, the current calculations show that the castle will cost us 914,891 gold pieces to build. The entire project, as it now stands, will take 55,986 man/weeks of work to finish. Let's continue with the process, going through the steps that we have just outlined.

Our first step is to determine how large our standard work force will be. To do this, we divide the current time required for construction (55,986 man/weeks) by 56. The result is 1,000, the number of men that must be hired to complete the castle in 56 continuous weeks. They are assumed to be included in the cost we have already paid for the castle.

Since the king and his advisors see the danger in the swamps as a growing problem, they decide quadruple the work force and attempt to complete the castle in half the usual time. Thus, they will need to hire 3,000 additional men. Before we determine the cost of such an increase, we must look at the contributions that will be made by the player characters who are in charge of the castle's construction.

The knight who will be lord of the castle is a 12th level paladin. As such, he counts as 18 laborers – 12 because of his experience level plus six more because of his spell casting ability.

The paladin has four companions. Two of them are not spell casters, a 10th level thief and an 11th level fighter, who will count as 21 additional men between them. The spell casters are a 10th level magic-user (who will count as 49 men) and a 9th level cleric who can do the work of 52 men.

Thus, between all the player characters, the work of 140 men can be done.

In addition to their own efforts, the party has a number of magical objects that they want to use to help speed construction. The paladin has a suit of Plate Mail of Etherealness and a Holy Avenger, but the GameMaster correctly rules that these will not help the project. Similarly, the GameMaster rules

that the other magical weapons and armors of the party members will be of little value.

The cleric, however, has obtained a pair of Gauntlets of Ogre Power, which the GameMaster rules to be of some use. Thus, the cleric can save the treasury the hiring of 10 additional men (1% of 1,000 XPs).

The fighter has obtained a Mattock of the Titans which the GameMaster agrees will be of obvious value over the course of the project. His Girdle of Frost Giant Strength allows him to make use of the Mattock, and also counts 1% of its experience value towards the building effort (strength is very useful, but the device is not ideally suited to construction). Thus, the fighter's magic items are the equivalent of (2,000 x 5%) 100 and (1,000 x 1%) 10 men!

All told, we now see that the characters will be able to contribute greatly to the construction of the Swamp Castle. Between themselves and their magical items, they can do the work of 260 men. Truly, these are the folk of whom songs will be sung! At least if they hire a bard or minstrel with their last few coins....

In their efforts to further speed construction, the characters call in a debt owed to them by a Stone Giant. The GameMaster computes the value this giant will add to the labor force at 59 (see Monsters discussion above). In addition, he has brought along his two adolescent sons, each of which has 12+1 HD. Each of these 'young lads' counts for 49 workers.

When all is said and done, the player characters, their magic items, and their monstrous allies can fill the slots of 417 men.

Returning now to the need for additional workers, we find that the crown still needs to hire and support 2,583 more men. Since the construction time of the castle will be cut in half by their efforts, they need only be paid for 28 weeks of work. At 10 gold pieces each this works out to be a total of 723,240 gold pieces. This figure may seem high, but remember that the efforts of the player characters have prevented the need for an additional 417 men and saved the crown about 117,000 gold pieces. The king is sure to remember their actions!

With all of that taken care of, we turn our attention to the weather and working conditions. Because the climate around the castle is temperate (PM 1.25) and the ground cover is swamp (PM 2.00), we have a WTM of 2.50. Thus, only 22 weeks out of the year will be suitable for work on the castle. Since 28 weeks are required, the project will be completed in about 15 calendar months if all goes well.

SMALLER WORK FORCES

If money is a factor, but time is not, the designer may wish to consider cutting his work force. For each man removed from the labor pool, the cost of the castle will be reduced by 10 gold pieces per work for the duration of the project.

If enough workers are removed to reduce the work force to 75% of its standard value, then construction time is doubled. If the work force is cut to half its standard value, then construction time is quadrupled. No reduction below 50% in the work force is possible.

It is possible to reduce the work force to below its standard number without increasing the time required so long as the contributions of heroic characters, magical objects, and monsters (as detailed in the following three sections) return the work level to its standard number. For example, if a group of PCs is able to do the work of 100 men, then 100 laborers may be cut from the work force and the money normally spent to hire them saved.

Once you have determined the new duration of the project (in weeks), multiply it by 10 to determine the savings that is made per cut laborer. Subtract these savings from the cost of the castle now and don't worry about a weekly payroll.

MONTHLY EVENTS

Over the course of the castle's construction, things do not always go as planned. Each month, the referee should roll 2d10 on Table 1-18: Monthly Events to check for unplanned hazards and events. More often than not, nothing out of the ordinary will occur during the course of the month. In such cases, a full four weeks of construction can be completed without major accidents or mishaps.

Civil War

One of the king's vassals is in revolt! The PCs are bound by their oaths of fealty to aid the king in the war, and civil wars are the dirtiest wars of all! The PCs' choices are much the same as they are in case of a call to arms, save that they can opt to support either the existing ruler or the usurper. Making the wrong choice will cost them dearly in the end, but at least those consequences won't be apparent until a victor emerges. If they support the king and he is defeated, then they will be in a bad position to negotiate with the new ruler. Any competent usurper will simply kill and/or imprison all of his enemy's supporters. If they support the usurper and he loses, then they are traitors to the crown and execution or banishment are among the more pleasant possibilities in their future. Of course, if whoever they support wins, they can expect rich rewards (in the form of land, treasure, trade concessions, or just political favors).

Adventure possibilities run rampant here, and the good GM will require much role-playing before the civil war draws to a close. The whole event should be a major part of a campaign, bringing old foes and friends into the fold and forcing PCs to face the consequences of their adventuring and traveling actions throughout their careers. Just as with the call to arms, the PCs will be expected to appear before their king (and possibly his rival) to explain their actions and give their decision. This need not be direct, for if they arrive at the king's land (or his rival's) with an army in offensive configuration (firing ammunition), the answer is considered successfully implied.

Royal Visit

The king is coming to inspect work on the castle. His visit makes for an excellent role-playing environment as the PCs attempt to prove their gratitude for the right to build this castle in the king's name and stay on his good side. However, the royal presence has a negative impact on the work in progress, as everyone must stop working to make the area look as nice as possible for his royal highness. A total of 1-4 (1d4) weeks of work will be lost. If the castle builders combine this need to sharpen up the look of the site with increased demand to work harder (to show more progress also) they only depress workers, dropping morale by a full category.

Call to Arms

The kingdom is at war! The king calls upon all of his vassals to "voluntarily" send him aid in the form of troops or money (or both)! The PCs can decide that they will contribute or decide not to and find out how much of that behavior their lord will stand.

If the PCs opt to send gold, they are expected to send gold equal to 5% of the castle's total projected cost. Thus, a castle worth 2,500,000 gold coins would require a donation of 125,000 gold pieces.

If the PCs decide to send forces, they must give up 25% of their laborers for the rest of the project. Regardless of the new number of workers, construction on the castle slows to half speed (one week of work every two weeks) because of reductions in supplies and concern over the future of the kingdom.

Table 1-18: Monthly Events

2d10 Roll	Event
2	Civil War
3	Royal Visit
4	Call to Arms
5	Local Unrest
6	Highwaymen
7-8	Labor Dispute
9-12	No event
13-15	Bad Weather
16	Severe Weather
17	Monster Attack
18	Raid
19	Bad Omens
20	Natural Disaster

It is also possible that the PCs may refuse the order, although this is likely considered a violation of their oaths to the king. If they do this, they will be branded as rogues and subject to anything from an outright attack by the king's forces to a revolt by the local populace and laborers, perhaps both. (Even if the peasants don't like the king, a rebel leader might see the perfect chance to grab power for himself.) It is doubtful that the king's enemies would treat them much better, even if they take the ultimate way out and betray their county for its enemies, for they have proven themselves to be untrustworthy.

In any of the above cases, the PCs are expected to travel to the king's castle and inform him of their choice in person. This should be an adventure planned out and run by the GM. If they send bad news with a messenger, that messenger knows what to expect and may flee or sell them out. PCs who pull such stunts deserve everything you can throw at them.

Local Unrest

The actions of the work force or player characters have stirred up the local population and they no longer support the construction of the castle. In fact, they demand that all work be stopped and the existing constructions be torn down. They want these people OUT. Work will stop for at least 1d4 weeks. After that time, construction may continue, but if the problem is not resolved it will proceed at half speed (one week of work every two weeks). Restoring the public's faith in the project should be handled by role-playing and may (ha!) require an outlay of serious coin as a sign of good intentions.

Highwaymen

A band of thieves and murderers has started stalking the supply routes to the castle. Because of their pillaging, work is reduced to half speed (that is,

one week of work is done every two weeks) until they are dealt with. As with the previous entry, the GM should make resolving this an adventure of its own. Just because they're called highway "men" doesn't mean they have to be human. About 25% of the time (or more), they will be supported, funded, or set up by a political rival.

Labor Dispute

The workers are up in arms about something. Perhaps it's the player characters doing so much work with their magical items that they look bad, or maybe it's the working conditions, or maybe they've changed their minds about the value of the new construction. Whatever the reasons, their pay must be increased or all work will stop for 3-18 (3d6) weeks while new workers are recruited. In order to avoid the shut down, an additional 5 gold pieces per week must be paid to each man on the work force for the remaining duration of construction. For instance, a 1,500-man labor pool with 12 weeks to go on a project would require an additional 90,000 gold pieces in compensation. The money can be spent as a lump sum at this point to avoid ongoing paperwork, if the PCs trust their comptroller to not embezzle....

No event

Nothing unusual happens, no effect on construction time. Duh!

Bad Weather

Depending on the area in question, this could be anything from a sandstorm to a bad series of thunderstorms or a blizzard. In any case, no work is possible for the entire month. Note that the bad weather is not assumed to last the entire month, but rather that much of the work done during this period is spent countering the event. For example, waiting for the land to dry after a severe rainfall, removing the sand or snow following a sandstorm or blizzard, and so forth.

Severe Weather

Severe weather conditions are dangerous indeed. They not only halt work for the month, just as bad weather would do, but set the project back by 2-8 (2d4) weeks as walls fall down, stone cracks, and workers perish. In order to keep things simple, just roll 2d4 and add that many weeks to the completion date of the project.

Monster Attack

Some sort of monster or great beast is stalking the area! The construction crew loses 2-20 (2d10) laborers to its hunting or evil manipulations. Funeral expenses will be 100 gold pieces for each man (they have a powerful union, and the builder can't afford to watch the rest of his workers storm off in solidarity if he tries to stiff the grieving families). Once that is out of the way, the player characters must seek out and destroy the beast. This should be a separate adventure. No work on the castle can be done until after the beast is hunted down and destroyed or otherwise pacified, so this halts work indefinitely. Labor and overhead costs must still be paid, of course.

Raid

A neighboring power, whether another kingdom or simply a powerful Orc tribe, stages an attack on the castle. Their number will be roughly equal to the work force at the castle, making it potentially a fair fight.

There are a number of ways to resolve such a struggle, but they all spell trouble for the new landowner. If the group is not interested in resolving the conflict en masse, then set it up as an adventure. At least a portion of the major battle should be fought, however, with the PCs playing an important role.

If the GM wishes, the event can simply be resolved with the elimination of 33-90% (30 + 3d20) of the laborers. These heroes died defending their castle and are entitled to a good burial and pensions for their families. The remaining portion of their wages is assumed to count for this. In addition, new workers must be hired at 10 gold pieces each per week for the rest of the project. Figure out this cost



right now and pay it in advance, because grieved widows aren't going to wait long for their only comfort in this troubled hour.

Bad Omens

Perhaps the stars are aligned poorly, or a black cat has been hanging around the construction site. The labor force is beginning to wonder (just a bit) if the work might be cursed or haunted. Whatever the case, the PCs are advised to stop all work on the castle for 1 to 6 (1d6) weeks.

If they opt to ignore this warning, they must roll on the event table once per week for the duration of the crisis. In addition, any roll of 10 or less is re-rolled while the portents are unfavorable. An additional roll of bad omens increases the duration of the danger period by one month and requires all rolls of 20 or less to be re-rolled. Further results of bad omens increase the hazardous time, but do not further modify the die rolls.

Natural Disaster

The most horrible of events, a natural disaster might range from an earthquake or volcanic eruption to a flood, tornado, or meteor impact. Whatever the case, the castle is in ruins. All work to date is lost and clean-up costs will consume the entire budget remaining for construction. In short, it's back to square one.

Because of the severity of this event, the GameMaster is encouraged to allow the characters a chance to thwart the calamity (or lessen its effects) with an adventure. Their quest should not be an easy one, as they are playing for keeps.

SWAMP CASTLE UNDER WAY

Well, construction of the castle is finally under way! The GameMaster rolls for an event for the first four weeks of construction. The dice come up an 11, so there is no event in the first month. The die roll for the second month is a 9, again indicating business as usual. So far, construction is right on schedule!

Next month's roll is a 16, indicating that the weather has turned severe. Not only will no work get done this month, pushing the completion date back by 4 weeks, but the GameMaster rolls 2d4 and determines that the project has been set back another 7 weeks! This is almost a disaster. Because of the weather, the time remaining to complete the project is increased from 20 weeks to 27 weeks.

The fourth month rolls around, with the PCs and laborers praying hard that it will be better. But the gawds are cruel, and the dice come up a 2, indicating a civil war has erupted in the kingdom. The PCs decide to support the king, and travel to him with news. While they are there, however, they attempt to convince him to let them off the hook for donations to his war effort. They point out the damage done to the castle by last month's severe weather and remind his majesty of the importance of the castle to his defense against the monsters in the swamps. Using all their favors garnered over the years, and with some spectacular fast-talking, the GameMaster allows that they have made their case well, shown their loyalty to the crown, and deserve a break after last month's events. The king, perhaps in a fit of madness, agrees that their efforts to complete the castle are more important and that he can deal with the rebels himself. The GameMaster absolves the players of their responsibilities and does not impose the normal penalties associated with this event on them. Thus, the month's labor goes as planned, leaving only 23 more weeks to completion of the castle.

Next month's roll is a 10, allowing four more weeks of good work to be done. There are now 19 weeks of labor left on the castle. However, 20 weeks have passed and the season (which is only 22 weeks long) is coming to an end. The PCs continue construction for one more month, with a roll of 11, but can only gain 2 weeks worth of work. So now they order work stopped for the year and throw a grand feast to thank the workers for their efforts over the past few months, and in hopes of maintaining worker morale for the next year. Note that the cost of this feast is not included in the construction, and actually requires some profitable adventuring to pay off a hefty loan.

Winter passes through the moors and work is ready to begin again the next year. For the first four weeks, however, the random event roll is a 19, indi-

cating bad omens. The PCs decide to halt work and wait for things to improve. Five weeks pass without incident, and the bad omens fade from prominence. Construction can begin again.

Next month's roll is a 9, indicating clear sailing for the castle crew. There now remain only 13 weeks of work to do.

The next two months also pass without problem. Eight more weeks of work are added to the project, leaving only 5 weeks and the end in sight! Winter is closing in early this year, however, and work must be halted again.

At the start of the next season, bad weather delays the project by four weeks. While this upsets the PCs, they remember the difficulties of the first year and consider themselves lucky.

Construction resumes without incident, and five more weeks of work get done. So close now – the end is right around the corner! After another uneventful month there is only one week of work left to do!

Still, as any competent leader knows, building massive stone structures in a swamp for a mad king is an iffy prospect at best. The Swamp Castle is fated for a bad end. The last roll on the events table comes up a 20, indicating a natural disaster. The GameMaster generously allows the party a chance to quest for the Lost Orb of the Earth Mother in a desperate attempt to avert it by appealing to the gawd (after returning the artifact it to her servants), but they fail to do so. Massive floods raise the water level in the moors, softening the earth, and cause the fortress to sink into the morass forever. Only a madman would try to build on top of this site now...unless perhaps he things the sunken castle now provides a foundation for the Swamp Castle Mark 2.

As the last of the battlements is finally consumed by the mud and water, their Stone Giant assistant turns to his sons. "And that's why you should never build a castle in a swamp."

WHEN MONSTERS ATTACK

Okay, let's face it: some regions are just more dangerous than others. Those who build castles on disputed borders can expect an army or two at their doors every now and then, regardless of the fall of the dice. Those who build fortresses near Troll-infested swamps are just going to have to get used to Trolls eating a few guards every so often, and major limb-ripping, head-chomping assaults slightly less often. Luckily for the builders of Swamp Castle, the particular moors they chose were largely cleared of Trolls a generation ago when the current king's father expanded his territory into the area (though perhaps they'd have preferred Trolls to the vicissitudes of natural fury).

In an area known for monster infestation, the GM should check every month for monster assaults (during and after construction). Unless something drastic occurs, such as a war against the monstrous forces, there is a 5% chance per month of monsters attacking somewhere on the character's land. Using the Hacklopedia of Beasts, the GM determines the number of creatures involved and their exact behavior. For each previous attack of the monsters, reduce the number of attacking creatures by one or reduce the intensity of the assault. For each previous attack by the character and/or his representatives against the monsters or their lands, increase the number by one (unless he managed to clear all or most of the monsters) or the intensity and determination of the attack.

This is why basic class descriptions include the notion that a character should clear the land first. He actually does not need to before he moves in, but if he doesn't he's an idiot. Also, he could clear his few acres, but still be just a few miles away from true wilderness.

TIMES OF TROUBLES

Owning land is not all smiles and sunshine. In fact, many adventurers would rather face legions of Elder Trolls than the endless bureaucracy and paperwork and inevitable management headaches that come with possessing territory. Aside from legal issues with allies, lords, and vassals, there are also the problems of keeping the land safe (from both criminals and monsters, and refugees and soldiers on both sides during a war) and preventing your neighbors from taking your claim. Even the friendliest neighbor gets greedy when he sees a nice ripe piece of poorly defended or undefended land.

A number of events can delay or obstruct the construction of a stronghold, but just because the structure is finished does not mean events cease to occur. In fact, the conqueror T'an Shattuk once said, "Any fool can take land; it takes skill to hold it," and, "Even the best-defended fortress can fall to the enemy within."

Even after the PCs have completed their castle, they sometimes take it for granted. Whenever a party gets complacent, the GM should stir up some trouble. Either bring forward a campaign element you've been waiting to hit the party with or consult Table 1-19: Times of Troubles. Use these results as a basis to determine what difficulties the PCs are going to face this month. These troubles are similar to those involved in building a castle, but rather than delaying construction they refer to problems with the locals. Any operation other than basic sustenance goes unattended, servants get antsy, and enemies start eyeing the dysfunctional system greedily. The number of weeks that construction would be delayed becomes the weekly temporal Honor hit to the leader or administrator who fails to deal with the issue at hand, aside from other consequences (such as the servants lynching a thief that the castle's lord has ignored, for example). Servants and support staff can be eliminated as quickly and easily as the laborers who built the castle in the first place.

Table 1-19: Times of Troubles

D100 Roll	Event
1-40	No significant event
41-45	Disappearing laundry
46-50	Minor repairs necessary (1d4 weeks, 1d10 x .1% of total cost)
51-55	Thief in the castle! (2d4 weeks, GM determines stolen objects)
56-60	Bad Weather
61-65	Severe Weather
66-70	Highwaymen
71-75	Local Unrest
76-80	Labor Dispute
81-85	Bad Omens
86-88	Royal Visit
89-92	Monster Attack
93-94	Raid
95-96	Call to Arms
97	Natural Disaster
98-99	Invasion!
100	Civil War



Chapter 2

Siege Warfare

"Sooner or later, every castle falls." – Buruch the Great

DEFENSE AND OFFENSE

There are a number of ways to go about attacking an enemy castle. All-wooden structures are fairly easy to destroy (if you see no need to use the fortress after taking it. Hey, it fell once already!) Fire has been a part of siege warfare from very early days. If, however, the castle builders made good use of stone, the task becomes more difficult. Attackers need artillery to lay siege to a stone fortress, at least if they want to have any hope of taking it. Even so, there are many tactics available to the determined besieger of castles.

Many earlier strongholds were only two stories high making it relatively easy for a besieging army to climb and attack defenders directly. Structures with three or more stories would generally consist of a single floor on each story: a storage area on the ground floor, the hall above that and a private chamber/solar above on the top story. The kitchen could be either next to or above the hall.

Historically on Earth, after 1150 AD builders shifted to round or polygonal towers from square and rectangular ones. The superior defensibility of a curved tower was due to the lack of sharp corners (weak spots) at which a sapper could pick, as well as eliminating blind spots through a greater field of fire.

In the 13th century, defenders realized that they needed to switch from passive to active strategies and began to add lofty towers, crenellations, merlons, hoardings, parapets, arrow slits and machicolations (all that good stuff you saw last chapter). These allowed them opportunities to direct munitions (missiles, molten lead, pitch) at the attackers below. On either side of the siege, generals who would be great need to consider such things.

By increasing the number of perimeter towers in the curtain wall, a builder provides archers with a greater field of fire along the face of the curtain. Rather popular was the concentric plan that consisted of a keep surrounded by several rings of curtains with the height of the walls increasing towards the center. Some defenders built on high plateaus, if the terrain allowed it, while others relied on moats, sometimes installing multiple moats around a single fortress.

In later days, sprawling floor plans and larger window openings indicated castles built for show more than for defense. This was always a conundrum for an established leader: making nods to strategic and tactical concerns indicated worry over maintaining his power (internal risk), while failure to do so meant real threats to his might would be more difficult to fend off (external risk).

Even early on, though, a few builders began to recognize that the gatehouse could almost completely supplant the concentric plan and the keep as the primary stronghold. The gate had always been considered the most vulnerable aspect of a castle. Barbicans and cross fire ranges can only do so much, as the structure must allow someone through and enemies can always find a way to exploit that fact. The original mode of passage through a single tower evolved into the use of two perimeter towers in the curtain wall set very close together with the gate in between. Innovations in doors, drawbridges and portcullises made the gatehouse a daunting prospect to breach. The Great Gate at Carrock has two separate drawbridges, five portcullises and six doors

in addition to a multitude of loopholes and a right-angled turn. It has not fallen yet.

Early castles were hardly luxurious. Tapestries hung on the walls to ameliorate the perpetual dampness as much as to provide decoration. To minimize the risk of accidental fires, a major concern of early wooden constructions, the fire was located in the center of the room with smoke (optimistically) rising through a hole in the timber roof. Chaucer cited a common saying that excessive smoke is one of the main reasons to drive a man from his house. As such, we gain a sense of how comfortable this situation was. Later stone construction allowed builders to move fires towards walls and presumably made slightly more comfortable homes out of these essentially military installations. It was uncommon to have many, if any, windows on the lower floors except for arrow slits (although the size of windows increased on the upper floors) so lighting was minimal. It was, in general, a dank and gloomy place to live.

Attempting to correct this situation could lead to strategic errors as castles moved to become more elegant and less martial. This progression of focus from military science to habitability can be seen in the example of Coucy-le-Château (built 1125-1240 for Enguerrand de Coucy). In particular, the replacement of 13th century arrow-slits by actual windows in the 14th century was widely considered a bad decision (the castle being situated in northern France in the middle of the Hundred Years' War). Experienced, competent leaders should use this example to reinforce the lessons of history. They need to because young fools keep trying to skimp on defensive measures.

The practical necessities of the castle's martial purposes often makes them into flat, squat, dark keeps more akin to bomb shelters in their attempts at impermeability. Some builders attempt to balance this with outrageous nods to luxury and comfort. It's a fine game, attempting to show disdain for your enemies while still preparing to defend against army. Even the most Spartan castle cannot banish a little pang of longing – the wish to embroider at a window in the solar while overlooking the rolling fields, the desire to install elaborate chandeliers, the desire to top every tower and parapet with a colorful banner that flaps proudly in the breeze.

Such things are matters for domestic concern. Before you can worry about decorating a castle you need to have one. There are two ways to accomplish this. In the previous chapter we dealt with building one yourself. Here we deal with a simpler method: taking one by force.

SIEGE ENGINES AND DEVICES OF WAR

To understand a siege, you must understand siege equipment. While the detailed conduct of large-scale battles is beyond the scope of this chapter, the use of such machines on an individual basis can be dealt with easily herein. Primarily, they exist to batter down walls. The basics of laying siege are astonishingly simple: move your army to the castle, cut off supplies and throw things at the walls (and sometimes inside). While a handful of brilliant warlords have, over the years, found a few variations on these themes, the vast majority of creative efforts in siege sciences have gone into refining the devices that attackers use to throw things. There was always some way to either hurl a heavier boulder or throw a standard sized one a bit further, or some way to make a siege engine as good as a previously existing one but

Table 2-1: War Machine Fire

Engine	Range			Damage	RoF		Crew Size		Angle of Fire	Fire Type	Ammo Type
	Min	Max	Ext		Max	Normal	Min	Max			
Ballista	2	320	400	12d6 ⁵	—	—	2	4	45°	Direct	I,S ²
Ballista, heavy	2	350	450	15d6 ⁵	—	1/5	4	6	30°	Direct	I,S ²
Ballista, siege	5	400	500	18d6 ⁵	1/3	1/6	6	12	20°	Direct	I,S ²
Bore/drill ¹	0	10	—	4d4	—	—	10	20	—	—	—
Koulán (Small Onager)	150	300	360	13d6	—	1/5	4	6	30°	Indirect	A,I,R ² ,O
Onager	150	300	360	18d6	—	1/5	4	6	20°	Indirect	A,I,R ² ,O
Onagri (Large Onager)	180	360	440	22d6	—	1/6	6	10	15°	Indirect	A,I,R ² ,O
Onagrus (Siege Onager)	210	400	480	25d6	1/8	1/10	12	16	10°	Indirect	A,I,R ² ,O
Cauldron, suspended ³	0	3	—	varies	—	—	2	4	—	—	I ² ,O
Crow ³	0	10	15	9d6 ³	1/3	1/5	4	8	—	—	I,R,O ²
Crane ³	0	10	—	varies	—	1/6	8	12	—	—	I,R ² ,O
Torque (Light Torment)	2	300	400	15d6	—	—	2	4	45°	Direct	I,R ²
Torment (ballista variant)	3	280	380	17d6	1/3	1/5	4	8	30°	Direct	I,R ²
Tormenta (Heavy Torment)	4	260	360	19d6	—	1/6	6	12	20°	Direct	I,R ²
Turture (V.Hvy. Torment)	5	240	340	21d6	1/6	1/8	8	16	15°	Direct	I,R ²
Tormentum (Siege Torment)	6	220	320	26d6	1/8	1/10	12	20	10°	Direct	I,R ²
Springal-spear	2	280	320	8d6 ⁵	—	—	3	5	30°	Direct	I,S ²
Springal-rock	120	240	280	11d6	1/3	1/5	3	5	30°	Indirect	I,R ²
Falarica	60	260	300	4d6	1/3	1/5	4	6	25°	Either	I,M ²
Falarica (direct fire)	0	50	300	4d6	1/3	1/5	4	6	25°	—	I,M ²
Ram ¹	0	10	—	3d4+5	—	—	10	20	—	—	—
Sow (pick or screw)	0	10	—	3d4+5	—	—	10	20	—	—	—
Scorpion, light	0	200	280	2d8 ⁵	1	—	1	2	360°	Direct	I,S ²
Scorpion, medium	0	230	300	4d4+2 ⁵	1	—	1	2	270°	Direct	I,S ²
Scorpion, heavy	1	250	325	6d4 ⁵	—	—	2	3	180°	Direct	I,S ²
Scorpion, very heavy	2	270	350	9d6 ⁵	—	—	2	3	90°	Direct	I,S ²
Scorpion, siege	2	290	370	12d6 ⁵	—	—	2	4	45°	Direct	I,S ²
Ingenium, dart	0	150	225	1d6-3 ⁵	1	1/2	1	2	360°	Direct	S
Ingenium, light	1	175	250	2d4+1 ⁵	1	1/2	1	2	360°	Direct	S
Ingenium	1	200	280	6d4 ⁵	1/2	1/4	2	3	360°	Direct	S
Selbschoss	0	180	250	2d8 ⁵	1	—	1	2	360°	Direct	I,S ²
Seilbscoz	0	200	280	4d4+2 ⁵	1	—	1	2	270°	Direct	I,S ²
Seilgeschütze	1	240	360	6d4 ⁵	—	—	2	3	180°	Direct	I,S ²
Seilgeschützschweres	2	290	370	12d6 ⁵	—	—	2	4	45°	Direct	I,S ²
Fustibale (1-man petrari)	1	135	250	2d4	1/3	1/5	1	1	90°	Indirect	A,I,R ² ,O
Perrier	2	150	300	6d6	1/2	1/4	3 ⁴	5	60°	Indirect	A,I,R ² ,O
Petraria	2	200	280	4d4	1/2	1/4	6 ⁴	10	30°	Indirect	A,I,R ² ,O
Petrari	5	200	300	4d4	1/3	1/5	30 ⁴	50	25°	Indirect	A,I,R ² ,O
Palistar	10	150	190	6d6	1/2	1/6	100	250	10°	Indirect	A,I,R ² ,O
Mangoneau (Light)	0	160	200	12d6	—	1/6	4	6	90°	Indirect	A,I,R ² ,O
Mangonele (Mangonel)	1	190	260	22d6	—	1/8	8	12	60°	Indirect	A,I,R ² ,O
Manganellus (Heavy)	2	230	300	30d6	1/8	1/12	12	18	45°	Indirect	A,I,R ² ,O
Mangunum (Very Heavy)	2	270	350	36d6	1/10	1/15	14	150	45°	Indirect	A,I,R ² ,O
Trebuquier ("Light" Treb.)	160	320	380	13d6	—	1/6	4	6	10°	Indirect	A,I,R ² ,O
Trebuchier ("Small" Treb.)	240	480	540	25d6	—	1/8	8	12	5°	Indirect	A,I,R ² ,O
Trebuchet	260	520	580	33d6	1/8	1/12	12	18	2°	Indirect	A,I,R ² ,O

Notes:

¹ Only targets directly in front of the machine may be attacked² The standard ammunition for this weapon³ Targets must be directly below the device. Damage is for direct attack, not dropped objects⁴ The weapon can only be fired with minimum crew when it is a two-weapon battery. RoF is unaffected when used this way.⁵ This weapon's damage penetrates normally (on the maximum number on each die), not as a crossbow.**Range:** Min and Max are the minimum and maximum effective range in yards. Only highly skilled artillerymen can fire to extreme range.**Firing at extreme range** incurs a -5 modifier to hit, with a +1 cumulative bonus for each shot after the first on the same stationary target (until the -5 is penalty reaches 0), and damage is halved. Aiming at extreme range is a Very Difficult task.**Damage:** Damage will vary by ammo type and is given for the normal type of ammunition as indicated by ¹.

The weapon can only be fired with minimum crew when it is a two-weapon battery. RoF is unaffected when used this way.).

RoF: A minimum crew can sustain maximum rate of fire for 1 hour (6 turns) per day; maximum crew, 3 hours (18 turns). These fire rates are in non-combat rounds (aka 1 round = 1 minute)**Crew Size:** Minimum and maximum crew size. If crew size drops below maximum, RoF is halved.

lighter, and so on. The current state of siege warfare is constantly fluctuating. Here we present the known siege engines used across Garweeze Wurd. Operation of a siege engine requires a crew of the size indicated in Table 2-1: War Machine Fire. However, only the crew chief can aim and command fire, otherwise failure is guaranteed.

In order to maintain the maximum rate of fire, crews must have all their equipment and ammunition in place beforehand. Members of a siege engine crew cannot take part in actions other than those related to firing their charge (re-aiming, re-setting mechanisms, tracking targets, moving machines, carrying rocks, etc.). They cannot cast spells or fight though if attacked by opponents wielding (non-siege) weapons they retain their Dexterity modifiers to Armor Class. The crew chief must have an appropriate siege weapon operations skill though the other members of the crew may perform the mundane tasks and actually position torsion arms and such. A crew must train together for at least one week or else their firing rates are all halved.

Fixed engines have a faster reload time (they do not have to be re-aimed after every shot), although their firing arc is severely limited (see Table 2-1: War Machines Fire). Engines mounted on carriages must be re-aimed after every shot due to recoil. Some, however, have better ranges. For example, trebuchets on carriages have better range due to the counterweight moving in a longer arc which causes the trebuchet to move forward thereby adding momentum to the shot. Crews must rotate devices to adjust their firing arc in addition to adjusting for shots going short or long. Trebuchet can be angled up to 15 degrees by moving the shot's starting position (as well as the trough it rides along) over to one side or the other.

The damage listed in Table 2-1: War Machine Fire indicates the standard hit points a siege device can inflict. This can apply to battles against very large creatures. Siege engines such as ballistae and other spear-firing weapons penetrate normally with respect to damage not as crossbows (the extra penetration potential of a crossbow exploits the vulnerabilities of flesh on a different scale from that of these siege devices). Table 2-3: Siege Attack Values indicates the relative effectiveness of devices and creatures against fortifications. The number indicates the amount of structural damage the device in question can do to a given type of material. This is a maximum, however, and only applicable at minimum range. Each structural damage point equals approximately 25 normal hit points. A castle module as described in Chapter 2 has a number of hit points equal to its area for each foot of thickness. Divide this by 25 to determine the number of structural points. At maximum range, the structural damage inflicted by a siege engine is halved. At extreme range, it is only one-fourth what it would otherwise be. A single

module cracks and crumbles as it takes more damage. It is not breached though until it has sustained its full hit points on damage.

This is why it is so important to strike the same area repeatedly. Scattered shots only put tiny cracks in the defenses. Aim is as important as damage, moreso according to the artillerist Oganon the Prophet, who oversaw the successful sieges of a dozen keeps before his 25th winter. He is quoted as saying, "No matter how fast any repair crew works, a siege engine can work faster."

Assuming the skill checks succeed for a siege weapon, the character must still roll to see if he hits. All targets are considered AC 0, before modifiers for range, weather conditions and so forth. The exceptions are that ballistae and scorpions consider targets to be AC 10. Adjust the to-hit roll (made by the skilled character without Ability Score modifiers) by using Table 2-2: Siege Weapon Attack Roll Modifiers. Roll a d20. If the number equals or exceeds the number needed to hit AC 0 (or 10), a hit has been scored. Creatures use their unarmored AC if individually targeted (e.g. dexterity bonuses count – armor does not. Siege weapons are so powerful that even plate armor is easily penetrated. However, armor will still absorb damage as normal thereby offering at least some measure of protection.) If standing on an targeted structure, creatures will not suffer direct damage unless attacked with anti-personnel ammunition.

If a shot scatters, roll 1d8 and consult Table 8S: Grenade-like Missile Misses on page 99 of the HackMaster 4th Edition GameMaster's Guide. Siege weapon misses will always pass over, to the left, to the right, or fall short of the closest appropriate part of the target, even if this causes the missile to fall short or exceed the minimum or maximum range restrictions.

Intervening objects will not be likely to interfere with the flight of missiles from siege devices that hurl their ammunition in a high arc (pretty much everything besides ballistae and scorpions) unless they impose themselves near the engine or the target. Thus, a trebuchet could arc its missile over a 40-foot high wall that was more than 60 feet distant from it and less than 60 feet from the target. Use these ratios for other distances noting that for purposes of sieges in Garweeze Wurd no standard siege weapons hurls its ammo more than 40 feet high. Ballista and scorpion missiles travel on a relatively flat trajectory. Objects between the engine and the target will interrupt the flight path of these missiles.

Cover: Structures cannot have cover or concealment bonuses to AC. They cannot be targeted if 100% out of sight, however. Targeted creatures which can be seen only partially or which are totally unseen cannot be hit by

launched siege weapon missiles in the normal manner. A target area must be named and the determination is then used to find where the missile actually hits. This tactic is really only effective against groups of creatures. Ballista fire is not possible when a target is unseen. If a creature or unit is partially visible, they can be targeted but gain the appropriate bonus to their individual or collective AC (see the Quick Resolution System).

Siege Damage: The damage caused to constructions by the various engines, as well as that caused by various monsters and spells, is detailed in Table 2-3: Siege Attack Values.

Table 2-2: Siege Weapon Attack Roll Modifiers

Target Movement	Bonuses and Penalties
Stationary	+3
Movement rate less than 3"	0
Movement rate 3-12"	-3
Target Size	Bonuses and Penalties
Man-size or smaller	-2
Large size	0
Huge or Gargantuan size, small building or medium ship	+2
Medium building or large ship	+4
Large building, etc.	+6
Subsequent shots after initial rating shot (if target is stationary)	+3
Weather Conditions	Bonuses and Penalties
Calm	+1
Light to moderate breeze	0
Strong breeze to strong gale	-2
Storm	-4
Type of Fire	Bonus
Direct Fire	+2

SIEGE ENGINES

Some people may be confused as to why catapults are not mentioned on the siege engine charts. The reason is quite simply that the generic term "catapult" refers to any throwing device; it does not describe a specific weapon. Technically, the word includes everything from a hand-held sling-shot to the largest trebuchet, as well as certain air-powered devices, and even includes the device used to help

Table 2-3: Siege Attack Values

Engine	Wood	Earth	Soft Stone ⁷	Hard Stone	Notes
Ballista	1 ¹	-	-	-	
Ballista, heavy	2 ¹	-	-	-	
Ballista, siege	3 ¹	-	-	-	
Bore/drill ²	0.5	0.5	0.125	-	
Crane	12	-	4	3	
Crow ³	12	-	0.5 ²	0.25 ²	
Falarica	-	-	-	-	
Ram	1	-	-	-	
Scorpion, siege	1 ¹	-	-	-	
Sow (pick) ²	0.5	0.5	0.5	0.25	
Sow (screw) ²	1	1	0.25	-	
Springal-rock	1 ¹	-	-	-	
Springal-spear	2	-	-	-	
Torment or Koulan	3	-	1	-	
Tormenta or Onager	4	-	2	1	
Tormentum or Onagrus	6	-	4	3	
Torquere	2	-	-	-	
Trebuchet, small	4	-	2	1	
Trebuchet	8	-	5	3	
Trebuchet, large	10	-	6	4	
Turture or Onagri	5	-	3	2	
Dig	5	10	5	5	
Disintegrate	varies	varies	varies	varies	10'x10'x10' cube; see text
Earth Elemental	2 ²	10 ²	2 ²	1 ²	
Earthquake	5-60	5-30	5-60	5-30	
Fabricate	0.5 ⁴	-	-	-	See text
Fireball (light)	0.5 ⁴	-	-	-	See text on Fire Spells
Fireball (heavy)	1 ⁴	-	-	-	See text on Fire Spells
Fireball (medium)	2 ⁴	-	-	-	See text on Fire Spells
Fireball, Lava Yield	12 ⁴	varies	varies	varies	20' radius; See text
Fireball, Maximus	8 ⁴	-	2 ⁴	1 ⁴	See text
Fireball, Nuclear Winter ⁶	100 ⁴	5 ⁴	20 ⁴	20 ⁴	See text
Fireball, Show-No-Mercy	6 ⁴	-	1 ⁴	-	See text
Fireball, Torrential	4 ⁴	-	-	-	See text on Fire Spells
Fire Elemental	10 ²	-	varies	varies	See text
Freeze	varies	varies	varies	varies	See text
Giant, cloud, stone, storm	3 ²	-	1 ²	0.5 ²	
Giant, fire, frost	2 ²	-	1 ²	0.5 ²	
Giant, hill	1 ²	-	0.5 ²	0.25 ²	
Giant-hurled boulder: cloud, fire, or frost	4	-	2	1	
Giant-hurled boulder: stone or storm	6	-	4	2	
Golem, iron	3 ²	1 ²	2 ²	1 ²	
Golem, stone	3 ²	1 ²	1 ²	2	
Horn of Blasting	18	6	8	4	
Icy Sphere	-0.5 ⁴	-1 ⁴	0 ⁴	0 ⁴	See text
Lyggl's Cone of Cold	-1 ⁴	-2 ⁴	0 ⁴	0 ⁴	See text
Lightning Bolt	0.5 ⁴	-	-	-	
Move Earth	5	20	5	5	
Stone Sphere	3 ⁴	-	1 ⁴	0.5 ⁴	
Transmute Stone to Mud	-	-	16 ⁴	16 ⁴	
Treant	8 ²	2 ²	2 ²	1 ²	
Zarba's Fist of Rage	1	0.5	0.25	-	

¹ Ballistae will not destroy structures (bring them down) but can penetrate them, striking targets behind once the structure has absorbed all the damage it can.

² Damage is per round of attack.

³ Crows only affect the tops of battlements (parapets and ramparts) or other siege machinery.

⁴ Damage shown is per level of the caster employing this spell (for additional notes, see description)

⁵ Dig and Move Earth can not directly damage wood or stone fortifications, but could be used to undermine them (see rules on mining/tunneling)

⁶ Fireball, Nuclear Winter has been rescinded in HackMaster 4th Edition. Psyche!

⁷ Soft Stone includes fired brick, limestone, sandstone. Hard rock is granite and similar material.

Shots which strike slanted, irregular, metal-plated, or padded targets do half damage.

Table 2-4: Siege Item Table

Weapon	Notes	Weight (lbs.)	Defensive Value	Cost (gp)
Torsion Devices				
Ballista		200	2	75
Ballista, heavy		600	3	150
Ballista, siege		1,500	4	350
Ballista, convertible		900	3	500
Mangonel, light		300	2	75
Mangonel, medium		800	2	150
Mangonel, heavy		1,800	2	350
Mangonel, very heavy		2,500	5	600
Mangonel, siege		3,500	6	1,000
Tension Devices				
Springal-spear		500	3	50
Springal-rock		500	3	50
Falarica		700	4	75
Scorpion, light		200	3	36
Scorpion, medium		300	3	40
Scorpion, heavy		400	4	45
Scorpion, very heavy		450	5	50
Scorpion, siege		250	2	56
Scorpion, repeater		225	3	80
Scorpion, light repeater		200	2	75
Scorpion, dart repeater		175	2	65
Counterpoise Devices				
Trebuchet, small		1,500	4	300
Trebuchet		2,500	8	500
Trebuchet, large		6,000	12	2,000
Trebuchet (named)		8,000+	14	3,500
Trebuchet, rotating		4,000	8	1,000
Hoists, Cranes				
Crow		800	3	50
Crane		1,500	6	100
Cauldron, suspended	10' tall, 5' by 5' base, 15' wide	80	2	40
Hoist		500	2	30
Rams, Bores, & Drills				
Bore/drill *		300	2	500
Ram *		300	2	100
Sow-pick *		300	2	150
Sow-screw *		300	2	175
Siege Towers & Ladders				
Siege Tower, small	30' tall, 20' by 12' base	8,000	8	800
Siege Tower, medium	40' tall, 20' by 20' base	40,000	10	3,000
Siege Tower, large	60' tall, 30' by 30' base	200,000	12	15,000
Siege Tower, very large	80' tall, 40' by 40' base	600,000	16	50,000
Ladder, extension	40' tall (50'-70' tall extended)	75	2	50
Ladder, scaling	30' to 40' long	70	1	5
Ladder, wheeled	40' tall	80	2	25
Other Equipment				
Braziers (fire pots)	2'-3' triangular footprint	80	2	20
Bridge, mobile	15' long	150	4	150
Bridge, pontoon	20' long, 5' wide section	250	4	100
Cat (Tortoise, Sow)	20' long, 10' wide, 10' tall	2,500	8	200
Cauldron, huge metal	just under 5' cubed	600	12	300
Gallery, covered	12' tall, 12' wide, 20' long	500	10	350
Mantlet	6' wide, 8' long	50	3	15
Mattress, protective	20' x 20'	60	2	5
Pavise	3' x 7'	35	—	5
Ram Catcher	20' long	12	—	5
Wooden Fort	20' wide, 7' tall, 10' long	200	9	100
Wooden Screen	40' wide, 7' tall, 12' long	300	6	50

* Cost, weight, and defensive value is for the tool only and not including the Cat or Siege Tower they are usually mounted in.

Table 2-5: Siege Weapon Ammunition Table

Engine	Weight/Cost for Ammo Type					
	Anti-personnel (A)	Incendiary (I)	Spear (S)	Rock (R)	Multiple (M)	Other (O)
Ballista ¹	-	I	S ¹	-	-	-
Ballista, heavy ¹	-	I	S ¹	-	-	-
Ballista, siege ¹	-	I	S ¹	-	-	-
Crane	-	I	-	300 lbs./	-	varies ²
Falarica	-	I	-	-	M	-
Scorpion (any)	-	I	S ¹	-	-	-
Springal-spear	-	I	S ¹	-	-	-
Springal-rock	-	I	-	R*	-	-
Torment	-	I	-	50 lbs./	-	-
Tormenta	-	I	-	70 lbs./	-	-
Tormentum	-	I	-	150 lbs./	-	-
Torque	-	I	-	30 lbs./	-	-
Trebuchet, small	A	I	-	30 lbs./	-	varies ²
Trebuchet	A	I	-	150 lbs./	-	varies ²
Trebuchet, large	A	I	-	230 lbs./	-	varies ²
Turture	-	I	-	100 lbs./	-	-

Siege damage is only done by ammo type R (rocks).

¹ Incendiary ammo for a ballista is merely normal ammo smeared with a type of tar on the end.

² see text for additional details.

launch jet fighters from the deck of a modern aircraft carrier. To use such a generic term accurately we would be forced to use terms like "double-armed, torsion powered catapult", "single-armed counterweighted catapult with a free-swinging frame and ropes attached for extra leverage", and so forth to differentiate between the various types of siege engines. In the meantime, perfectly good, concise and accurate terms have been in use for centuries. More confusion comes into play because the words originate in different languages. For example, artillery was originally a generic term for any sort of war gear. Catapult, mangonel, and petrae have been, in different times and cultures, generic terms for stone throwers. Ballistae (yes, with a single "l") referred to all spear throwing devices. Lucky for you, Hard Eight has thoroughly researched the matter and codified these terms to specific size and type machines. Here we offer the most definitive, precise, proper descriptions to be found in the TeraVerse.

In the following descriptions, we group devices into categories based on their primary means of propulsion: torsion, tension, traction, and counterweight.

Large siege engines (those 1,000 pounds or over) must be partially deconstructed and then put together again to reposition and aim at a new target. Attackers can (and often do) mount some smaller siege engines on carriages so that they can be repositioned more quickly but, as discussed above, this means that they must be repositioned after every shot. Arguments persist over the advantages and disadvantages of each plan. The other side points out that some devices are affected in other, individual ways. For example, trebuchets mounted on carriages actually have a greater range (by 10+1d10%). The largest siege engines (those 1,500 pounds and over) cannot be mounted even on very large carriages due to sheer bulk. Many siege engines need to be disassembled and carried to the site in the first place (and indeed some of the largest are simply built on site – there's just no point in trying to move them).

TORSION DEVICES

Torsion is the twisting of a flexible object, such as rope, spring, hair or sinew. There are two types of torsion machines. A mechanism with a single throwing arm that fires indirectly is known as an onager. There are also double-arm, direct firing engines such as the spear-throwing ballista and the rock throwing torment. Torsion devices are vulnerable to wet, and sometimes even damp, weather. Firing one in rainy or similarly wet conditions is a Very Difficult task, firing one in very humid weather is a Difficult task.

Ballistae: Ballistae were used by the Romans both as land weapons and as shipboard devices for firing grapples at enemy vessels in order to pull them

alongside for boarding. The term "ballistae" includes the standard ballista as well as heavy and siege ballistae. Some have mistakenly referred to a ballista as a mangonel or scorpion, exposing the extent of their ignorance. As has already been stated, a mangonel is a counterweight device that throws rocks, not spears, though many have confused it with a type of ballista, and although a scorpion throws spears, it is clearly a tension device more like a big crossbow. Ballistae are double-arm, direct firing engines that use torsion to fire projectiles that look like oversized spears. Although not as effective as onagers or trebuchets, ballistae could inflict impressive damage against troops, even those cowering behind wooden structures. The projectiles aren't as heavy as trebuchet missiles, but their moment of inertia—and hence their stopping power—is very high. Ballistae cannot fire at maximum rate of fire unless manned by a full [maximum] crew.

The potential energy stored in a bent and cocked ballista is considerable making the loaded weapon somewhat fragile. As the old saying goes, "A bent bow is seven-eighths broken." If the ballista has suffered serious structural damage (that is, if it has been reduced to 2 hit points), there is a 20% chance each time the weapon is reloaded that it will misfire, destroying the weapon. If a ballista misfires, it fires as soon as reloading is complete, whether or not the crew wants it to. The shot is very inaccurate, however: it automatically scatters, and the scatter distance is twice normal. Each creature within 10 feet (in any direction) of the device suffers 3d4 points of damage (or 1d3-1 points of structural damage) as the ballista shatters. Those within the firing arc could also be hit by the projectile which, though it only does half damage, can be quite unpleasant. Of course, the device is useless from then on.

A ballista shot has a 15% chance of scattering; scatter distance is 1d3, half that (rounded up) if the range is 130 yards or less.

A ballista with full crew can fire at a single large-sized (or greater) individual figure (a dragon or the leader of a troop of giants, for example).

Ballista, convertible: This is a ballista that is designed to be converted into a torment, depending on need.

Onager: Onagers are available in a variety of sizes including light (koulan), medium (onager), heavy (onagri), and giant (onagrus). Onagers of various kinds have been in use for millennia. From simple, hastily-improvised devices, such as small trees that could be bent then released to cast projectiles, the onager evolved into mechanically sophisticated wheeled devices used to great effect by the Romans and later forces.

Although the actual source of the weapon's motive force ranges from flexible beams of wood (shades of the bent tree) to torsioned ropes, the device depended on leverage to propel projectiles. The very nature of the device made it somewhat difficult to adjust elevation. On smaller devices, the rear of the frame or base could be raised or lowered but on larger examples this was impossible. The only method of altering the range of the shot was to change the amount of torsion or modify the weight of the projectile. Neither of these were particularly precise, making the onager a notoriously inaccurate weapon.

The construction of the onager also constrained its role. In most cases, it could only be used as an indirect fire device, similar to a modern howitzer: the shot would arc high and then fall on the target. The exception to this was when the onager was so close to a wall or building that the missile struck its target before it reached the apex of its trajectory.



Although they were usually used to hurl rocks or other heavy projectiles, there were no practical restrictions on what could be fired from onagers, as long as the load could be fit into, and didn't incinerate, the sling. The most common alternative loads were quantities of small stones, gravel, and even lengths of chain. This medieval shrapnel was next to useless against hard targets such as walls and the like, but it was brutally effective against soft targets such as troops. In game terms, an onager loaded with this kind of shot does no damage against structures, but all damage against units is multiplied by 1.5. Thus, this kind of load is useful for sweeping the battlements of defenders before an assault and in general creating a giant mess.

Onagers can also cast flaming missiles such as canisters of Greek fire. Typically, these projectiles are much lighter than the usual loads used (it's hard to set fire to a rock, after all), but considerably more susceptible to crosswinds; thus the effective range is halved, and the chance of scatter is doubled (although the scatter distance is halved as well). Flaming loads do no damage to structures from their impact, although they have normal chances of igniting flammable materials.

Enterprising commanders can, of course, load their onagers with more unpleasant ammunition. Some well known Orc tribes (and more than a few human and demi-human armies) fire the heads of slain defenders into a city. These examples of nastiness can devastate the morale of the enemy, and can also bring or worsen disease not to mention contributing to scavenger problems (rat and insect infestation).

The chance of scatter is 35% for a koulán, 40% for an onager, 45% for an onagri and 50% for an onagrus. The chances drop to 20%, 25%, 30% and 35% respectively if the device is loaded with small stones or the like. The reason for this is simply that you don't have to be as exact with a scattering round as you do with a solid one. Just as you don't have to be as precise with a modern shotgun as with you do with a rifle to hit your target. Scatter distance is 1d3 (in tens of yards). If the device is being used against a wall or building (direct fire) and the range is less than one quarter of the device's maximum range, the chances for scatter drop to 10%, 15%, 20% and 25% respectively, and the scatter distance is 1d2 (x10 yards).

Torment: These torsion engines are basically just rock-firing ballistae. Torments come in a variety of sizes. Torquere are light torments best used to target magic-users, enemy leaders and other high value targets. Torments are the standard size for the type and are used as general anti-personnel weapons and versus larger targets. Tormenta (heavy torment) and Turture (very heavy torment) have some effect on battlements and other "softer" targets. Only a siege torment, known as a Tormentum, has much affect on stone walls. Like ballistae, torments cannot fire at maximum rate of fire unless the crew size is at maximum.

TENSION DEVICES

Tension is the pulling or bending of a flexible material. This includes all types of bows, including the scaled up versions of the crossbow called scorpions. These are the simplest and most reliable type of artillery.

Springal-spear: A springal (or spring engine) is a siege engine that makes use of bending a flexible limb or pole to propel a missile. A springal-spear is designed to fire a type of spear.

Springal-rock: A springal designed to fire a rock.

Falarica: Many weapon makers throughout the ages experimented with large weapons that fired multiple arrows or spears with great force (and usually abysmal accuracy). These were mostly ineffective against structures but quite lethal against massed troops. In game terms, all engines of this type do no damage against structures.

One design that actually seemed to work comprised a rack holding four or so large arrows about the size of javelins. Behind this rack was a sheet of flexible wood that could be bent backwards. When this sheet of wood was released, the upper portion would snap forward and slap the butt ends of the arrows, firing them forward.

The actual number of arrows shot from one of these devices varied from two or three to as high as a dozen. The statistics given are for an average device, shooting four or five projectiles.

A shot from a falarica has a 60% chance of scattering. Scatter distance is 1d3.

Scorpion: Basically a larger version of the crossbow, scorpions are similar to ballistae in effect and use.

Ingenium: A repeating scorpion. This device, often of dwarven or gnomish construction, may or may not use a steel bow rather than a wooden one as a typical scorpion does, in which case it is called a ferrus-ingenum.

COUNTERPOISE DEVICES

Counterpoise machines use heavy weights to propel missile at a high arc. The most noteworthy is the trebuchet, the most powerful form of mechanical artillery.

TREBUCHET:

As they built larger and larger onagers to fire ever-increasing loads, military scientists soon reached the limits of this form of torsion catapult technology. There was only so much force that could be generated from bent wood or torqued rope. Luckily for the weapon designers—and unluckily for those on the receiving end—there was another force that could be used: gravity.

While standard catapult devices depended on the potential energy tied up in bent or otherwise stressed materials, trebuchets used the potential energy contained in a heavy weight. On one end of the trebuchet's long arm was a sling or basket to contain the load. On the other, across a fulcrum, was a mass of metal or rock. To load the weapon, the crew pulled the basket end down, which raised the countermass off the ground. When they released the arm, the countermass fell, accelerating the basket and load.

Some very large trebuchets were built and used. Theoretically, the only limits to their size and power were the strength of the material used and the amount of mass that could be lifted by the crew.

Since they were such simple machines, trebuchets were usually built on-site. This meant that they were difficult if not impossible to move, and thus also to aim. In game terms, once a trebuchet is positioned, it can only fire

directly forward, or within 5 degrees to either side of its center line. Range can be varied by changing the mass of the load, the weight of the counter-mass, or the distance that the arm is pulled down.

As with other catapults, trebuchets could be loaded with many small stones for use against soft targets like troops. In game terms, a trebuchet loaded with this kind of load does no damage against structures, but all damage against units is multiplied by 1.5 (rounded down).

Trebuchets can also cast flaming missiles, or even canisters of Greek fire. Typically, these projectiles are much lighter than the usual loads used, but considerably more susceptible to crosswinds; thus the effective range is halved, and the chance of scatter is doubled.

The chance of scatter for a trebuchet is 55% (their lack of accuracy was balanced by the impressive damage they inflicted when they did hit). The chance of scatter drops to 40% if the trebuchet is loaded with small stones or the like. Scatter distance is 1d6.

Trebuchets come in three standard sizes, small, medium, and large, plus "named".

Trebuchet (named): A named trebuchet is a device even larger than a large trebuchet. Every named trebuchet is unique. Typical loads exceed 250 pounds and often reach 300 or more pounds. These are truly the largest and most powerful of siege engines.

Trebuchet, rotating: A rotating version of the trebuchet, they are always fixed mounted and cost twice as much as a regular trebuchet, and take three rounds to re-aim.

HOISTS, CRANES

Hoists and cranes include all devices used to drop objects onto the enemy or directly disable siege engines.

Cauldron, suspended: This is a relatively small cauldron, or animal hide, suspended from a rotating post and crossbar device. The cauldron, filled with boiling or flaming liquid, is suspended in such a manner so as to allow it to be tipped easily in order to spill its contents on attackers. The cauldron may be filled with acid, holy/unholy water, boiling oil, poison, alcohol, powders, hot coals, or even boiling water. A cauldron can hold about 4.21 cubic feet of material (31.5 gallons) weighing up to 300 pounds. Animal hides can hold up to 3 times that, but will burst if the weight is over 150 pounds. Animal hides are significantly cheaper than cauldrons, but have weight and durability problems, especially when trying to fill it with acid, burning coals, or even Greek fire. Area of affect is a 30-foot diameter directly below the cauldron, with damage as per a direct hit of the substance used (see Table 8Q on page 98 of the HackMaster GameMaster's Guide). The cauldron itself costs 20 gp and weighs 60 pounds.

Crane: A crane is a device for lifting large weights. It also be used to dump cauldrons, wagons, large boulders, and other items or their contents onto the besiegers below. Another use is to attack or even tip over siege towers, such as using a suspended cauldron as a wrecking ball yielding 9d6 damage, but only half the listed structural damage for a crane. Dropped boulders do regular damage as per Table 8R on page 99 of the HM GMG and structural damage as per the crane entry on Table 2-4: Siege Attack Values. A standard crane can handle weights up to 2 tons.

Crow: This is a 50-foot long wooden beam with a metal claw at one end, suspended from a tripod. It can be used to pull apart battlements or to grapple men or siege equipment. It can also be used as a small crane, but has a weight limit of a ton.

Hoist: This is a fairly simple frame with fulcrum and lever. The lever is equipped at one end with a basket that can hoist up to 4 attackers to a height of 30 feet to assault a construction. The weight limit is 1000 lbs.

RAMS, BORES, AND DRILLS

These engines transmit and concentrate the efforts of the troops using them against structures with which the devices are in direct contact. Although some devices of this category have hand held counterparts, we will concentrate on their larger brethren. These siege scale devices are more mas-

sive, more destructive, and are often contained within mobile canopies or other structures to protect the troops using them. These mobile structures are usually wheeled.

Movement speed and statistics are covered in the description of the structures that carry these devices. A few common details are: they can only be moved over clear, flat terrain (including roads, but not trails), twice as many figures are required to move a crushing engine up even a gentle slope (1 foot rise for every 12 feet of horizontal distance) and movement up a steeper incline is impossible.

The engine must be touching the surface to be attacked before it can cause damage.

Bore/drill: Bores resemble rams in construction: a long, wheeled gallery protecting the central mechanism, which is suspended from roof beams. This central mechanism is usually a log, suspended in slings so it can turn about its long axis. The metal headpiece is a large screw bit, designed to chew through stone. The log was pulled back and swung against the target like a ram. Because of the twist to the screw bit, the log would turn a little on impact. Eventually, the bit would bite into the wall and do some damage. This is similar to driving a screw by hitting it with a hammer: not the most efficient way of doing things, although it eventually gets the job done.

Ram: A ram is used in a long wheeled gallery known as a cat. Slung from the roof beam by chains is a large log. This log is frequently capped with a heavy metal end-piece to increase its impact and damage. Historically, this end-piece was often shaped like the horned head of a ram, hence the device's name, though it could also take the form of a dragon's or lion's head. Under cover of the protective roof, troops could swing the log to strike with great force against a wall or gate.

This design of ram, where the log is suspended by chains, is much more efficient than the standard troop-carried battering ram improvised from a large log. For one thing, the troops had to expend no energy simply holding the ram off the ground, and could concentrate all of their might on swinging the heavy thing; thus heavier rams could be used. Also, once the ram had been swung back, simply releasing it to swing forward would cause considerable impact; if the troops added their strength to the forward swing of the ram, the impact could be staggering. This increased efficiency is reflected in the statistics listed above. This kind of ram applies one AD (anti-dragon, a purely symbolic term) for each figure operating the device. In comparison, troop-carried rams apply one AD for each two figures involved.

The galleries protecting the rams were often elaborate enough to qualify as small buildings in their own rights.

Sow-pick: A variation of the bore, this design gave up on the idea of a screw and went solely with a pick head. The damage shown in Table 2-3: Siege Attack Values assumes the operators are using pry bars and such to maximize the effort.

Sow-screw: Another variation on the bore, this design uses the same screw-bit headpiece but the log has stakes of wood or metal driven into it along its length to act as handles. In this design, the log isn't swung; using the handles, troops push the bit against the wall and turn the log so that the bit eventually bites. This is more like using a screwdriver. This made the device more effective against earth, but less so against stone.

SIEGE TOWERS & LADDERS

Siege towers are mobile wooden towers, typically beam frame with slats and green hides for protection from fire, with parapets up top and a drawbridge and usually mounting a ram, bore, or drill type device below. Siege towers usually have ladders inside or at the back leading up to the drawbridge deck and the parapet.

Siege Tower, small: Also sometimes called a Castle-Cat, this small wheeled gallery has a 20 feet tall, 8-foot square on top, tower in front and a 20-foot by 12-foot base. The lower chamber is equipped with a ram and can carry 10 men besides. Due to its relatively small size, the parapet, which can carry 5 men, usually includes the small drawbridge. What is usually the drawbridge deck is capable of holding 10 men.

Siege Tower, medium: At 40-foot tall and with a 20-foot by 20-foot base, this siege tower has an extra intermediate deck besides the lower deck, drawbridge deck and upper parapet. The 10-foot square parapet can hold 10 men, while the other decks can handle up to 20 each. The drawbridge is 10-foot square.

Siege Tower, large: This 60-foot tall tower with a 30-foot square base has three intermediate decks. The parapet is 20-foot square and can be used as a platform for a small siege engine such as a ballista or light mangonel. The drawbridge can be up to 15 feet long, and the lower level can mount up to two ram/bore/pick devices.

Siege Tower, very large: With a 30-foot square parapet this monstrosity can handle any siege engine weighing under a ton. Side parapets are often added to the drawbridge deck, besides the drawbridge that measures up to 25 feet long. Openings functioning as small arrow loops often dot the upper stories as well, and the tower usually mounts a pair of bore/pick devices besides the main ram. There are usually not less than 5 intermediate decks. This structure often acts as a defensive tower for the besieging camp when it is not being used in its more active, offensive role. Each very large siege tower is unique.

Ladder, scaling: A simple 30 to 40-foot ladder that can hold 4-6 attackers at one time. Lightweight (2/3 that listed) and collapsible versions are available for double the cost.

Ladder, wheeled: A 40-foot ladder, double wide, holds up to ten attackers, and can be wheeled at 30' per round.

Ladder, extension: A wheeled, two-part ladder, operated by ropes and pulleys and capable of reaching to the top of 50 to 70-foot high walls.

OTHER EQUIPMENT

Braziers (fire pots): Braziers are cauldrons of the size used for suspended cauldrons and are either hung from a tripod base or set on the ground. The cauldron has a metal framework inside it to keep the burning logs or coals set in it from touching the bottom and giving them breathing air. A brazier is a place to get burning coals, light flaming arrows and other incendiary devices, keep warm in cold weather and, in a pinch, have the contents dumped over the wall by a crow, crane, or other device.

Bridge, pontoon: A bridge supported by small boats or floats and used to cross rivers or moats. The standard version is a single 20-foot long by 5-foot wide section, but several sections may be joined for greater length and width.

Bridge, mobile: A 15-foot long wooden construction, with wheels, for crossing ditches. Five men can push the bridge 30 feet/round, or it can be towed 60 feet/round by draft animals.

Cat (Tortoise, Sow): A smaller wheeled version of the covered gallery, the cat, also known as a tortoise or sow, is used to get sappers in close to a wall. Once there the sappers use hand tools to attack the wall. An alternative use is to mount a ram, pick, or screw in the cat and then move it forward to attack doors, gates, or even walls. When mounting a pick or screw it is usually called a sow.

Cauldron, huge metal: Holding over 250 gallons of liquid, this huge round metal cauldron takes up a 5-foot by 5-foot area. Large legs hold it a foot or so off the ground so that a fire can be built underneath. It is normally used is to boil the water or oil put in the suspended cauldrons, but some have found a more direct use by being set up to spill their contents through murder holes or even into spout channels. Cranes are necessary to move the cauldron's one and a half ton full weight and are sometimes even used dump the contents directly over the wall onto besiegers below.

Gallery, covered: A somewhat moveable construction with a heavy timber frame and green hides protecting the wood. It has a double roof, one peaked to shed missiles and liquids. It is used to provide cover for attackers operating against a wall. Covered galleries do not normally have wheels but are rather pulled, pushed, dragged, and somewhat even lifted into place by men underneath them.

Mantlet: A 6-foot wide by 7-foot tall wooden wall with wheels for mobility and a slit for archery. The wood is several inches thick and the front is slanted back on a slight angle. Its primary purpose is to protect archers from

missile fire. A mantlet has two 8-foot long wooden poles in back to keep the wall upright when stationary as well as providing a means to move it around at up to 30-foot per round by three men. A number of mantlets can be placed next to each other to form a continuous defensive line, each shielding three men.

Mattress, protective: A 20-foot by 20-foot mattress of heavy fibers, straw, boards, and/or cloth, which can be used to protect walls, or other objects. The mattress cuts structural damage in half and is itself immune to artillery missiles and ramming.

Pavise: A large wooden shield, covering the (Man-sized or smaller) combatant from head to toe, with a spike for fixing it in the ground. It has an archery slit, which is very convenient since it is usually used by archers.

Ram Catcher: A ram catcher, a fork or hook of iron on a long pole, is a man-wielded device used to counter various siege devices. Uses include lowering it to catch and hold a ram, pick, or screw and thus disabling or even breaking the offending device, pushing over ladders, toppling siege towers, or even yanking people off of ladders or towers. Note that it often takes multiple defenders wielding ram catches to have any noticeable effect on larger devices such as siege towers.

Wooden fort: A wooden construction larger than a wooden screen, the fort can be moved 10 feet per round by ten men. It can shield twenty men and has six arrow slits.

Wooden screen: A larger version of the mantlet, this device can be moved 20 feet per round by five men, can shield 10 men, and has three arrow slits.

With less than a full contingent moving the wooden fort or screen, the device can only be moved at half the listed rate. With less than half the crew, it cannot be moved at all.

CONSTRUCTION, TRANSPORT, AND ASSEMBLY

FIELD CONSTRUCTION:

Siege equipment can be constructed at the site of the siege. Each piece of equipment must be constructed under the supervision of a siege engineer. An artilleryist is also needed for any artillery under construction. One siege engineer can supervise up to four constructions at one time.

One artilleryist can supervise only two constructions at once.

To construct equipment, hardware (metal materials and tools) must be brought to the siege site. The cost of hardware is 10% of the listed cost of the piece of equipment.

Wood must be in plentiful supply at or near the siege site. If a forest resource is within 5 miles, 10 men can gather enough wood in one day to make 50 gp of equipment. If the wood is 5-10 miles away, double the time. If 10-15 miles away, triple the time, and if 15-20 miles away, quadruple the time needed.

Nearby wooden buildings can be a source of some usable wood. Five feet of building wall (one story tall, or about 8 to 10 feet) can be converted into 10 gp of equipment. (This assumes the use of rafters and beams as well as the walls themselves.) Stone buildings (with wooden roofs) can also yield usable beams, but only 50 gp of equipment per standard stone building, such as a standard-sized inn.

Once materials are at hand, any supervised but untrained person can construct approximately 20 gp of equipment per day. The maximum number of workers that can be used is equal to half the number of damage dice the device can create. For example, if seven men work on a heavy ballista under proper supervision, they will finish 140 gp worth per day, taking two days to complete a 150 gp ballista.

Ballista ammunition cannot be built in the field except by an armorer. Other types of ammunition (rocks, dirt, severed heads) can be collected by anyone.

The larger siege weapons that must be constructed on site function normally, but other siege weapons built by unskilled (even if supervised) crews fumble on a 1 or a 2. To prevent this, a skilled supervisor must succeed at his

construction: siege works check and a crew must spend twice the time indicated above.

AMMUNITION

Scatter is a concept common to all missile weapons. When a projectile misses its target, the concept of scatter determines exactly where the projectile does hit.

The odds that a given shot will scatter vary from weapon to weapon and are given in the individual descriptions, as are the possible distances that shots might be off the mark. In all cases, however, the method for determining direction of scatter is the same.

If a shot scatters, roll 1d8 and consult Table 8S: Grenade-like Missile Misses on page 99 of the HackMaster 4th Edition GameMaster's Guide.

If the shot is aimed at a vertical surface, the scatter diagram is still used to determine the impact point. A roll of 1, for example, indicates that the shot fell short of its mark. If this is the case, but the round still reached the target, then the point of impact was lower than intended. If a roll indicates that a scattered shot went high and the target is too low to be struck, then the missile continues past the target and strikes the ground beyond it. Thus, a shot fired at the top of a wall or flanking tower still has a chance of doing damage to the keep inside the walls even if it misses its mark.

SIEGE ENGINE AMMUNITION

Anti-personnel (A): An assortment of small stones doing 2-12 points of damage. The area of effect is a 1d3 x 10 feet for a device. If the shot scatters, it does not affect the creatures targeted at all. If it aims true, (against AC 0), all creatures in the area of effect are automatically hit, but may be allowed a dodge if circumstances permit. Their armor and shields may absorb some or all of the damage.



Incendiary (I): Balls of tar or pitch, hot coals, pots filled with Greek fire, etc. For non-spear-throwers damage is half normal for characters and there is no siege damage, but flammable objects and creatures take damage as if a direct hit was scored based on the substance used (see Table 8Q on page 98 of the HM GMG), with tar or pitch being treated as Greek fire, within an area of affect as per anti-personnel missile above. Spear-throwers do normal damage plus fire damage, but to a single target only.

Spear (S): A single shafted projectile with size dependant on the machine used (see Table 2-6: Ammunition). For example, the cost of missiles for a ballista is comparable to javelin cost.

Rock (R): A single rock of weight defined in Table 2-6: Ammunition.

Multiple Missile (M): Javelins or large darts. All creatures in the area of affect, 10-foot diameter circle, take the damage listed for the weapon, no dodge allowed.

Other (O): Living or dead animals, corpses, barrels of sewage, or anything else that can be put in or on the machine. Range will be affected by weight of object thrown based on following formula: 500 feet minus 1 foot per pound, partially due to the odd shapes and the fact that odd ammunition might fall apart in the air before striking its target. Reasons for using other ammunition include spreading disease, proving to the army besieging you that supplies are plentiful, and other forms of psychological warfare. Some evil clerics may try this method to send undead troops in to the midst of an enemy camp, though this is a trifle hard on the undead.

SPECIAL ATTACKS AND SPELLS

Equipment and structures do not get a saving throw against special attacks unless specifically stated. Special types of damage from other special attacks have unique effects as described below.

What Works and What Doesn't: Spell Effects on Fortifications and Buildings

This list is not comprehensive, but it provides an authoritative basic guideline to the effects of various types of magic. New spells are being researched constantly, and many variables affect the final implications of any magic. The GM must flex his experience and creativity here but note that nothing short of a Wish spell provides automatically successful saving throws. Also note that siege engineers on both sides live in a world where magic is a part of everyday life – as discussed in Chapter 2 under various materials, they will even have mundane defenses against spells. Of course, the best way to defend against magic is with more magic.

Transmute Rock to Mud: Give it up. This spell only works on *natural rock*. Unfortunately it is ineffectual against any finished stone (such as masonry). In some cases, it could partially affect underground passages enlarged by mundane effort. The GM should determine what percentage of the area is due to nature and what is due to being worked, based on how much work was done to expand the tunnel. Subtract the percentage of expansion from 100%, and that is the actual volume of rock affected. If dwarves expanded a tunnel by 50%, the spell affects half the total volume it might otherwise, and victims trapped in the area get +4 on their saving throws. If the tunnel had only been expanded 10%, the spell's would affect 90%.

Dampen, Precipitation, Wall of Fog: Could be used for flame-resistance. Its usefulness depends on environment (hence, duration). In normal conditions, these spells provide the area they cover +8 to save against all forms of fire, though they also induce a -2 penalty against saves versus electrical attacks when covering metal items.

Dry: This cancels dampening effect and could remove that protection from fire.

Untie: This could mess up a fortress that uses ropes on the gate.

Change: Very dangerous to wood or rope. A simple change of type (oak to balsa, hemp to straw) could make the item useless or even cause a structure to collapse. The limiting factor is the size. Therefore the most dangerous use is to Change a peg's material.

Hide: Almost a "limited" form of invisibility, this very useful to deceive attackers as to the numbers of defenders present (and vice versa).

Firefinger: Can start fires. Best used in crowded areas where caster can escape notice.

Unlock: Obvious use and reason most important locks would tend to be more complex.

Hazy: Good game effect, but of limited duration. It will also tend to indicate presence of an M-U to experience observers.

Alarm: Though not directly a combat spell, this dweomer is quite useful in defense. In some circles, nobles protect all of their own quarters with Alarm spells. In terms of resisting sieges, they can give notice of attackers entering "blind spots" in the castle's defenses.

Grease: An old favorite. Great against thieves and besiegers (walls, catwalks, battlement, spiral staircases ... up or down) and against carriage-mounted siege engines (which suffer -6 to hit).

Hold Portal: Of limited use except for magic-users trying to keep "riff-raff" out.

Mend: Can be used against ram or other similarly induced damage.

Merge Coin Pile: A good reason to make sure your vault is at least 15 feet from public areas, preferably over 30 feet. Certain scholars speculate that this spell's existence goes a long way in explaining the high costs for nearly everything these days, as most of the lesser metals were converted long ago into more valuable, more portable metals.

Push: Useful against siege ladders.

Sleep: Nasty when used against creatures on siege ladders - sleeping creatures automatically lose their grip.

Spider Climb: Of course, who needs siege ladders? This can only be used on one creature at a time, however, and Grease spells are excellent for countering it.

SPECIAL ATTACK FORMS

Acid: Such attacks causes full damage to wood but only normal structural damage to stone. An acid attack must exceed 25 points of damage to affect the stone's integrity - and even then it must inflict another full 25 points of damage. It has no effect at all on earthworks.

Blackball: Treat this monster's attacks as if each were Disintegrate spell.

Cold/Ice Spells

Cold and ice spells have a peculiar effect on structures largely depending on the environment in which they are used. If the structure is dry, ice spells will have little to no effect.

Structures damped by fogs, etc, or even early in the morning, will, when frozen, become slippery as if a Grease spell had been cast upon it.

If the structure is soaked, due to rain, dowsing a fire, Create Water, or the like, then any spell able to freeze the whole structure section will cause any water that has seeped inside the structure to expand, cracking and splintering parts of the structure. Double the standard damage given for the spell in Table 2-3: Siege Attack Values and stone structures that have already been damaged previous to their being soaked will again take the amount of damage they were down before the soaking.

Earthen structures, on the other hand, are actually strengthened by freezing and gain structural points. This is represented by a negative number in Table 2-3: Siege Attack Values. Saturated earth gains triple the amount listed. There is a down side in that structures, especially stone structures, built next to or on top of a saturated earthen structure may be toppled by the earth being frozen. In these cases the stone structure will lose half as many structural points as the earthen one gained.

Cone of Cold: Damage listed is per 10-foot by 10-foot by 10-foot section caught within the cone. Areas only partially within the cone will be affected based on the percentage of the structure fully contained within the cone.

Icy Sphere: The damage listed is per 10 cubic feet affected. Due to the range of the spell, parts of multiple sections could be affected, and therefore

all fractional results should be applied to the section in which the sphere stops.

Freeze: Freeze has a variable area of effect and will only work on contiguous water, therefore it is of limited use in sieges except to make surfaces slippery and maybe turn up a few tiles.

Constructs: These monsters cause normal damage to structures, but do not take any damage when attacking stone structures.

Creeping Doom: See Insect Plague.

Crystallize: This attack weakens both wood and stone structures. All subsequent physical attacks at the weakened point cause twice the normal structural damage, up to a total of 50 points, when the effect ceases.

Dissolve: This spell only works against uncrafterd stone and will not affect a castle wall. If cast on the bedrock beneath a wall, there is a 10% chance per spell that a 10-foot wide section of the wall will collapse.

Elemental, Air: This category includes Djinni, Aerial Servants, and Invisible Stalkers. Attacks from these creatures cause normal structural damage but have no effect on stone.

Elemental, Earth: This category includes Kryst and horde creatures. Attacks against wood cause normal structural damage but attacks against stone cause twice the normal structural damage.

Elemental, Fire: This category includes Efreeti and Helions. Attacks cause normal structural damage as fire, but the fire cannot be extinguished as long as the creature remains within 30 feet of it.

Elemental, Water: This category includes Hydrax and Undines. Attacks against wood cause normal structural damage but attacks against stone cause only 1 point for every 10 points of damage inflicted, rounded up.

Enlarge: The HackMaster PHB mentions that Enlarge can increase the mass of boulders. For purposes of the game, we have simplified the calculations (for those without the interest or skill to calculate it themselves). Refer to the Table 2-6: Weight Multiplier for the basic weight conversion. For those even lazier, we include Table 2-8: Starting Weight vs. Caster Level, which gives final weight results depending on the weight of the initial boulder and the level of the caster of the Enlarge spell.

This tactic can be used on relatively small rocks to make siege engine scale missiles that have limited use as ammunition for return fire. It can also be cast on large rocks that have just left the siege engine (making targeting an even more difficult task, applying a -40 to skill checks and a -6 on to hit rolls. Of course, this technique can also be used when simply dropping the ammunition.) Of course, the timing for this method requires incredible precision. Characters attempting to so precisely time the spell must have the Precise Targeting talent and have made a successful Complex Geometric Estimation skill roll. If he fails, the missile is out of range of the spell before the magic can reach it. If he critically fails the Dex check, the ammo expands before it leaves the siege engine. In this case, the device itself suffers full damage as if struck by its own ammunition.

For other applications it is imperative to remember that Enlarge cannot damage the object enlarged. Therefore, although an enlarged pry bar may be able to force a weak door, it should not be able to

Table 2-6: Weight Multiplier

Caster Level Weight Multiplier

1	1.1
2	1.3
3	1.5
4	1.7
5	1.9
6	2.2
7	2.4
8	2.7
9	3
10	3.3
11	3.7
12	4
13	4.4
14	4.8
15	5.3
16	5.7
17	6.2
18	6.8
19	7.3
20	7.9

Table 2-7: Reduction Rates

Caster Level	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
Weight (lbs)	x0.8	x0.7	x0.6	x0.5	x0.3	x0.2	x0.2	x0.2	x0.2	x0.1	x0.1	x0.1	x0.1	x0	x0	x0	x0	x0	x0	x0
5	4	3	2	2	2	1	1	1	1	0.6	0.5	0.3	0.2	0.2	0.1	0.1	0.1	0.1	0.1	0.1
10	8	7	6	5	3	2	2	2	2	1.3	1.1	0.8	0.6	0.5	0.3	0.2	0.2	0.1	0.1	0.1
20	17	14	12	10	8	7	5	4	3	3	2.3	2	1.6	1.3	1.0	0.8	0.6	0.4	0.3	0.2
30	25	22	18	15	13	10	8	6	5	4	4	3	3	2.2	1.8	1.5	1.2	0.9	0.7	0.5
40	34	29	25	20	17	14	11	9	7	6	5	4	4	3	2.7	2.3	1.9	1.5	1.2	1.0
50	43	36	30	25	21	17	14	11	8	7	6	5	4	3	3.6	3.1	2.6	2.2	1.8	1.5
60	51	43	36	30	25	20	16	13	10	9	8	7	6	5	4.6	4.0	3.4	2.9	2.4	2.0
70	60	51	43	36	29	24	19	15	12	10	9	8	7	6	5.6	4.9	4.2	3.6	3.1	2.6
80	68	58	49	41	34	27	22	17	13	12	11	10	9	8	7	6	5	4.4	4	3.2
90	77	66	55	46	38	31	25	19	15	14	12	11	10	9	8	7	6	5.3	5	3.9
100	85	72	61	51	42	34	27	21	16	15	14	12	11	10	9	8	7	6	5	4.6
110	94	80	67	56	46	38	30	24	18	17	15	14	12	11	10	9	8	7	6	5.3
120	102	87	73	61	50	41	33	26	20	18	16	15	14	12	11	10	9	8	7	6.0
130	111	95	80	66	55	44	36	28	22	20	18	16	15	13	12	11	10	9	8	6.8
140	120	102	86	72	59	48	38	30	23	21	20	18	16	15	13	12	11	10	9	7.6
150	128	109	92	76	63	51	41	32	25	23	21	19	17	16	14	13	12	11	9	8
160	136	116	98	81	67	55	44	34	26	24	22	21	19	17	16	14	13	11	10	9
170	145	123	104	87	71	58	46	37	28	26	24	22	20	18	17	15	14	12	11	10
180	154	131	110	92	76	62	49	39	30	28	25	23	22	20	18	16	15	13	12	11
190	162	138	116	97	80	65	52	41	31	29	27	25	23	21	19	17	16	14	13	12
200	170	145	122	102	84	68	55	43	33	31	28	26	24	22	20	19	17	15	14	13

Table 2-8: Starting Weight vs. Caster Level

Caster Level	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
Weight (lbs)																				
5	6	7	8	9	10	11	12	14	15	17	19	20	22	25	27	29	32	34	37	40
10	11	13	15	17	19	22	24	27	30	33	37	40	44	48	53	57	62	68	73	79
20	23	26	30	34	39	44	49	55	61	67	74	81	89	98	106	116	126	136	147	159
30	34	39	45	51	58	65	73	81	90	100	110	121	133	146	159	173	188	203	220	237
40	46	53	61	69	78	88	98	110	122	135	149	163	179	196	214	233	253	274	296	319
50	57	66	76	86	97	109	122	136	151	168	185	203	223	244	266	290	314	341	368	397
60	69	79	90	103	116	130	146	163	181	200	221	243	267	292	318	346	376	407	440	475
70	80	92	106	120	136	153	171	191	212	234	259	284	312	341	372	405	440	476	515	556
80	92	106	121	138	156	175	196	219	243	269	297	327	358	392	427	465	505	547	591	638
90	104	120	137	156	176	198	221	247	274	304	335	369	404	442	482	525	570	617	667	720
100	115	132	151	171	193	218	244	272	302	334	369	406	445	486	531	577	627	679	734	792
110	127	146	167	190	214	241	270	301	335	370	409	449	493	539	588	640	695	753	814	878
120	138	158	181	205	232	261	292	326	362	401	443	487	534	584	637	693	752	815	881	951
130	150	173	197	224	253	285	319	356	395	438	483	531	583	637	695	756	821	889	962	1,037
140	162	186	213	242	273	307	344	384	426	472	521	573	628	687	749	816	885	959	1,037	1,119
150	173	199	227	258	291	328	367	409	455	503	555	611	670	733	799	870	944	1,023	1,106	1,193
160	184	211	242	275	310	349	391	436	484	536	592	651	714	781	852	927	1,006	1,090	1,178	1,271
170	196	225	257	292	330	371	416	464	515	570	629	692	759	830	906	986	1,070	1,159	1,253	1,352
180	208	239	273	310	351	395	442	493	548	606	669	736	807	882	963	1,047	1,137	1,232	1,332	1,437
190	219	252	287	327	369	415	465	519	576	638	704	774	849	929	1,013	1,102	1,197	1,296	1,401	1,512
200	230	264	302	343	388	437	489	545	606	671	740	814	893	976	1,065	1,159	1,258	1,363	1,473	1,590
210	242	278	317	361	408	459	514	573	636	705	777	855	938	1,026	1,119	1,217	1,322	1,432	1,548	1,670
220	254	292	333	379	428	481	539	601	668	740	816	898	984	1,077	1,174	1,278	1,387	1,503	1,625	1,753
230	266	306	350	397	449	505	566	631	701	776	856	941	1,033	1,129	1,232	1,340	1,455	1,577	1,704	1,839
240	277	318	364	413	467	525	588	656	729	807	890	979	1,074	1,174	1,281	1,394	1,514	1,640	1,772	1,912
250	288	331	378	429	485	546	611	682	758	839	925	1,018	1,116	1,221	1,332	1,449	1,573	1,704	1,842	1,988
260	299	344	393	446	504	567	635	708	787	871	961	1,057	1,160	1,268	1,384	1,506	1,635	1,771	1,914	2,065
270	310	357	408	463	524	589	660	736	817	905	998	1,098	1,204	1,317	1,437	1,563	1,697	1,839	1,988	2,145
280	322	370	423	481	543	611	685	764	848	939	1,036	1,140	1,250	1,367	1,491	1,623	1,762	1,909	2,063	2,226
290	334	384	439	499	564	634	710	792	880	974	1,075	1,182	1,297	1,418	1,547	1,684	1,828	1,980	2,141	2,310
300	347	398	455	517	585	658	737	822	913	1,010	1,115	1,226	1,345	1,471	1,605	1,746	1,896	2,053	2,220	2,395

topple a massive wall because the weight of the wall would bend (and potentially damage) the bar.

Reduce: The reverse of Enlarge, this spell allows for the "size changing" boulders as enlarge does, but the timing does not need to be as precise. The caster should try to time his spell so that the missile changes size and mass in mid flight and at least 40 feet before impact. If, due to miscalculations or even unforeseen delays, the missile changes size while on the siege engine the device may take damage equal to ? to full damage the missile normally inflicts. See Table 2-7: Reduction Rates for details. If the caster successfully reduces ammunition before it strikes the target, it reduces the damage to a fraction of normal (specifically, the Table Result/Original weight of the ammunition)

FALLING

Wooden and stone structures take half normal falling damage. Rules for damage of dropped objects in the HackMaster GMG. For objects dropped onto a structure, each structural point is equivalent to 25 points of damage. Any remainder of normal damage is assumed to be minor, cosmetic damage (dents and scratches), but does not really harm the structure.

Feather Fall: A well timed Feather Fall could be used to negate the damage of many siege weapons, notably trebuchets and other engines where the damage is based on the mass of the projectile fired. A more offensive use is to make huge boulders temporarily very light, and thus ease the loading of engines, and even increase the size of projectile that such an engine can fire. Range will be halved at best (ever try to throw a balloon?), but if the timing is precise and the spell runs out of duration at exactly the same time the object has cleared the device, the net result is that a boulder of up to 200 pounds can be fired to extreme range for the engine. Combined with Enlarge, this could be devastating. However, the spell caster must carefully time the Feather Fall as described under the discussion of Enlarge. In this case, failure means the ammunition listlessly plops on the ground, useless (or incoming fire remains unaffected).

FIRE

All fire-based attacks have the potential to set wooden items and structures on fire. Refer to page 166 of the HackMaster 4th Edition GameMaster's Guide for rules regarding fire (1 structural hit point equals 1 hull point). Unless the fires are put out, each affected portion of the structure will continue to take damage until destroyed. Adjacent sections of the same structure have a 75% chance of catching fire during any turn in which the fire burns uncontrolled. Nearby wooden structures have a base 50% chance to catch fire, plus 5% per point of structural damage the burning structure has taken in the previous turn, minus 1% per foot away from the burning structure. Also note that the strength of the wind and its direction will affect the chance of a structure to catch fire as per Table 2-9: Wind Strength and Fires.

Table 2-9: Wind Strength and Fires
Die Roll Wind Strength Up Wind Down Wind

3	Calm	0	0
4-8	Light Breeze	-5%	+5%
9-12	Moderate Breeze	-15%	+15%
13-15	Strong Breeze	-30%	+30%
16	Strong Gale	-50%	+50%
17	Storm	-100%	+10%
18	Hurricane	-200%	-50%

Any creature caught within a burning structure suffers damage equal to 1d6 points of damage per point of structural damage at the same rate (per round or every other round, etc.).

If workers and water (or loose earth) are available, the workers may attempt to extinguish the fire. Each turn they fight the fire, the player should roll 1d6 per 10 workers. This is the number of points of structural fire damage extin-

guished that turn. If the number is greater than the fire damage for that turn, the fire is completely extinguished.

Only 10 people may fight a fire for every 30 feet of structure frontage. Each fire fighter suffers 1 point of damage per point of structural damage caused that turn. If the fire was caused Greek fire, or some similar difficult to extinguish method, fire fighters can extinguish only half the normal number of points.

Stone will not burn, but wooden parts of stone constructions will burn (roofs, floors, doors, etc.). Fire damage to the actual stone structure works as follows:

For 5 points of structural damage taken by a wooden structure connected to or within 5 feet of a stone structure, a soft stone structure takes 1 point of structural damage and a hard stone structure takes ? point. This is due to the superheating of the stone causing air and water pockets within the stone to rapidly expand and causing the stone to crack, in some cases so violently that the stone effectively explodes. Wet stone and stone that has been undermined takes double damage from fire. Soft stone, especially wet soft stone, tends to make a hellishly disturbing hissing sound when taking fire damage in this way. It is not readily apparent to most races whether stone that has been exposed to fire has been weakened, besides surface blackening, unless the stone has cracked. Races with access to the Mining Sense talent can determine if stone has been damaged with a successful roll to detect unsafe walls.

FIRE SPELLS

Fire-based spells set wooden items and structures on fire if they fail a saving throw versus magical fire. This is the primary purpose of fire spells in assaulting fortress, the outright killing of defenders caught in their area of effect is merely a nice side effect (for the attackers...). After the initial spell damage has been applied to all appropriate creatures, start applying the rules for normal fires to the structure.

There are, of course, many types of fire spells with which to assault foes. But nothing has yet replaced the magic-users' favorite. In other words:

It's All About the Fireballs

Fireball (light): Fireball (light) includes Fireball Barrage, Skipping Betty Fireball, and Sidewinder Fireballs Factors 1-4.

Fireball (medium): Fireball (medium) includes Fireball and Scatter-Blast.

Fireball (heavy): Fireball (medium) includes Fireball Death Brusher, Proximity Fused, Sidewinder Factor 5, Delayed Blast, Land Scraper.

Fireball, Lava Yield: Fireball, Lava Yield has a 20-foot radius effect and will instantly turn any stone in the area effect to lava, thus doing a variable amount of damage based on the amount of stone in the area of effect. The Lava created by the spell may have additional effects, including partially melting any stone it comes into contact with and potentially starting horrendous fires.

Fireball, Maximus: A Maximus Fireball has an effect on stone due to the sheer amount of heat it applies to the stone causing any water in the stone to instantly turn to gas, expand, and potentially crack the stone in the same way as a blazing bonfire.

Fireball, Nuclear Winter: Fireball, Nuclear Winter was rescinded in HackMaster 4th Edition and is only included here for the sake of completeness. Note that it potentially has less effect on stone than Fireball, Lava Yield. Note also that this affects every building in its area of effect, but only if the GM allows 3rd or earlier edition spells in his campaign, which is in and of itself suspicious and unsanctioned.

Fireball, Show-no-Mercy: Fireball, Show-no-Mercy has a limited affect on stone, particularly light, porous stone such as limestone, etc.

Flood: A flood is a forceful wave of water that crashes against a structure. Damage is subject to the normal structural reductions for physical damage. Damage is equal to 3-24 points per 10 feet height of the wave or depth of the mouth of a broken dam. If the flood is from a lake, it will last for 1 round per 100 square yards of surface area of the lake.

Insect Plague: This attack causes full damage to wooden structures (and also affect creatures normally) but no damage to stone constructions.

Lava: Lava works like fire when attacking both wood and stone but causes twice the amount of damage as fire. Lava causes 1d6 points of damage, or 1 point of structural damage to stone, per cubic yard per (non-combat) round. However, lava cools and loses its considerable destructive power over town. The cooling rate depends on the actual temperature of the lava, the surroundings, the surface area, and the whim of the gawds.

For our purposes, we use only the surface area. Assume that each turn, for every ten square yards (900 square feet) of surface area (we generously permit GMs to estimate this quantity, if they lack the skill, knowledge, or time to precisely calculate it), the lava loses one point of potential normal damage. The maximum damage to an individual creature is reduced by one (thus on the second turn it does 1d6-1 points of damage per round, on the third it does 1d6-2, and so on). When it loses all 6 points, it will cease doing structural damage as well in one more turn. Note that, by then, most structures (not to mention creatures) should be thoroughly devastated and difficult to recognize. Creatures killed by lava that remain in it disintegrate completely in 1d4 rounds.

LIGHT

Light and Continual Light: Although Light and Continual Light have limited offensive capabilities in tactical combat, most of these makes them more useful to the defense rather than the offense during a siege.

Darkness: Darkness on the other hand is an excellent offensive spell in siege warfare. It negates torches, lamps, Light spells and can render opponents effectively blind to your movements (not to mention give them accuracy penalties). Continual Darkness can be used to cancel the effects of those pesky Continual Light coins of which adventurers and wealthy landowners are so fond, although such usage will definitely draw attention from all but the most incompetent of guards, which could be exactly what you want in an attack.

LIGHTNING

Lightning, natural: Treat each stroke of natural lightning as a Lightning Bolt spell against wood and stone, with a 5% chance to ignite combustibles per each full 2 points of damage. See how the name of that spell works?

Lightning Bolt: See above, or were you paying attention?

Magical Weapons: When a magical weapon is used, the magical bonuses should be added only after making the noted reductions for attacking physical structures.

Poison Gas: Poison gas has no effect on structures, siege engines, or other objects, but is a great way to eliminate vermin, such as those manning the walls.

Polymorph Object: There is a 20% chance that the spell will have no effect when cast on a wood or stone structure. This chance is 60% if targets only a part of a larger structure. Polymorphing may create a breach in a stone or wooden wall.

Reverse Gravity: Since Reverse Gravity must be cast on a horizontal surface and is limited in range, it is of limited use against fortifications (it is a lot of fun against the defenders). Also, since any stone object at least 12" thick is considered solid, this spell can not be used to blast archways, or any other stone structure. Launching siege engines, however, is still considered great sport by the Circle of Sequestered Magic during their septennial celebration of the "Lifting the Siege of Braxus". Also note that since anything fastened or rooted to the ground is not affected, trees, grass, and many other items are "immune".

Turn Wood: This spell causes no damage, but moves wooden objects to the extent of its range unless they are fastened down.

Wall Passage: This spell has no effect against wood but will cause a breach in a stone structure. Unlike a breach made by other forces, there this spell will normally has no chance of causing structures above the breach to cave in.

Warp Wood: This has no effect on the large planks used in wooden siege equipment.

Web: If used on a siege weapon, this spell renders it useless for the duration of the spell.

Wizard Lock: This spell makes a siege weapon unusable for the duration of the spell, as does its bigger cousin Mage Lock.

MEANS OF ENTRANCE

THROUGH THE FRONT GATE

To take a castle, you need to get inside. Simply battering down gates and walls is often time-consuming, usually difficult, and always dangerous. There is another way: get the defenders' doors open and simply walk through. Obviously such methods are also dangerous and probably difficult but the savings in time, men, and ammunition is worth the effort. Most experienced conquerors suggest trying these means before throwing a lot of rocks, though in practice many find that when at a loss for words hurling a few large boulders is impossible to resist. Still, if subterfuge fails more blunt means are always available. If blunt means run into difficulty subterfuge becomes even more difficult, if not impossible.

FRIENDS, TRAITORS, AND SUBTERFUGE

Getting inside a fortification is the primary objective of any siege. There are several means to accomplish this, not all of which involve massive outlays of force to batter down ten-foot thick battlements. Even so, you'll need a plan for what to do after your subterfuge succeeds – an open side gate allows smaller teams to enter than a wide breach. It's best to send in advance scouts to open the main gates.

Gatekeepers tend to be lonely people, especially at night when they are sleepy and not expecting anything to happen. While you should never count on guards being asleep, it does happen. However, it's better to make friends out of a handful (or even one) crucial character in the defenses. Even the strongest wall can have an inattentive or unhappy guard. Find out what motivates these guards.

GO THROUGH IN OPEN DAYLIGHT

This is quite challenging, but an obvious method even to the dullest of castle attackers. As an invader, you need to be fairly certain of your martial superiority, or have a suicidal unit of crack frontline troops.

Conning the guard

Tricking the guards into opening a gate or postern can be difficult without magic but it is possible. Disgruntled guards are an excellent target for bribery. Lazy guards may allow enough stealthy troops to get in to open the doors for the main force.

GETTING IN AFTER HOURS

Nighttime is an excellent period to use subterfuge to get in the front door, or better yet, a side door. Invisible or at least camouflaged invaders can make full use of the cover of natural darkness. Of course, for this very reason some defenders use Light and Continual Light spells (sort of like spotlights), or else simply keep everything illuminated, despite what this does to the plants and animals in the area.

Ramming the Gate

All you need to do is deliver damage equal to the structural damage values of the gate and avoid being killed by the stronghold's defenders. Technically, this method does not qualify as subterfuge, though you might need a disguise to sneak a ramming device into range for this sort of attack.

Lifting the portcullis

Sometimes extremely strong creatures can do this even from outside but again they need to avoid being killed by the defenders (or anyone who happens to be nearby). Magic can be useful in either breaking the mechanism to lift the gate, creating a useful illusion to fool the guards into opening it, or simply blasting it directly. A standard portcullis requires two men of Strength

13 or higher to turn the winches. It normally takes 1d4 combat rounds to raise a portcullis. A single character with an 18 or higher strength can lift the portcullis on his own, but it takes 1d6 combat rounds.

Spells

The usefulness of spells for this purpose is nigh unparalleled. A creative player or GM can find endless ways to utilize magic to get past or through defenses. These suggestions only scratch various surfaces.

Air of Legitimacy, Distract, Aura of Vulnerability, Lazy Eye, Weak Bladder, Gnats, Footfall, Tap, Thump, Whistle, Mask, Dim, Noise: Not much use on the gate itself, but all have obvious uses to get past them. Note that many will cause guards (if not the target, then others in the area) to become more alert if not sound the alarm outright (especially if warned or experienced).

Two-D'lusion: This spell is of note because it could allow hidden passage even across an observed passage, especially if more than one is used.

Dispel Body Odor: This spell may deter pursuit by dawgs or similar animals who sometimes help defend their masters' fortresses.

Storming the Walls

To get inside, you've got to go over or through. Each technique has its own advantages and characteristics. Usually, a siege force attempts to use both; the goal being to get as many troops inside the enemy fortress as possible. The primary purpose of sending troops over is to open the gates so the main force can get inside. The secondary purpose is to kill the defenders. By taking them out, there are fewer attacks on the engines that break down the walls (if necessary).

The wall and ladder climbers are the advance forces of any besieging army. They tend to have very high casualty rates but they also receive higher pay and have more shots at glory.

Use of ladders.

Characters can climb ladders at normal climbing rates but people will persistently try to knock them off. Each time a character climbing a ladder is hit by a weapon, he must make a Dexterity or Climbing check (the character's choice) to maintain his grip. Defenders can also simply push ladders off, but they need to have a maximum press (as determined by their Strength scores) high enough to move the weight of the ladder and all the creatures on it. Even if a creature (or creatures) can move that much weight, it takes 1d4 rounds to push a siege ladder off the wall. Creatures take full falling damage from hitting the ground but suffer only cosmetic sprains and bruises if the ladder strikes them afterwards (40% base chance).

Use of siege towers.

A siege tower is simply rolled up to the wall and forces climb up and attack. Its sturdiness makes it difficult to destroy, especially as armed troops occupy it. The tower provides 100% cover until it is in place, when the platforms are lowered and troops can begin pouring out. Some have tiny windows from which the approaching forces can fire arrows and bolts, or perhaps even Fireballs, at the enemy to soften them up before the melee begins.

It takes one combat round to lower the platform. Siege towers can be moved into place at the rate of 1", though they can of course always go more slowly. They cannot be pushed up a slope more than 5 degree inclined, however.

Filling the ditch/moat.

A time consuming but effective method of bypassing a moat is to pile dirt and rocks in it until a natural "bridge" is formed. For each man-hour of work, you can put a cubic foot of ... stuff into the moat. Of course, you need three times the cubic footage of the bridge to build up the structure. Thus, if you need to cross a 10-foot wide, 5-foot deep moat with a bridge 10 feet wide, you will need to dump 1,500 cubic feet of dry dirt into the moat. If you use less, the structure is too unstable to hold significant weight. This also



assumes no single object weighing more than 500 pounds will be going across that stretch. If it does, the whole pile sinks by a foot each round the object is on it. You need four times the volume of a bridge to safely move individual objects over 1,000 pounds and five times to safely move objects up to 2,000 pounds. The water and quickly constructed nature of the pile makes it impossible to move single objects weighing more than one ton. Even if the weight is distributed among multiple objects, the total weight cannot be more than twice that listed above or the jury-rigged structure will begin to collapse.

Building a ramp.

Building a ramp is similar to filling in a moat, except that the pile goes up to (and eventually over) a defender's wall. This time consuming method gives the defenders ample time to shoot things at the builders, unless they can construct some sort of viable shielding. Once the attackers take the fortress, they need to destroy the same ramp so other attackers can't use it against it them. Duh!

Melee Weapons and Tools

Brute force and simple weapons have obvious uses when trying to enter a structure through its doors or windows. What many less sophisticated siege artists realize is that simple mining tools, pry bars, and shovels (for example) can also be very useful in getting somewhere a defender doesn't want you to be.

The corners of square towers are vulnerable to a pry bar and a pick axe. If you can find a way to work on a tower without the enemy raining down burning oil on you, you can get through a stone construct according to the mining times described in this very tome. Round towers present more difficult targets, it takes 33% longer to get through them because of the difficulties in getting started.

Of course, you're doing more than just tunneling through blocks here. A few strategically placed stones go missing and a tower can collapse. To accomplish this, you need an engineer or architect, of course. For each block you successfully remove, according to his instructions, you increase the odds of bringing the tower down. The base chance is 1% per block, but for every successful skill check the specialist makes the total increases by one percent. Thus, if he has chosen three blocks to remove and made three successful skill checks, the total chance of the tower falling when the third block is removed is 6%. A critical success on the skill check increases the odds by 5% - but only for that particularly check. Eventually, you'll remove enough bricks that the tower is guaranteed to fall (and luckily these are all near the ground, so they aren't especially difficult to reach).

A collapsed tower is simply a pile of rocks that presents a minor obstacle to an attacking force (and might stop mounts). Defenders can use it as cover, until they are overrun (usually inevitable once a tower has fallen).

What about wooden structures? Well, in the first place - burn them, idiot! In the second place, if the wood is too well protected from fire, you can try to chop down support beams. The techniques are different (they involve axes), but the net result is the same - a pile of broken raw materials interspersed with various body parts.

Going Under (Tunnels/Mines)

Not thrilled about the idea of working on pulling an enemy tower apart piece by piece? If you don't mind a more substantial rebuilding project once you take the place, you can always tunnel underneath.

Only those in castles built on a foundation of hard rock or an island need hardly ever concern themselves with being undermined. Mining could be doubly effective by providing an attacker with stones for ammunition against the enemy, even as the fortress' underpinnings became less and less firm. The

besieging army would engineer a tunnel under the wall and remove foundation stones. In our own world, England's King John did this when he besieged Rochester Castle in 1215, as did Hubert de Burgh in the siege of Bedford in 1224.

The advantage of working underground is that the enemy can't easily reach you. Your allies can't easily reach you, either, however. You need to build a tunnel with timber supports, so you can fire them and have some control over when the walls fall. The sappers, as they are called, need to put up enough wooden support beams as they go to prevent the tunnel from collapsing on their own men, but not so much that they don't burn quickly enough.

The defenders have no idea what hits them as the ground begins to rumble and collapse. Once towers and walls are all down, they leave a wide gash perfect for attacking troops to charge through. This can be accomplished by taking out a single corner tower, if the besiegers want to make it easier to occupy and defend the castle once they take it. Often the attackers will attempt to take down an entire side of the fortress, though. This reduces the chances of surprise defenses from that location and leaves the widest opening for troops to enter.

Creatures trapped in such a collapsing structure suffer 3d4 points of damage per structural point.

It's a fairly simple plan to dig a tunnel under a tower or strategic point in a fortress' defenses. Excavation proceeds as described under castle construction in Chapter 2 (though the end purpose is more destructive).

Firing the tunnel

Soon before the attack, cover the tunnel and particularly the supports with easily flammable objects such as kindling, dry wood, clothes, oil, dead comrades, and so on. Ideally a Fireball or other fire spell can be used to ignite this mass, though torches suffice in a pinch. You need to strike a careful balance between having enough of a structure to support the tunnel while working, but something fragile enough that it can be taken out quickly. A slow fall isn't going to help much - it just gives the defenders too much time to react.

Once the beams are in place, the attackers need to prime them (douse them in oil). He may want his own men out of the area.

Now fully prepared, the tunnel must be fired. The first beam must fail its saving throw versus fire (some prefer to use Fireballs rather than torches because magical fire is harder to resist). After that, the second beam must fail a save. If this doesn't happen within three rounds of the first failed save, the whole effort fails and the attackers must start anew to light the first. If it does, the supports begin to burn. Then hopefully the rest of the supports will burn and everything will proceed according to plan.

The results are not automatic, since the builders cannot predict the exact effects of all the weight, support, or how fast the fire spreads. Each incident is a unique collection of various factors. When the besiegers set flame to the supports, consult Table 2-10: Results of Fire. Once the tunnel collapses, there may be air pockets in which the timbers continue to burn. Usually this doesn't matter, but if necessary (for creatures caught in the area), there is a 20% chance of an air pocket and if so an 80% chance that the timber is still burning.

The amount of damage undermining can do depends on the nature of the modules and the volume of earth removed to make the mine. For every 1,000 cubic feet of mine, the collapse causes the following structural damage:

Wood	3d8
Earth	2d8
Soft Stone	1d8
Hard Stone	1d6

Table 2-10: Results of Fire

D10 Roll	Result
1-2	Supports do not burn well enough and continue to support the tunnel; no effect.
3	Supports do burn, but tunnels are well supported enough to stand without them (for 1d100 years); no effect.
4-5	Tunnels collapse, but the structures still have enough support above (for 1d100 years); no effect.
6-10	Tunnels collapse as planned, along with the structure immediately above

Penetrating the defenses

Underground you won't find machicolations or arrows (most of the time), but you do need to go far enough under to get beneath the foundation. If you're too high up, the tunnel may collapse to early, not to mention that signs of your efforts might be evident from above. Pebbles tumbling down a wall for no apparent reason can send experienced fortress builders looking for mines.

To avoid being detected, the tunnel has to begin and end out of sight of the defenses. This generally means a fairly long tunnel, thus it takes a long time to sap a wall. Not only do you need to take the time to dig properly, you need to make sure you end up in the right spot and carry all that material somewhere inconspicuous. Castles are rarely built on loose soil, so the effort must be made through hard-packed dirt and even stone. Anyone with a clue about fortresses and sieges who does notice the tunnel or the mysterious huge mounds of earth growing out in the forest over night will begin to suspect what is happening.

Countermining.

If the defenders become suspicious, they may themselves tunnel underground to investigate. You may find yourself fighting in very close quarters, unable to swing weapons. Countermining is a common tactic against sappers. Many leaders are fully aware of the possibility of undermining techniques.

The first step is to notice the enemy mine. Careful observation of those growing piles of dirt in the invader's camps is one way to figure this out but there are other signs. Mining cannot be done in silence with magical help. If there are no Silence spells involved, there will be sounds echoing in the underground. Because these are Very Difficult to hear and only travel 30+2d20 feet through the ground, thieves are sometimes employed as ad hoc tunnel detectors. If there is magic involved, spell casters might travel the honeycombed foundations looking to detect its presence. Any magic under a castle will be suspicious. Such tunnels must be small and windy to be of much use, though, and in any case there is only a 30% chance the Silent miners will be close enough to a tunnel for a Detect Magic spell to register a magical aura. Some magic items are capable of detecting magic despite intervening materials, and a castle with a Court Wizard may assign the research of special magic detection dweomers among his earliest efforts.

Once aware of the enemy's presence in unwanted areas, the defenders can dig their own tunnel. The goal is to intersect the attacker's shafts and kill them before they can get any farther. The size of the tunnels can greatly affect such battles, as they are very rarely made wide enough to accommodate normal use of weapons. Details on confined fighting can be found on page 119 of the Combatant's Guide to Slaughtering Foes. Tunnel fighting is always a small-scale melee business, as you can't get entire military units to engage in such confined spaces. Attacking troops' morale suffers a -2 penalty checks when the defenders meet them in the tunnels in this fashion.

When Orcs laid siege to Caerandil in 9,009 on the Fariadoran calendar, the elves made countermining into an art form. They had prepared several secret chambers under the walls and from there dug out under the foundations. They located the Orcish mining tunnels before the creatures could even get under the fortress. Elven assault squadrons slipped into those passages and killed the enemy miners. In some cases, the elves even undermined the attacker's tunnels and fired them, causing the tunnels meant to collapse their fortress to themselves collapse. Elves greatly enjoyed irony in those days.

BREACH

MISSILE FIRE (LARGE MISSILES)

So you've caused a breach in the defenses – congratulations! This is your goal, but the game's not over yet. You need to target that area and expand it, and keep the defenders from plugging the hole. This requires further artillery fire. If you don't expand the breach, a small number of defenders can hold off hordes of attackers (remember Thermopylae). At this point you need to minimize scatter and bring down adjacent modules so that you can move more forces inside. If you can spare the ammunition, you might also send a message to the defenders by sending some of the shots directly into the existing breach to discourage them from fighting so hard.

RAMS AND BORES

These devices inflict damage as indicated on Table 2-3: Siege Attack Values. A ram is simply a device to knock down a wall or gate. Battering rams come in all shapes and sizes, often with a carved animal-like head to inspire fear and invoke powerful spirits. Rules for using rams against smaller doors can be found in the Player's Handbook. Larger rams are mounted on frames and swung by as many characters as can get their hands on it. These are the rams described above. They are used against gates and portcullises unless the defenders were smart and arranged matters so that there is no room for a large device or a charge against the weak point. Otherwise, only insane attackers would ever use them against a wall.

The primary advantage of a ram is that it has no significant reset time. Since it has no ammunition and rarely needs to be repositioned, it is consid-



ered a fairly immediate way to work on breaching a wall. Some attackers prefer to "soften up" an area before moving a ram in. Once it's in place, the attackers can then work undisturbed.

A bore is essentially a horizontal drill designed to put holes in the defenses so then you can pour nasty things on defenders. Each hole drilled entirely through a 10-foot section of a wall unit results in a cumulative 1% chance of the structure falling. This only applies to a solid, single material of course. If you drill on a filled wall, you may be able to collapse the stone facing on one side, but the fill remains, as does the wall structure on the other side.

A bore can be used continually, so long as enough attackers are still alive to operate it. The damage indicated on Table 2-3: Siege Attack Values is for each round the bore is actively being used on the module in question.

SPELLS

Magical assault is the friend of many besieging forces. Despite the prevalence of spells in Garweeze Wurd, a surprising number of castle builders have not considered how to defend their investments against a few

Fly and Levitate: There's no reason to climb walls and ladders when you can just float troops up to the platforms to do their thing. A fighter/magic-user can do a lot of damage himself, particularly with a few choice offensive spells once he gets up there. A simply Lightning Bolt can take out entire rows of archers behind their battlements, saving the advance troops the worry over small arms fire completely.

Invisibility: You can't fight what you can't see. That old adage has been the downfall of many foolish magic-users but when carefully used, an agent can do a lot of damage to defender's plans. The shock value of a magic-user becoming visible as he blasts an entire unit of defenders out of nowhere (having flown into position invisibly) is significant. As an added bonus, the screams of the dying can serve as signals for other forces to begin their assault.

Wall Passage: A few Wall Passage spells can open a breach in a wall very quickly.

Teleport and Teleport Without Error: If you can't think of a way to use this spell to get into a castle, you should check yourself into an institution immediately.

INVESTMENT

Battles, sorties, and assaults are the preferred methods for battering down defenses and breaking your way into a fortress, but as we have alluded to earlier there is another option: starvation. This slow and uncertain method (particularly in a world where supplies can be flown or Teleported in), is technically known as "investment". People who think of a siege as purely a way to cut off supplies and force a fortress' inhabitants to surrender are actually thinking of investment.

There's a reason for the use of this word: the invaders must invest quite a bit of time, energy, and money in keeping the castle from functioning properly. They need to interdict shipments of food and hope the castle's stores run out quickly. They need to prevent the fortress from communicating with the outside world so it cannot call for help. When this fails, they must fight off armies allied with the defenders and on their way to help.

Starvation is slow and unpleasant. A besieged castle would begin by rationing its stores. However, it's a simple matter to calculate how many people can last for how long given the supplies of food in stock. A few clerics with *Create Food & Water* can delay this process, but if an army successfully cuts off supplies, the castle will fall. Note that investment rarely works against a temple complex. If the invaders can make it obvious enough that no supplies will get in and no communications will get out, the defenders must consider surrender. Determined defenders have been known to send out large numbers of unnecessary servants and hangers-on as prisoners to make limited supplies of food last (and some of the darker tales speak of cannibalism in these extreme situations).

You need a large force to invest a fortress properly. If you place a single line of men 5 feet apart around the entire perimeter of a castle, you'll notice if people get in or out but probably as they slaughter a few troops on the way. A sensible general places a picket line of soldiers on watch and more signifi-

cant forces outside each gate and entry portal. He has multiple signals (torches, horns, dedicated watch towers built on the scene) so that he can quickly move his forces into position when the defenders get antsy.

Castles are usually able to keep a well (or wells) going and so thirst will rarely be an issue even if an attacking force invests the effort. Food is more likely to become a problem. Most castles have a significant supply of food stored against lean times and sieges. In areas where tension is more common than actual attacks, this might be two or three months. In hostile foreign lands, a castle might have a year or more worth of supplies stored away. An interior castle that has not faced a siege in decades might only have a few weeks' stores. They won't be ready for a real attack but there could also be reason that they feel more secure. Investment against that sort of fortress would be extremely difficult as frequent travelers would make blocking communication lines virtually futile.

When we speak of "two weeks" or "one year's worth" of supplies, we mean that if each normal inhabitant of the place uses just enough to function without impairment (if not normally, as a castle would normally have a constant influx of fresh supplies). Cutting rations further would result in malnutrition and fatigue. Also, for simplicity's sake, we assume that normal troops can function without impairment for 3 full days without physically showing signs of their condition. This isn't to say that this has no effect!

MORALE

No matter how resolved a leader is, odds are that his underlings are not willing to fight to the last man's death against impossible odds after weeks of rationed supplies.

As investment progresses, the morale of the defending forces falls continuously. Once supplies run out, check the defenders' morale according to Table 2-11: Starvation Effects on Morale. This continues until the siege is lifted or the stronghold falls. The longer the investment goes, the more demoralized troops get. Getting demoralized troops to make sorties against investing foes requires the leaders to rally the troops (which means getting a successful morale check) just to get what would otherwise be normal enthusiasm. The effects of these morale decreases disappear once supplies are replenished.

**Table 2-11:
Starvation Effects on Morale**

Day	Effect
3	Decrease morale by 1
5	Defenders must succeed at morale check or reduce morale by 1
7	Attrition: 1d10% of the defending forces fall
11	Decrease morale by 1
13	Attrition: 1d10% of defending forces fall; must succeed at morale check or reduce morale by 1
21	Decrease morale by 1; attrition of 2d10% of forces
23	Must succeed at morale check or reduce morale by 1
28	Attrition of 3d10% of forces
30	Decrease morale by 1
31	Must succeed at morale check or reduce morale by 1
35	Attrition of 3d10% of forces
38	Must succeed at morale check or reduce morale by 1
41	Decrease morale by 1

ATTRITION

When supplies run out, inevitably troops will start dropping out as well. Whether they are simply incapacitated by hunger or actual dead it is not important at this point, the fact is that they will not be fighting anymore. When a given percentage of troops fall to attrition, the GM must determine which forces fall. If they are all the same race, this is simply the number as indicated. Large creatures count as two Man-sized creatures for the purposes of attrition. Huge creatures count as 4 Man-sized creatures and

Gargantuan creatures as 8. A Small creature, on the other hand, counts as but half a man, and a Tiny creature as 1/4.

DEFENSIVE MEASURES

WALL CONSTRUCTION AND HEIGHT

A filled wall superior is vastly superior to a solid wall in many ways. When struck with a sufficient force, such as a shot from a trebuchet, a solid wall can crack and a stack of blocks can tumble because a solid wall takes 100% of the damage that the ammunition inflicts. The blocks of a stacked wall move almost independently of each other, preventing cracks but allowing for displacement that may collapse the entire section hit. In a filled wall, part of the damage is applied to the ground/fill between the stacks of blocks, allowing it some give without collapsing. Thus, a filled wall takes only half the damage inflicted by an impact device.

When a boulder strikes a wall, whether wood or stone (you can't build a proper fill wall behind wood) it must save versus crushing blow. If it succeeds, the wall suffers the full damage of the blow in cracks and lost structural integrity, but it does not give. If it fails, it takes half damage. The other half, though, is translated into feet of movement – the block or blocks struck will move that many feet. An earthen fill wall will turn those feet into inches. If the feet of movement caused by the blow is sufficient for the block (or block behind it) to be displaced 50% or more off the back wall, then the block may fall, possibly causing the section of wall above it to collapse.

MISSILE FIRE

When you shoot up at people, you're working against gravity. Arrows can still hurt, obviously, but half the time you're more counting on the wound causing someone to fall from a precarious perch than just poking enough holes in him. For every full 20 feet of wall height, the final damage of an arrow or similar projectile is reduced by one point. This applies after all other modifiers and does not affect critical hits (or fumbles). This doesn't even take into account the fact that you're often shooting up at defenders behind battlements or arrow slits. Arrow slits provide 90% cover for the defender, while the amount of cover a battlement provides depends on the position of the defender. A character crouching behind a battlement completely has 100% cover, but he can make no attacks against the invaders. Unless some special circumstances apply, a character firing from behind a battlement has 50% cover.

A similar effect takes place when siege engines are used against the high points. While those ramparts may be somewhat thinner and weaker, the structural points of damage are also reduced by 1 point per 20 feet above the ground. This can reduce the total damage of a shot to 0 points (though this is obviously rare).

DROPPING BOULDERS

You can of course find your advance assault under attack by defenders simply dropping large, heavy objects (especially big rocks) on them. Boulders roll, making them excellent for discouraging sappers and siege ladder crews. They may even have some use against a full-fledged siege tower. Most of the time, though, dropped objects are intended to kill the crews, not destroy the equipment. The GMG describes the devastating effects of falling rocks on (see page 99). The rules also describe bouncing effects and damage. The path of the boulder and the damage it inflicts affects each creature in the boulder's path. While taking this damage, the creature cannot engage in any offensive siege behavior, and any continuous efforts to say drill holes in the base of the tower are halted. If a boulder strikes an existing hole, there is a 15% chance that

it does an extra point of structural damage. If it does not need that damage to collapse the wall, creatures within 10 feet of the falling structure suffer 3d4 points of damage (penetrating normally).

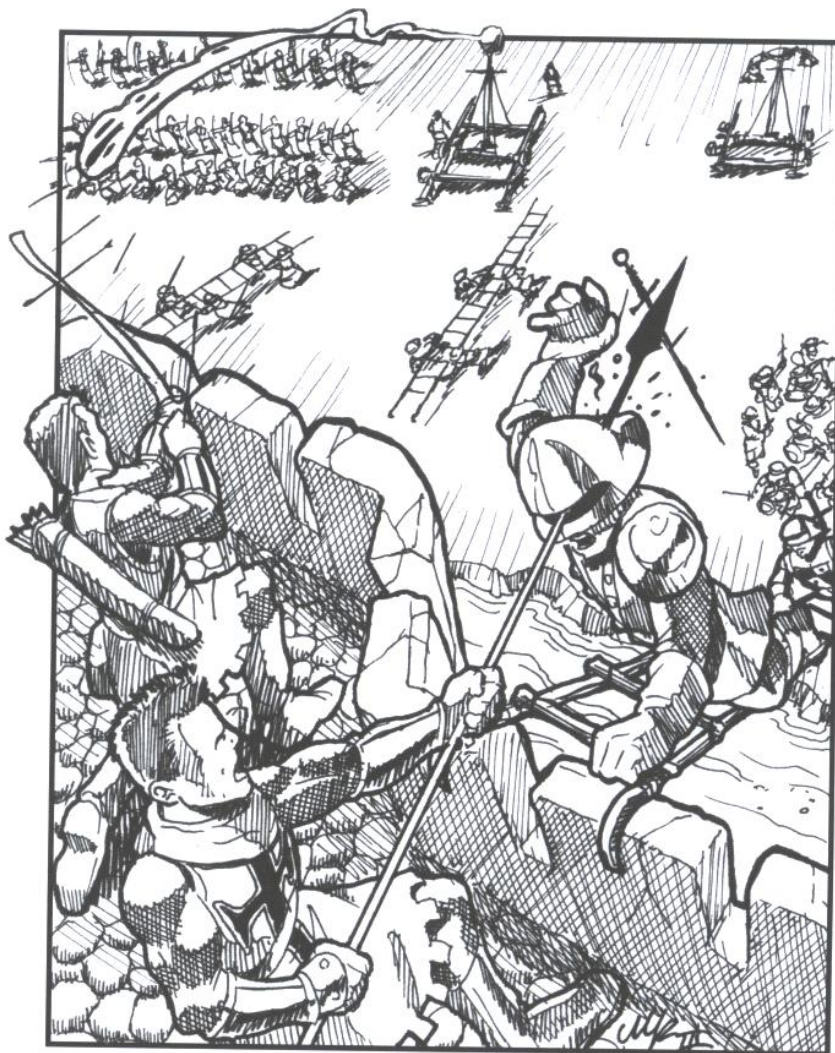
NASTY TRICKS: DROPPING RUBBISH, WASTE AND BIOHAZARDS

The defenders of a castle under siege have one advantage that few see: they don't need a midden pit. They can give all their garbage to the attackers, hoping it doesn't get flung back into the courtyard by a trebuchet. This is not only gross and discouraging, it forces the besieging army to face a powerful biological weapon: disease.

The GMG provides a detailed discussion of disease and the various effects it can have on characters. Those behind the walls of a besieged castle have yet another weapon against their attackers: the voluminous waste produced by the inhabitants of a fortress. While attackers may catapult dead bodies into the area, the defenders have an easy way to dispose of such waste. Aside from improving their internal sanitation, this can cause contagion to reach the attacking army. Just because they aren't behind walls doesn't mean they aren't living in large numbers and close quarters. Disease can run rampant through any large encampment.

DEFENDING AGAINST LADDERS

People don't want their fortresses besieged. Once the process reaches the point where troops are trying to get into the place over the walls, the defenders need to push those ladders down. It's surprisingly difficult to push a siege



ladder off the wall directly. For one thing, they are pretty heavy and the weight all leans against the wall itself. A better option is to move the thing sideways, which has the advantage of possibly knocking over nearby ladders or attacking troops in the process. This is not necessarily easy to do, either, as a proper siege ladder has hooks at the end to bite into the castle's wall.

However, capable defenders can use ram catchers, curved devices made from wood or metal that allow them to wait until defenders have begun climbing their ladders and then hurl them to the ground. To successfully catch a ladder with ram catchers, a character must succeed at a to-hit roll against AC 10. If he does so, he can spend one round tipping the ladder over when he pleases without making another check of any kind.

FIGHTING OFF SIEGE TOWERS.

Basic siege towers can be made out of some hastily felled trees, but the best ones are specifically and carefully constructed for their purpose, with hinged shutters to protect firing points and small drawbridges to unload their cargo on top of the wall. However, a siege tower full of shutters and arrow slits has lost some of its identity. Each such opening reduces the total hit points of the wooden structure by 1. Every 6 openings actually reduce the tower's structural integrity by a full point.

Since siege towers are always made out of wood, they tend to be quite vulnerable to fire.

CLEARING THE DITCH/MOAT.

When enemies are trying to build bridges or ramps across your moats, you have some time to work against their efforts. You could send agents underwater (perhaps with the benefit of Water Breathing spells) to undo the piles. This is slow work for landlubbers (about one-fourth the rate). Creatures native to underwater environments (or amphibious) can dig out such piles at the full normal rates.

THE FUTILITY OF A RAMP VERSUS DETERMINED DEFENDERS.

You can also try piling dirt up against a wall and just walking over it, but there a number of difficulties in this. The first is the time involved. Calculating the distance and volume involved, you'll see that the amount of earth necessary to keep the slope manageable is significant. Building an earthen ramp to go over a 10-foot high module requires at least 3,000 cubic feet of earth – if you can put up with a 30 degree slope. Usually you need something closer to 10 degrees, which involves at least 15,000 cubic feet of earth and a ramp 100 feet long! If you had that much time to build a ramp for an assault, you could start your own fortress from scratch. Not to mention that all that dirt must come from somewhere, and you can't just go about digging holes in your own encampment.

ARROW LOOPS

Arrow "loop" is just another name for arrow slits, a term more popular in western Eder Sout than the east. While the basic types are a simple slit or crossletted slit, as described in Chapter 2, the precise ranges of fire are determined by the exact orientation of the loops. They can be placed within walls, but often a builder will put them out on bastions and in rounded towers. This allows for crossfire zones and "killing fields" from which multiple archers can assault oncoming forces. These areas are unique to each fortress.

MURDER HOLES

Okay, so you made your way past the outer defenses. Congratulations! Now you face kill zones, murder holes, dropped objects from all directions, boiling oil and water, and Greek fire. These are all basic elements of castle defense. While the features do not actually increase the damage done by weapons, properly used they can wreak havoc with attackers. The defenders can keep up a constant barrage of dropped items, burning oil, and Greek fire and the attackers can only raise their shields above their heads and hope for good saving throws.

DRAWBRIDGES, GATES, DOORS, AND PORTCULLISES

A drawbridge protects the limited entrance options from assault. When taking a castle with a drawbridge, the attacker has two choices. One is to attempt to get the bridge lowered so he can cross it. This will involve some form of subterfuge. He can disguise some troops though a castle with inhabitants aware of such a risk will have very wary inhabitants. You can also try to get an agent inside to cut the cords that draw the bridge up, thus locking it in the "down" position.

Portcullises can provide 25% cover to defenders who stand behind them. It is possible to use polearms through the openings in the portcullis, but all attacks are made at –3 to hit.

BARRING GATES & DOORS

Up to three bars can be added to a single door, more than that has no significant effect. A thick wooden bar behind a door adds one structural point to its integrity. A metal bar adds two points of structural integrity, again with a maximum of three useful bars.

Gates can also be barred in a similar fashion.

The best defense against tools and weapons used on doors, corners of square towers, prying out blocks and the like is to kill the perpetrators – or at least send them away with a convincing display of firepower. Short of that, the defenders are left with sneaking out at night to make emergency repairs.

Protecting the Gate

The most important part of protecting the gate is to make sure that the areas are adequately manned. All the barricades and special materials in the world do little if the place is left unmanned. Attackers seek opportune times when fewer guards are stationed there to make their moves.

Barbican

Barbicans are specially designed to make sure gates only allow authorized force to enter but they aren't much use unless manned by competent soldiers. They provide points of fire but without those soldiers they do little more than take up space.

Dealing with guards

Guards can usually notice people trying to get in during the daylight. This is tougher at night or if the agents are invisible. The primary purpose of a guard is to raise an alarm. One or two men-at-arms can't stand against any significant force.

The unconnable guard

Extreme loyalty and extreme stupidity both serve to make certain guards nearly impossible to convince to sell out their charges. The simple fact is that some guards are incorruptible, believe it or not.

PREVENTING LATE NIGHT INTRUSION.

Night is obviously a popular time for attackers to send agents inside a castle. A locked door does not a castle make. While it may not be possible to prevent this entirely, a wise defender prepares for the eventuality with some simple alarm systems (bells, chains, first level magic-user spells, and so on). Defenders should make use of any barrier to entry they can imagine, even if they realize that nothing is 100%. Methods as simple as sending a low-level magic-user to Wizard Lock strategic doors can buy the crucial delay for the defending forces to get reinforcements to the breach.

Protecting a gate from ramming is very difficult. Bars and guards can slow down the process but innovations in this area are always emerging. Some defenders use large mattresses that they can drop against the outside of the gate. This cushions the blows, cutting any damage done by the ram in half. Of course, this is only a temporary solution since the mattress must be removed to use the gate. Otherwise it's just a weak point in the wall.

In some more magic-intensive lands there are actually no gates. Levitation and Fly spells are used, either by items placed for the purpose or magic-users

doing service to their liege. This may seem like an ideal solution, but keep in mind that attackers can find low-level magic-users, too. And if they can find powerful magic-users, they can bring Antimagic Shells and high-percentage Dispel Magics. It's still not a bad idea.

CAULDRONS AND BOILING OIL

These things are classic elements of the siege, as depicted in movies from the earliest days. While the most common substances to drop on besiegers were hot water and boiling oil, the defender's choices are nearly limitless. Anything they have in abundance can be dropped of foes to discourage a siege. One of the most popular, at some point in any ongoing siege, is the contents of the privy. This can cause disease among the attackers, and at least partially solves the defenders' sanitation problems.

Some defenders have been known to use acids and even liquid poison.

Operating these cauldrons is obviously hazardous to the defenders, too, and so these guards are either well-paid individuals or slaves. Any time someone operates a cauldron in a siege there is a 5% chance per use (which takes 1d4 combat rounds) for each operator that he is affected by the contents. A carefully constructed plan includes slots for turning poles. This allows the operators to avoid touching the cauldron's handle entirely. It reduces the odds of accidental "splashing" to 2% per use.

CRANES

Cranes can be used for construction or destruction. They hold heavy objects far above the ground. Sometimes this allows builders to move heavy pieces of a building into place. It also allows besiegers to move heavy objects and drop them on things, people or creatures.

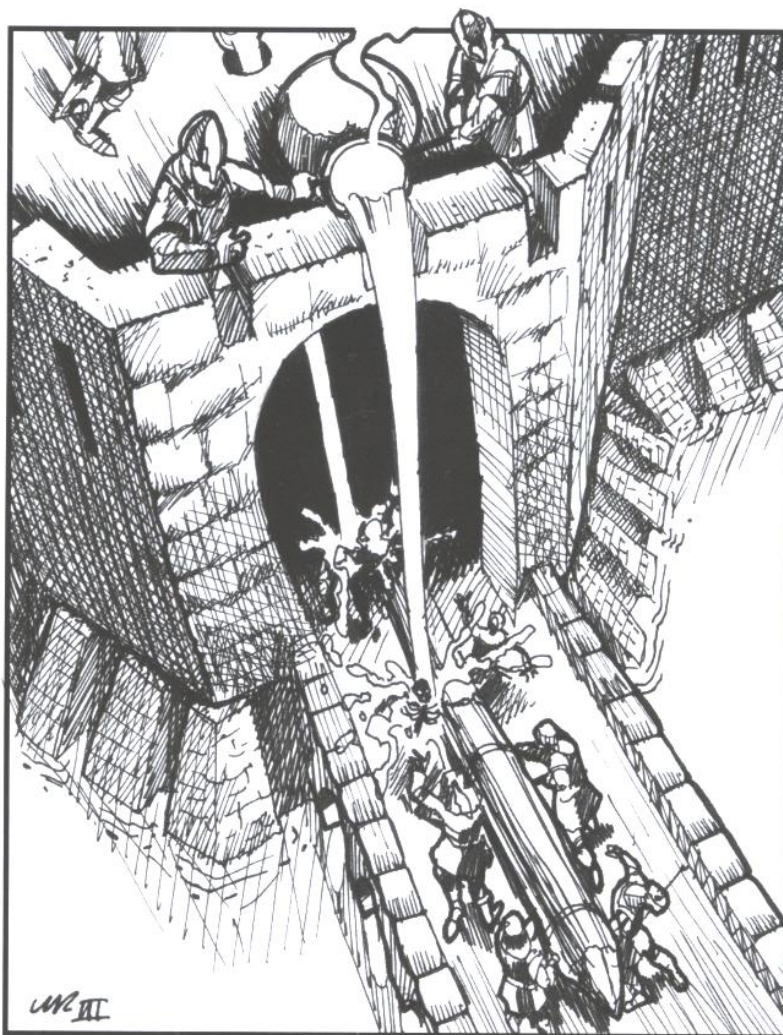
BRACING / BARRICADING A DOOR

Characters can stand behind a door and try to use their weight to keep it shut. Each such character decrease the odds of a strong character breaking down the door by 1 in 20. Of course, the batterers can team up to assault the door as well, as described in the Player's Handbook. Often the best defenders can do in this situation is delay the entry of the attackers enough for reinforcements or a single powerful defender (such as a Mage) to arrive.

PLUGGING THE BREACH

When your castle is breached, you have several options. The first thing to do is get defenders to the area to fend off the invading force. This type of battle is handled using standard rules. While the front line is (hopefully) holding, the defenders can move other forces in to shore them up.

A good commander gets the next line of defense into place quickly enough that the attackers can't pour through beforehand. Great commanders will say things that don't quite make sense, like "make the weakness the strength". Actually, this means forming the second ranks in a horseshoe pattern around the breach. If there's time or if the attackers can be fought off, a temporary



palisade can be put up while repairs are made to the wall (in stages, since each stage needs to hold or at least deter further attacks before a whole new wall can be completed). Adding such temporary structures, even just a simple pile of debris, is also useful in tunnels.

Temporary barricades use the rules for wooden construction, since stone takes longer. A wall unit can be repaired at the rate of 10+1d10% per day, provided a full crew is available to do the work. Any repair work costs at least 10% of the cost of the whole unit, and standard is 25%. A mostly destroyed unit is best knocked over and rebuilt from scratch, which costs 100% of the unit cost (rather than 110% for repairing/replacing a completely ruined structure).

Wealthy defenders can magically restore a breach quickly. They need that money because that kind of firepower doesn't come cheap. Don't throw away that Lyre of Building!

STAIRS.

There are several simple ways to deter or slow attackers, some as simple as very minor alterations in architecture. Trick steps can still be found in many real world castles, usually brightly painted to avoid tourist lawsuits. People climbing stairs expect each step to be at the same height, and unconsciously move on the assumption. People running up or down stairs to pursue defenders certainly don't think to look at each step carefully. The trick step is a few inches higher or lower than the steps around it, hardly obvious to casual observation, but something a native defender would be very familiar with. An unfamiliar character running up or down a trick step must succeed at a check against his half of his Dexterity (rounded down) to avoid falling. Tumbling down the stairs is embarrassing, and more importantly a character takes half of standard falling damage as he tumbles over steps and lands abruptly on the floor. Trick steps can also be made by inclining the horizontal plane slightly, causing booted feet to slip off the step and their owners to follow.

DEFENSES AGAINST MAGIC

Even without magic of your own, there are a few things that can be done to reduce the effectiveness of otherwise devastating magical attacks. Brick walls can foil the dread Transmute Stone to Mud and its reverse.

An interwoven rebar mesh stops stonewalking and Wall Passage spells.

Layers of lead (either as foil or in bricks) stops scrying and detection.

MAGICAL DEFENSES

"Fight fire with fire" may not be the best mantra – water tends to work better, but with magic, defensive spells are often the best option. A single Wall of Stone spell can plug a breach and Walls of Force buy time and options. Fireballs are always good too, but they are not always 100% effective.

Magic dead zones prevent the use of magic altogether. Some Wizards actually suggest this as the very best defense against magic because there is always an arms race of enchantments to overcome any magical obstacles. It is impossible to build a series of magical defenses that is impenetrable. Just consider how few ways there are to stop a simple Teleport spell and that's only 5th level!

AN ANALYSIS OF LIGHT

Continual Light costs 500 gp as per NPC Spell Costs (GMG p.155) and has a 60-foot radius.

Oil costs 6 cp per flask and burns for 6 hrs in a hooded lamp (7 gp) and has a 30-foot radius. Six lamps would be needed to cover roughly the same area as *Continual Light* (actually more than eight, but for ease of math and to account for loss of radius due to walls, we are being generous). Therefore, after the 42 gp startup cost, it costs 6 cp per hour to burn oil. This means that the spell cost 458 gp more than the lamps (500-42=458). Since 100 cp = 1 gp, the *Continual Light* will pay for itself in $458/.06 = 7,633.3$ hours (or 1.75 years).

The advantages of Continual Light spells are:

- 1) They are immune to adverse weather;
- 2) They "burn" 24/7 ... forever (unless dispelled or cancelled);
- 3) They allow your workers to work longer hours and/or more shifts due to superior light quality;
- 4) You don't have to remember to light them (or pay anyone to do so);
- 5) They cannot be used against you as a weapon;
- 6) They cost even less if you are a magic-user or cleric (or know one willing to work cheap!);
- 7) There's no risk of starting a fire!!

Some people think that this means *Continual Light* spells are the only way to go. But a good leader has both means at his disposal, and using lamps does have a few advantages.

The advantages of Lamps are:

- 1) They inspire and encourage trade;
- 2) They cannot be easily dispelled;
- 3) They can be used as weapons in a pinch;
- 4) They don't use magic;
- 5) Anyone can purchase them;
- 6) Low startup cost.

In actuality, neither solution is universally superior. A landholder must decide which works best for him based on his own situation. If he could afford it, he should do both. Of course, if the GM has properly drained his coffers to cover expenses of construction and upkeep, this option should be out of the question.

SIEGE COMBAT

As you should know by now, a siege situation occurs when an army tries to capture a fortified structure held by another army. When, in the course of a normal HackMaster game, a siege situation crops up, the players and the GM must decide how he wants to resolve it.

There are two ways to conduct siege combat in HackMaster. If the characters are an integral part of the whole assault, use the rules above and conduct the battle using them. However, he must understand the nature of the siege as it relates to the campaign. In many cases, the siege itself is a backdrop to the adventures of the party – they are a special force assaulting or defending the castle or their adventures occur near the siege, but are not a part of it.

If the player characters are integral to the siege (perhaps it's their castle being assaulted or their army assaulting it), they need to calculate the costs of their equipment and troop support according to the information presented here and in GMG (see the discussion of Mercenary Hirelings on pages 148-150 of that hallowed tome). Each player should review the section on siege equipment described herein. The siege will probably be a long exercise unless the characters have additional things to do during the siege or unless the characters have some means to defeat the enemy force in relatively short order. They will have to attempt to create a breach to get into the castle and send troops through the take the fortress. This lasts until they succeed or they give up.

During a siege, both sides must continue to feed and supply their troops. The monthly costs for mercenaries include their supplies but not food.

QUICK RESOLUTION SYSTEM

The forthcoming Battlehack rules will include a very detailed system for resolving large-scale combat between armies. To streamline traditional HackMaster rules for larger melees, the GM may decide to use the Quick Resolution System.

Basically, this system averages out the skill and randomness of many troops. It can be used for sorties, harassing tactics, or at a breach once siege equipment creates one. Instead of using rolls for each individual combatant, group them in 10s (or even 100s for very large battles). They should be wielding similar weapons (all bows, all cross bows, all swords, etc.) Initiative

for each group that can reach other is determined normally for each group rather than for each individual. Assume that there are no adjustments for weapon speed or Dexterity unless it is an elite group (then use the adjustment for the lowest Dexterity).

Resolve attacks in the order of initiative. To do this, calculate the attack roll modifiers as if the unit were a single character. For example, if they are all standing on a wall above their targets, they get the higher ground bonus (+1 to-hit). The target AC is the average of the target units. In the vast majority of cases, a targeted unit is all outfitted in the same armor. If not, simply average them all out. Roll a single attack roll as usual. Damage is handled differently, however. Since there are multiple missiles being fired, the damage is considered to be multiplied by ten, but the average soldier has 25 hit points. To approximate the numerous variables involved, we take a single damage roll, unmodified unless every single attacker has the same modifier (for Strength or magic, i.e. all the characters must use Arrows +1 to get a +1 on this special damage roll). To determine the number of casualties, divide the damage roll by 2 (round normally). Half of these characters are incapacitated (effectively taken out by lucky shots or critical hits, fallen to failed threshold of pain checks, or the combined damage of multiple attacks), half are dead. Odd remainders are incapacitated.

As casualties mount, the affected unit cannot do as much damage back to their enemies. For every casualty (or 10 casualties, if using 100-man units), subtract 1 from attack roll for that unit.

Morale checks are crucial in mass combats. Losing 25%, 50% or 75% of a unit is the same as a single creature losing that percentage of hit points. When a unit loses morale, they break formation, flee, or generally become useless. Because of this, larger scale combat rarely results in total devastation of either side – when one-quarter or one-half of an army has been incapacitated, the rest very rarely continue the fight.

STRUCTURAL DAMAGE

The damage ranges listed for siege weapons and spells in this chapter are for attacks against characters and creatures. Siege weapons and buildings, however, are more resistant to damage. Statistics and other information for siege weapons and fortifications are given in Table 2-12: Construction Defensive Values. Certain monsters in the Hacklopedia do inflict specific amounts of structural damage as described in those volumes. A GM may allow other creatures to inflict structural damage against fortifications at the ratio of 25 hit points to one structural point of damage. In that case, round a remainder of 13-24 hit points up to a structural point IF the attack caused at least one point of structural damage. This means that an attack by a creature that deals 24 points of damage does nothing to a structure but (possibly) make noise, but if it does 37-49 points of normal hit point damage, that rounds up to 2 structural points.

FORTIFICATION DAMAGE

There are four types of attacks that can be used against a building, as follows.

Creature: Damage done by character unarmed combat, by melee weapons, missile weapons, and thrown weapons (normal or magical), and by many creature attacks (claws, fangs). As stated, if a normal attack can do 25+ points of damage and the GM allows that it is clearly capable of damaging a building (such as a golems constant pounding), each 25 hit points is the equivalent of one structural point.

Structural: Damage done by siege weapons, rams, battering attacks by creatures of Huge size or larger, damage caused by creatures that can eat wood or burrow through stone. Damage for such creatures is listed in their description. **Fire:** Damage caused by ignition—by fire that has caught (not by fire-related spells). Damage is determined by spell or weapon as discussed above.

Special: Damage caused by spells or special creature attacks.

Table 2-12: Construction Defensive Values

Construction	Defensive (Structural) Point Value
Barbican	150 ¹
Bartizan	25
Batter, plinth, or splay	20 ²
Battlement	12
Building, stone	10
Building, wood	8-16
Door, iron	10
Door, wooden	1
Door, wooden, reinforced	3
Drawbridge	10-15
Gate (double reinforced)	8-12
Gatehouse, stone	120
Hoarding, wooden	2
Merlon	10
Palisade, wooden	6-12
Parapet, stone	20
Pilaster	15
Portcullis	12
Rampart	20 ³
Tower, round	40-80
Tower, square	30-50
Wall, bastion	40
Wall, curtain	20 ⁴
Window, shuttered	4
Window, shuttered & barred	12

¹ Excludes any values for gates or portcullis.

² All these defensive points must be destroyed before the construction supports can be affected, i.e. a tower with a batter is valued at 20 additional points.

³ Unaffected by battering or picking.

⁴ This indicates the strength of a curtain wall 10 feet thick in an area 10 feet wide by 10 feet high; if a breach, rather than a hole, is desired, the wall must be destroyed from top to bottom.

There are also three types of targets, as follows.

Monsters: This includes all characters and all creatures discussed in Hacklopedia entries (living and undead monsters, and constructs such as golems).

Wooden: All wooden structures, including siege equipment, wooden sailing vessels, wagons, huts, wooden houses, and wooden parts of stone constructions.

Stone: All stone structures, including walls, buildings, natural cover such as stony bluffs and hills, and other stone constructions (but not including Stone Golems, living statues, etc.).

SPECIAL ATTACKS

Special attacks include natural creature abilities, spells, and magical effects. Special attacks that cause physical damage are outlined in the following checklist.

Against wooden structures, special attacks normally cause half damage.

If attack is a spell and no damage range is given (as with Disintegrate), it causes 5 points of structural damage per level of the spell.

Against stone constructions a special attack causes 1 point of structural damage per six-sided die of damage. If attack doesn't use d6, it causes 1 point per 5 points of maximum possible damage (without penetration!), rounded up.

If attack is a spell and no damage range is given, it causes 2 points per level of the spell (assuming the spell can cause damage at all!).

SPECIAL DEFENSES

Some spells may be cast on wooden and stone structures in order to improve their defense. This is normally done to close up a breach that siege equipment has made in a wall. Normal effects apply in all cases. Magical walls and spells such as Web and Growth (used on plants) can close up a breach in question for the spell duration or until the barrier they create is also breached.

NPC Siege Specialists

The following NPCs are necessary for any operation involving siege equipment:

Artillerist: (5 gp/month + 1 gp for each 5% skill rating above 75): An artillerist is an NPC trained and experienced in siege weapon operation. One artillerist is needed as a team leader for each piece of siege artillery.

Siege Engineer: (100 gp /month + 1 gp for each 1% skill rating above 90%): A siege engineer designs siege equipment and assists the commander in their tactical use. He has a construction: siege works skill rating of at least 76%. A siege engineer must be employed if any special siege equipment (not including ladders or timber forts) is used. One siege engineer is needed for each five pieces of large equipment used. Large equipment includes all cranes and siege towers, but not artillery.

Mining engineers as described on page 149 of the GMG at 4 gp/month may supervise non-expert troops used as miners. One engineer is needed per 10 miners taking part in the excavation.

GENERAL SKILLS

To build siege engines properly a character needs the construction: siege works skill as described on page 323 of the PHB. Defenders can have various construction skills as well, but these are not opposed directly in terms of skill checks. Engineering skills can improve the character's skill at designing defenses and ensuring that they are properly constructed. Operating (aiming) a siege engine requires the new siege weapon operation skill

Siege Weapon Operation:

[(Int+Wis+Cha)+3 / Combat Procedure / 2 BP]

The leader of the siege team checks his skill to determine how well his calculations match reality. Even the best expert sometimes faces a fierce gust of wind, however. The leader need not be the one to actually "pull the trigger" — in some cases he doesn't even touch the device, just gives orders. For this reason, his leadership is as important as his mathematical skill and perception of distance and angles.

Prerequisite: None **Mastery Die:** 1d10 **Course Cost:** 500 gp

ADDITIONAL ATTACK FORMS

Mining assumes that a tunnel will be driven under a construction, shored up, filled with combustibles, and then fired so as to burn out supports. If successful, this will breach a 10-foot wide section of curtain wall or cause 10 points of damage to other sorts of constructions.

Sapping assumes that workers, under protection of a gallery, for example, are able to dig away at earth or stone. This mode of attack is slow. To represent it, give it the damage done by a saw, but on a per turn, rather than per round, basis.

It is important that the reader understand that all values are representative only. The entire process of siege warfare would prove interminable in a campaign, so it has been speeded up here to force sallies and counter attacking or the fall of the fortress.

SPECIAL NOTE REGARDING GIANT AND MACHINE MISSILES

When giants hurl boulders or any of the various siege machines fire missiles, target characters do not gain Dexterity bonus considerations to Armor Class when making computations for to-hit rolls. Consider this as follows: Character A has an Armor Class rating of -2, but as Dexterity accounts for 2 of these points, his AC rating drops to 0 if a giant hurls rocks at the character or if some machine discharges missiles at him or her.

COVER AND CONCEALMENT

A character standing behind something that reaches up to his knees has 25% cover or concealment, or part of the left or right side of the body screened; it might also be a target that is seen for only three-quarters of a round. Men on a walled parapet would typically be 25% covered. 50% cover or concealment equals protection or screening to the waist, half of one side of the body, or being seen for only half the round. Figures in thick brush would be at least 50% concealed; men on a castle wall with embrasures and merlons would be at least 50% covered. Shuttered embrasures and narrow windows would provide 75% cover, while arrow slits offer 90% cover.



Chapter 3

Feudal Society

LORDS & VASSALS

The basic concept of feudalism is simple enough to understand. All in all, it is nothing more than an agreement between two men, a lord and a vassal, to work together for their mutual betterment.

The lord is the recognized owner of a piece of land. He grants it to the vassal who will manage and live on it. In exchange for such a favor, the lord is entitled to certain duties and favors from the vassal. These include the payment of taxes and the requirement that he support the military forces maintained by the lord.

In most cases, the owner of the land is the king and the vassals are his nobility. Of course, one can't expect the nobility to work the land themselves. That is the responsibility of the serfs and common folk. In larger and/or more complex societies, a king's vassals divide their lands among their own vassals. Hence there may be multiple levels of nobility to consider.

The vassal bestows the land to the peasants and serfs to farm and live on. They agree to work the land and provide their lord with income and food from it. Of course, the serfs expect to earn enough money to live on and to be protected by the lord in times of unrest or military conflict. The lord knows that this is his primary duty, just as he knows that he can expect the same from the king, and is only too happy to provide it. While this doesn't mean that life for the serfs is wonderful, it does theoretically allow them to live without fear of extreme repression or exploitation.

The feudal system works well so long as everyone in it recognizes their own responsibilities and the rights of others. Since they are in a position where it is in their own best interest to do so, they almost always do. Those who ignore their duties or seek to take advantage of their own position are quickly pegged as troublemakers and may well be strongly disciplined by the leadership of the society.

The reasons for this are simple enough to understand. While the king may not care too much about the life of a single serf, he must concern himself with their collective happiness or he may face an uprising. Such rebellions are expensive in terms of lost productivity both in the near term (the serfs tend not to perform much labor while revolting) and long term (those slain to teach the others a lesson are lost to the labor force). Without the serfs, his vassals have no power or income. Without the power and income of the vassals, he himself is impotent. Each block in the pyramid of power rests very solidly on those below it in the feudal system. Without the support of the base, the entire structure will collapse.

The foundation of this economic system is land. Whoever owns the land has the power. While there are certain regions that might not belong to the king (e.g. a yeoman's farm), these are small, isolated and insignificant when compared to the vast stretches of land owned by the king himself. Even such small patches of independent land are forced to acknowledge the king's sovereignty if they expect any protection or assistance from the crown during times of war or calamity. Thus they are ultimately subject to the lord who rules their region.

SOCIAL CLASSES

One important aspect of the feudal system is its clear and almost absolute recognition of social classes. Anyone born a serf can expect to die a serf. In

such a society, there are scant few provisions for the advancement of individuals from a lower class into the higher classes. This is not to say that it is impossible, only that it is very difficult. How might someone in a lower class make the jump to a higher place in society? Usually this is accomplished by performing a great service for one's lord or church. In some societies, any knight has the right to bestow the rank and title of knighthood on any individual who proves his worth on the field of battle. Of course, the problem with such an approach is that it often ends up in the would-be knight's death at the hands of a better-trained and better-equipped warrior. As we said, it is not easy to improve your place in such a system.

In the following section, we will examine the many levels of society that characters in a HackMaster game will encounter.

Serfs

By the time of the middle ages, slavery had gradually fallen out of favor in much of the world. While there are certain to be instances where this archaic labor stratagem is still in use, the vast majority of monarchs in a chivalric campaign world disdain the practice. While the distinction between a serf and a slave may be obscure to many, the most important thing to understand is this: the serf does have certain rights.

While he does not own the land that he works and does not have a say in the manner in which he is governed, he is acknowledged to own himself. Unlike more primitive societies where members of the lower class were thought of as animals or property, the poor in a feudal society are recognized as having a right to fair and just treatment by the nobility and society in general (at least in theory).

Most feudal estates have laws to protect the local serf population from abuse or mistreatment—even by members of the nobility. While these laws may be enforced with varying degrees of strictness, depending on the disposition of the local lord, the fact that they exist at all is a major turning point in cultural evolution.

Yeomen

Unlike the serf who spent his days laboring on land owned by his lord, a yeoman was recognized as the owner of his own farm. As a rule, it was not a large estate enough to provide for his needs and those of his family. If times were good and the yeoman farmer was competent, it might even provide a surplus that could be sold or bartered for a few choice items or luxuries.

In many cases, a yeoman will swear loyalty to a nearby lord and pay him some tribute each year. This serves two purposes. Primarily, it allows the yeoman to keep on good terms with the lord and provides assurance that his land will not be taken from him. Secondly, it obligates the lord to help protect the yeoman's land in the event of a disaster or attack. In short, the gesture simply assures that the two will be good neighbors. Yeomen are assumed to be loyal to the monarch who reigns over their area and in many lands must swear oaths of fealty to the crown.

Tradesmen

Tradesmen make up the lower classes of a feudal town. They include the common laborers, lesser craftsmen and small businessmen. As individuals, they hold little power. However, due to their overall importance in society, the lord of the manor treats them fairly well.

As a rule, tradesmen make enough money to support themselves fairly well and to provide a comfortable home for their families. In a modern sense, they might be described as the middle class.

Guildsmen

In order to counter the power a lord maintains over his holdings and to ensure he does not abuse his status, the members of many professions form guilds. They also claim that they must maintain certain quality standards (and incidentally prices by limiting supply). In essence, they function like the thieves' guild that is so much a part of HackMaster campaigns. Guildsmen, the leaders of such groups, have much power in a town for they can call on workers to stop key activities or delay important projects. Likewise, they can urge increased production in times of strife.

In addition to the important members of the various guilds, this class of citizens includes unusually gifted artisans or those who work with precious materials (such as a gem merchant). This class may be the most diverse of any because it serves as a buffer between the nobility and the common folk. In modern terms, the guildsmen might be considered to be members of the upper middle class.

As a side note, some guildsmen might have more actual power in a region than the nobles they serve. Such power is probably not openly manifested, but rather used in subtle ways to help the friends and family of the guildsmen. The most important members of this class might be seen as nobles who simply aren't officially sanctioned as such.

Chivalrics

The lowest rank of the nobility, the chivalric class, is made up of knights and barons who have been given a grant of land to administer. In some cases, they have earned the land themselves through wealth, power or service. In others, the land may have been awarded to one of their ancestors and they have inherited the title and responsibilities that come with such an estate.

Members of this class are endowed by their own lord (usually a duke, count, or earl) with land of their own and a manor house or keep in which to dwell. In return, of course, they swear loyalty to their benefactor and vow to serve his interests in their daily lives. As such, they pay a portion of their own incomes to him as a measure of their respect and gratitude. In a time of crisis, they are expected to come promptly to the aid of their superiors.

Nobility

The nobility, or peerage, are second in status only to the royal family. In practice, they are perhaps the most powerful of the classes. Members of the nobility, most of whom bear titles such as Count, Duke, Earl or Marquis are each entrusted with a large portion of the king's land. They swear loyalty to the crown just as the members of the chivalric class swear loyalty to them. It is their responsibility to see to it that affairs in their lands are kept in good order and that all taxes and revenues due to the King are collected in a timely manner.

Members of the nobility have a very close relationship with the royal family but they can claim no direct blood ties to the throne. In the event that a great disaster were to decimate the ruling house, the successor to the throne would certainly come from this class. The means by which such an individual came to power might be very controversial and a political power struggle is sure to erupt whenever the throne is left unclaimed.

Royal Family

At the top of the pyramid is the royal family. Members of this group can trace a direct family relationship to the ruling monarch. When the current king dies, one of them will be next on the throne. In any feudal culture, members of this class are the absolute upper crust. Everyone, even the most powerful members of the nobility, swears fealty to the royal family and to the king in particular.

In the event of a dispute between the king and a member of the nobility, either in the form of a political challenge or an outright rebellion, members of lower classes are expected to side with the king and royal family. For example, if a powerful count decides to make a grab for the throne, many of the knights and barons who serve him may well be forced to turn against him.

Failure to support the king in an internal struggle can be disastrous if the king should prove to be triumphant in the dispute.

As a rule, the king will be replaced by his first born male child when he dies or steps down. If there is no such heir, a pre-established pecking order exists to decide who has claim to throne. In the event that no clear successor exists, the nobility will step in to select which member of the royal family will become the new King. In such cases, a great deal of political manipulation and deal making can be counted upon. When there is too much difficulty deciding or should an usurper see an opportunity, everything from troop maneuvers (as an intimidating show of force) to outright civil war can occur.

The Imperial Family

In some cases, there exists an element of society above the traditional royal family: the imperial family. Whereas a king is the recognized ruler of an individual country, an emperor has united several nations under his own banner, or at least one of his direct ancestors did (though empires seldom outlast the founder's children, in part simply because such a conqueror is a very unique individual).

Empires are rarities. The power and influence required to hold one together is almost impossible for one man to maintain. In most cases, an empire is formed by conquest. When one nation becomes so powerful that it chooses to overrun a number of neighboring states, its king is elevated to the status of an emperor.

There are other ways in which an empire might be formed but these are rare in the extreme. Several nations with the same religion might be united in a holy war that causes them to select a single individual as their leader. If the campaign is successful and the new leader is savvy enough to hold this alliance together after the war, an empire may be forged.

Of course there will always be men who claim to rule empires that exist only in their own minds. It is not uncommon for a king to refer to himself as emperor and his lands as an empire. For our purposes, however, these people are no more than kings with delusions of grandeur.

Members of the Court

Any good noble surrounds himself with competent advisors. Each of these men (or women) will be an expert in areas that the king may not be intimately familiar with. By consulting them when he is forced to make a decision in some area, the lord can render a fair and competent ruling (again, in theory).

Because of the modular nature of feudal governments, each of these offices is likely duplicated at different levels of power. For example, the local baron is certain to have his own seneschal, as does the count he reports to and the king above them both. Some positions, such as the Lord High Wizard, will not be found in most estates due to the expense of maintaining such an advisor.

Lord High Chamberlain

Of all the positions in a lord's court, none is more trusted or important to the daily activity of the estate than that of the Lord High Chamberlain. In modern terms, the chamberlain is the lord's chief of staff. He controls all access to the lord and can act on his behalf in any instance. Orders issued by the Lord High Chamberlain are assumed to emanate from the lord and must be obeyed without question.

A number of individuals report to the Lord High Chamberlain. It is his job to coordinate reports from numerous lesser officials and present his lord with the information needed to make wise decisions. The Chamberlain enjoys the absolute trust of his monarch and in many cases where an audience has been requested with the lord, the chamberlain will be able to resolve matters without having to trouble his Royal Highness.

Lord High Chancellor

The Lord High Chancellor is entrusted with the day to day operations of the kingdom. He is the absolute head of the civil service, answerable only to the lord himself. The only exception to this would be in cases where his actions might have to be cleared with the Lord High Chamberlain. The relationship between these two officials is close, if not always cordial.

Nearly every member of the lesser bureaucracy is under the direction of the Lord High Chancellor. His people organize tax collections, internal political relationships and the posting and distribution of all royal decrees and proclamations.

Lord High Justice

The Lord High Justice is in charge of all aspects of the legal system. It is his responsibility to see to it that laws are enforced and that criminals are hunted down, detained and not beaten too severely to stand trial (though in some places this is not necessary). He oversees the actions of local judges, all of whom answer to him, and the town militia.

Among the individuals reporting directly to the Lord High Justice are the High Sheriff (who heads the town watch), the High Prosecutor (who handles the prosecution of criminals) and the High Forester (who oversees the lord's woodlands and prevents poaching).

Lord High Marshal

This individual is the head of the lord's military forces. He commands the armies and directs the actions of the city watch in the event of an attack (usurping the Lord High Justice's authority in the later case). In all matters requiring the use of the lord's troops and knights, the Lord High Marshal is in absolute charge.

In addition to the lesser military personnel in the manor, the Lord High Marshal is in charge of the Royal Armorer and his armory, the hiring of any mercenary troops or adventurers and the acquisition of new military technologies and strategies from other kingdoms. Because of his dealings with adventurers and mercenaries, it is probable that the Lord High Marshal (or a member of his staff) will be the first individual that player characters will come into contact with as they rise in levels.

Lord High Inquisitor

One of the more sinister sounding offices, the Lord High Inquisitor is charged with maintenance of the lord's intelligence network. He controls the numerous spies that have been placed in the other branches of the castle's power structure. In addition, he receives reports from his agents planted in the organizations of those who serve the inquisitor's lord and from men stationed in other realms.

The nature of the feudal system makes the use of spies and counterspies almost a necessity. The king needs to know what his counts and dukes are plotting, so he has loyal men in their courts to provide him with information. The counts and dukes, of course, want to know what the knights and barons who serve them are up to, so they send their own spies to investigate. In addition, they want to know which of their own men really work for the king, so they employ counterspies to root out the informants. This tangled web of agents quickly becomes quite complex, even without rival churches, foreign powers, guildmasters, underworld figures and family disputes. If employed correctly, such intrigue adds a great deal to any chivalric campaign.

Lord High Wizard

The position of Lord High Wizard, one of the least commonly encountered, serves two purposes. First and foremost, it allows the lord to have access to powerful magical spells. Perhaps more importantly, however, it displays the wealth and power of the lord. After all, keeping a powerful magic-user on your staff is expensive. Such advisors are known for their ability to drain large amounts of revenue to fund their experiments, spell casting and research. Since only the wealthiest (and therefore most powerful) of lords can afford such a burden, a court with a Lord High Wizard is highly respected.

While the court of a king or emperor is certain to have a very powerful Lord High Wizard, lesser estates may have only a token spell caster. Of course, since the average layman does not understand the importance of various spells, a flashy spell of minimal power may be perceived by the lord as more impressive than a more powerful spell which is less showy in practice.

Lord High Chaplain

The Lord High Chaplain is a representative of the religious community in the lord's territory. In most cases, the Lord High Chaplain will be a member

of the most powerful church in the kingdom. Should two faiths of equal power exist, there may be two separate offices.

In manors where the lord is not religious, the Lord High Chaplain will be in charge of handling relations between the lord and the church. A similar state of affairs exists when the lord is religious but is not of the same faith as the majority of his subjects. In most cases, the lord will, at the very least, pay lip service to the religion of the Lord High Chaplain. Religions struggle fiercely for the honor of placing one of their own as Lord High Chaplain.

A Note about Magic

Of course, our own medieval period was not marked by the practice of magic although superstition was widespread. In the typical feudal court, magic (clerical or not) is looked upon with skepticism. To the average warrior or bureaucrat, magic is both unimportant and unreliable. The noted cryptic nature of advice acquired from such spells as Augury lends credence to their doubts.

In kingdoms where magic is more common, those who cannot wield such powers may look upon these crafts with awe. While knights might recognize the value of a magical or holy weapon, they often consider the use of spells like Fireball to be less than honorable tactics. After all, they reason, a dispute should be settled by fair combat with warriors testing their metal and their skills. Duels between magic-users are considered fair since both sides are using the same weapons. Combating a knight with spells (or cutting down an unarmored spell caster) is considered a violation of the Chivalric Code. Of course, exceptions will be made for especially vile spell casters.

THE ROLE OF THE CHURCH

Although we have touched on the importance of religion in feudal society, we have not taken the time to examine it in any detail. In this section, we will do that although we will only delve into the matter briefly. Greater detail on the various churches of Twilight Last are found in the Zealot's Guide to World Conversion. Here we discuss the church as if one were dominant, though of course the complex interplay of the several religions that are most popular in a kingdom can mean multiple posts at some levels. In the Middle Ages, the number of differing organizations dedicated to a single deity reflect just a shade of the complexity available to the GM when various holy orders reflecting different faiths are in place.

It is important to note that holy orders in a feudal society tend to mirror the political systems in place around them. For example, an acolyte who works in a small temple located in the poor part of a town swears his oath of loyalty to the cleric who is in charge of the religious order throughout the town. The cleric swears his loyalty to the curate or canon above him, and so forth. In this way, it is easy for us to draw a connection between members of a church and their counterparts in the nobility. Of course, in any society with a single dominant religion, all members of the church, be they acolytes or the high priest himself, will be due some respect from any member of the nobility.

LAY BRETHREN

The lay brethren are not actually members of the religious power structure but they do deserve mention here. This group includes all those persons who are of an unusually pious nature and spend some (or much) of their time working with or for the church. Examples might include those who sweep the temple out after services or even the cook who prepares meals for the clerics.

Lay brethren do not expect great monetary rewards for their efforts. They work for the honor of serving their church in the only way they can. While it is true that many of them are paid some token salary for their efforts, most do not depend upon the church for their living. As is often the case, there are exceptions to this. A secluded temple might require a full-time groundskeeper or a permanent cook. In both cases, the individual would be paid a living wage and, probably, be provided with room and board in the church's facilities.

Because of their great love for their church, many members of this group tend to adopt a holier-than-thou attitude. While this is certainly not always the case, it is easy for a person who has no other claim to fame in a feudal society to focus on the one thing they do which makes them feel valuable. This is understandable but the PCs may not always find such aggressive followers of a faith to be pleasant company.

Acolytes

Acolytes are students of the faith who hope through great study and devotion to become active members of the church in time. As a rule, they are young (generally in their mid-teens) and very eager to show their devotion to their superiors in the church.

Acolytes tend to perform the least interesting duties in a given temple. They are in charge of copying holy documents and assisting in religious services but have no true power in the church.

Acolytes are assumed to have the powers of a first level cleric (thus the level title, for those of you who have forgotten your Player's Handbook), though are usually not as fit for combat or adventuring as a player character at first level would be. In other words, where most player character clerics represent members of holy fighting orders, the NPC acolyte is assumed to be a non-combatant. Still, they have begun to acquire certain holy powers and are often called upon to employ their healing skills on the faithful of the church.

Postulant

The postulant is an acolyte who has proven himself to be true to the church and devoted in his vows. He is generally older (in his late teens or early twenties) and has attained the third level of experience. Upon acquiring his new position, the former acolyte is expected to take on more responsibilities.

In addition to overseeing the training of the acolytes, the postulant is now expected to play a greater role in the worship of the deity. In fact, lesser holy services may actually be wholly performed by the postulant.

In terms of social level, postulants are generally accepted as the equals of yeomen. They are awarded some respect but have no real decision making power in the church. However, their devotion to the faith is noteworthy and they are accorded their share of social privileges.

Postulants will typically have 1-6 acolytes assigned to them as students. Of course, while they are under the charge of the postulant, they are expected to follow his instructions in all matters and often end up acting as private servants. This is tolerated as it teaches the acolyte to be humble and show respect to their betters in the church. If this power is abused, however, it may result in the Postulant losing his status or being assigned to a highly undesirable assignment as a disciplinary action.

Cleric

The cleric is the backbone of any religious order. Without them, there is no church. Each temple is assumed to be under the guidance of a cleric who is in charge of all that goes on within the temple he is associated with. This cleric is typically in his late twenties or early thirties (if human) and has commonly attained fifth or sixth level.

Clerics are selected from the ranks of the postulants and assigned to serve in areas where the church needs to establish a new temple or to replace another cleric. Each priest oversees 1-6 postulants and (by default) 1-6 acolytes for each postulant.

In the feudal social pyramid, clerics are roughly equal to townsmen. They are accorded more respect than the lesser members of the faith but are not recognized as true power figures. This is often an unjust assumption, as a charismatic cleric can have a strong influence over those who worship at his church but it is nonetheless the case.

Curate

The curate is recognized as the head of all church activities in a given town or city. Depending upon the size of the town, he will typically have 1-6 churches in his jurisdiction.

Because the curate is one of the most powerful members of the local religious community, he is assumed to have roughly the same rights and privileges as an important guildsman. As you might expect, the local nobility always takes a request for favors from such an individual very seriously. In many cases, a town that might otherwise be rebellious can be kept in check by the actions of the local curate.

In addition to their sway with the local populace, Curates are respected for the powerful magic they can employ. In times of crisis, a local noble who can not afford to maintain a powerful Lord High Chaplain or a Lord High Wizard will petition the curate to act on his behalf. If the request is reasonable, serves the interests of the church and is accompanied by an indication of the lord's devotion (that is, gold), the request is likely to be granted. Of course, this also places the noble in debt to the church.

Dean

The dean occupies the next rung in the church hierarchy. This powerful individual is accorded all the respect and influence due to a knight or similar member of the Chivalric class. In his hands is placed the supervision of all church holdings in 1-6 towns. The dean is an important link in the church structure, for he often acts as an interface between the church's highest officials and the local representatives of the faith (in the person of the local curates and clerics.)

Deans tend to be in their mid-thirties, having devoted most of their lives to the service of their deity. As a result, they have acquired the spell casting abilities of a ninth or tenth level cleric. With such power and influence, the dean is clearly a force to be reckoned with in any feudal nation.

The dean is, obviously, entrusted with a great deal of authority. In the absence of clear direction from his superiors in the church, the dean is permitted (indeed, expected) to make very important decisions regarding the practice of the faith. As such, they tend to be very conservative people whose primary motivation is to avoid making any decisions that might be viewed as controversial by their leaders. In times of crisis, such resistance to change can often cause serious problems.

Primate

The primates of a church are second in authority only to the high priest. They are able to command such mighty power and have such a great say in matters of the church that they are assumed to be fully as important as any member of the noble class.

The years of devotion and study invested in attaining this position means that the primate will tend to be quite old. As a rule, the youngest of primates will be in their forties (advanced middle age). While in modern society this is not old by any stretch of the imagination, it represents a good portion of a man's life in a medieval setting. However, the curative powers of the faithful tend to result in increased longevity for members of religious groups.

Each primate is entrusted with the supervision of all church affairs in a given region. As a rule, any kingdom will be split into 1-6 regions, each of which will be under the guidance of a single primate.

Their noble peers recognize primates, having the powers and abilities of an 11th or 12th level cleric, as being very useful friends. Conversely, they are also acknowledged as very dangerous foes. Just as the primate's favor can be important to the governance of any noble's holding, his wrath can be swift and eternal. Nobles who would provoke a clash with the church at this level are few and far between.

High Priest

At the pinnacle of every religious order is the high priest. This person is the absolute head of the faith in a given kingdom. Because, in many cases, a faith (or a particular version of it) is dominant only in a single kingdom, the high priest is usually the absolute worldly authority of the church. In cases where the same deity is worshiped by more than one culture, a schism tends to develop along cultural lines that causes the faith to splinter into two or more groups, each with its own high priest. If this is not the case, then each high priest typically answers to a patriarch who oversees the church as a whole (see below).

Each high priest commands the powers of a cleric of no less than 13th level. As such, they are generally treated as if they were members of the royal family itself. Only a king who is insane or absolute in his power can directly challenge the authority of the high priest.

The average high priest is well into his fifties (old age) by the time he assumes his office. The rigors of his life have been such that he is respected as the final authority on all matters of faith. In many churches, the word of the high priest is assumed to be divine and must be taken as the word of the deity himself. No member of the church may refuse to obey the instructions of his high priest without risking the wrath of the deity himself. This is something that any member of the church should not take lightly.

Patriarch

In the case of an empire where several kingdoms have been forged into one governmental unit, a single church leader emerges to manage the affairs of the religion as a whole. This person, selected from among the high priests of the various states, is known as a Patriarch.

A patriarch will also be found in those rare cases where churches of the same deity exist within several independent nations and no schism has resulted. In both cases, the patriarch has clerical powers of at least 15th level and assumes the role of church leader over the high priests. The existence of a patriarch does not greatly reduce the influence of the high priests, though, as the church is so large that they must still manage the affairs of an entire nation.

A patriarch, who will almost always be at least 70 years old (if human, in any case he will be well into his venerable age), is accorded the respect due a member of the imperial family. As one might imagine, a call for revolution or, conversely, calm by a person in this position carries such weight that emperors will openly court the favor of a patriarch with gifts and oaths of loyalty to the doctrines of the church.

POLITICS AND CHURCHES: THE DIVINE RIGHT OF KINGS

Because of the awesome power of churches in any feudal society, it is important to both the secular and religious leaders that both recognize each other's power.

The king recognizes the importance of the churches by consulting with them on any important issues and seeking their guidance in most social matters. This trust is best seen in the appointment of a Lord High Chaplain to the king's staff of advisors. In addition, many societies grant the church certain privileges (such as tax exemptions or free use of the lord's land) to further secure their friendship.

For their part, churches promote a belief in the divine right of kings. In short, this policy simply reflects a belief that any king (or emperor) is himself a vassal who holds his own lands (the kingdom) through the grace of whatever deity he worships. The royal family generally accepts this because it bestows upon the king and his actions an illusion of divine guidance. It is because of this belief that many nations have gone to war with the belief that the gods are on their side. Who would want to fight a war in which the gawds supported the other side?

By holding a special coronation service whenever a new ruler ascends to the throne, the church recognizes him as the rightful leader of a nation. The major drawback to such an acknowledgement is that the church must strip a king of this divine blessing if it should subsequently oppose him on a vital policy issue. Usually, any king who is declared to have fallen out of favor with the most important faith in his kingdom will find quickly himself opposed by a powerful noble who has the backing of the church. Such conflicts can often lead to a civil war and are thus avoided by both sides whenever possible.

POLITICS WITHIN THE CHURCHES

Just as there is a great deal of political intrigue and activity in the feudal government, so too is the typical church hierarchy a hotbed of power struggles. While this is not as true in the lower ranks of the church structure, it often becomes the case at higher levels. This is due mainly to the lack of true power which lesser officials have and the fact that many of them are not overly ambitious.

Once one reaches the level of curate, however, political savvy begins to become an important part of a religious leader's job. In addition to dealing with the local chivalrics and nobles, the curate must manage the affairs of his own staff, many of whom may have designs on his job. On the other hand, he may well have his own sights set on the job of the dean above him. If this sounds familiar, it's probably because the same sort of thing is a regular part of the affairs of the nobility. Beyond a certain point it becomes almost impossible to tell a church official apart from a secular leader.

Conflicting Faiths

In most kingdoms, the major faith will be determined by the beliefs of the king himself. If the king is a devout worshiper of the Egyptian pantheon, then that is likely to be the state religion. The king has most likely been born and bred into the dominant power structure which naturally has indoctrinated him into the dominant faith of the realm. If the king is not religious (which is seldom the case), he will still find it wise to pay lip service to the dominant faith and adopt it at least superficially. In most cases, a king who opposes religious practices in his realm or who actively confronts the various



religious orders popular among the serfs is going to find himself with a revolution or a revolt on his hands.

In some cases, however, it is difficult to say where the line must be drawn. If the royal family has strong ties to two religions, then it may be difficult for a ruler to maintain a stable government. In some cases, a civil war or internal power struggle may erupt, with each side being supported by a powerful church. In such cases, it is almost certain that both sides will, in the end, turn out far worse for the whole affair.

In cases where the faiths are not incompatible, it may be possible for an agreement to be reached. As a rule, however, most religions are prone to dislike and distrust those with differing beliefs. Even in the rare case where supporters of similar, but different, faiths reach a consensus, there is usually too much suspicion and political maneuvering to make any lasting alliance possible.

No king or high priest (except for a fanatic or a fool) wants a Holy War or a religious dispute to erupt in their kingdom or church. In addition to being expensive, it makes them more vulnerable to their adversaries. Thus, even in cases where a dispute exists, it is sometimes possible for those on both sides to agree to disagree and let things go at that for the time being. Such compromises are, by and large, a good thing for both sides. The major problem with such arrangements, however, is that they tend not to survive the test of time.

A good assumption to make is that any large established kingdom will have a single, dominant religion, perhaps even an official state temple. Other faiths, although they may be legal, are not usually popular. Although it is often almost impossible to utterly destroy a faith that has become established in a given society, it is possible to discredit it and drive it underground. In such cases, the unified actions of the state and its official religion are generally effective in doing so.

THE CHURCH AND MAGIC

An important question that must be answered in any region of your HackMaster campaign is this: what is the church's view of the practice of magic?

In some cases, the church will sanction such efforts and may even fund spell research and similar projects on the part of magic-users. This is the case with temples to such deities as the Egyptian goddess Isis or the Greek goddess Hecate, both of whom are patrons of magicians.

On the other hand, some churches look upon the practice of magic as an evil thing. In their opinion, use of magic is often seen as an attempt by man to steal the powers of the gawds and attain a divine status for himself. Obviously they cannot allow such blasphemy to continue unchecked, so they will often harass or even declare a virtual Holy War against those who employ magic.

This can be an important consideration. A cleric character who worships a deity that considers all magicians to be enemies of the faith may well find himself at odds with a fellow party member who is an illusionist. Further, a king or lesser lord in a nation with such a religion is not going to have a high magic-user on his staff of advisors. Furthermore, such a faith must consider that it is very difficult to fight magic without magic, and they may need to find a religious justification for using clerical powers against the infidels or to raise armies of fanatical worshippers willing to absorb multiple Fireballs

CRIMES AND PUNISHMENTS

Feudal societies are often depicted as having harsh and unfair judicial systems in which the defendant has little or no chance of justice or mercy. In actuality, this is seldom the case. The same codes of honor, duty, and responsibility that pervade the rest of feudal culture also dominate the legal profession. Thus, establishing the truth in a case, either criminal or civil, is considered to be a matter of great importance. A justice takes pride in his work.

There are a few concepts that are important to understand regarding feudal justice. For one thing, the penalties for those convicted of serious crimes are quite severe. The death penalty is quite common, as is branding, whipping, or even dismemberment. While this is not a pleasant thought, it is the

way things are. On the other hand, penalties are not generally overly cruel. Torture, for example, is almost never employed either to obtain confessions or punish the convicted.

The following is a list of various crimes and the generally administered punishments for those convicted of them. In some places, such as where the PCs actually commit a particular act, the penalties are more severe, while in others they will be more merciful.

VIOLENT CRIMES

These crimes, which are considered to be the most vile of acts, are all subject to the death penalty. As a rule, any given society will have a standard means of execution that is used for all offenders. Typical measures include hanging, beheading, and burning at the stake. The less bloody methods (or at least quicker) are often reserved for higher social classes. For example, in most medieval societies a noble would be beheaded instead of hanged.

Arson

This is defined as any setting of a fire which causes a loss of life or property. Exception may or may not be made for those fires that are accidental but not those purposefully set that simply get out of hand.

Conspiracy

This includes any attempts to make plans against the king or local lord. It includes plotting an assassination, making ready to stage a coup, or (in very strict realms) even making casual remarks about deposing a monarch. As you can see, this class of crime is very open to the whims of the local lord and his justices.

Desecration

Most feudal societies hold a great respect for the dead and the places in which they rest. Thus desecration of a tomb or burial area (a popular pastime with many adventurers!) is ranked among the violent crimes and violators are subject to the death penalty.

Drawing a Weapon

There are two ways in which this law is enforced. The first and more serious of the two is drawing a weapon on gentility. This includes any threatening use of a weapon against any member of the chivalric, noble, royal, or imperial classes.

The second aspect of the law is intended to protect the common folk from rough treatment at the hands of trained warriors. Anyone who has been trained in fighting and threatens to use their skills against someone without such training is breaking a major tenet of the Chivalric Code. Because it is considered very improper to use superior weapons against a defenseless serf, this is also a death offense.

In both cases, however, self defense is considered to be an exception to the law and in many lands it's not too difficult to get away with killing a serf or two here and there (as long as they're your own).

Espionage

Technically, this law applies to all persons who act in a covert manner to obtain the secrets of a realm. However, it is seldom used against the spies of one's lords, which are an accepted part of feudal life.

The laws against espionage are strictly enforced when the criminal is a spy in the pay of a hostile government or other faction. Such persons, when they are captured, are sometimes tried, convicted, and then traded back to their masters for a ransom. In cases where the spy's master holds one of the lord's own men, an exchange is often made.

It is important to note the difference between espionage and treason. Both crimes involve the giving of information to the enemies of the realm but they are indeed very different. Espionage refers to citizens of another realm who are sent into a foreign nation as spies. Such individuals are considered to be simply doing their job when they act against a rival power.

Treason, on the other hand, refers to citizens of a realm who sell its secrets to a foreign power. Since they are betraying the nation of their birth, theirs is by far the more serious crime.

Major Assault

This group of laws is a sort of catch-all for law breakers who use force in their actions. In short, major assault refers to any use of violence in which the life of the victim may have been in jeopardy. Further, any attack with a weapon of any sort (either an actual or improvised one) falls into this category. In short, anything more dramatic than a fistfight is probably going to be major assault.

Of course, there are exceptions. As with many of the other laws, self-defense is not a crime.

Murder

This crime, often considered the ultimate violation of the law, includes any act that causes a loss of life. It can be applied in matters where criminal intent was involved but is also used to prosecute persons who have caused a death through extreme carelessness. In realms where chivalry is the absolute rule and all citizens (or at least all warriors) are expected to act in defense of the weak, this crime can be charged against someone who has failed to act to save another person from death.

Perjury

As has been stated, feudal courts will almost always try very hard to determine actual guilt or innocence before passing sentence. With clerical support (Detect Lies and similar spells), this is often fairly straightforward. One of their most important tools in this quest for knowledge is personal testimony by witnesses. Anyone who provides false or misleading evidence is subject to execution as a perjurer. In addition, anyone who withholds evidence that is vital to the court can also be tried under these laws. Distortion of the facts is also considered to be perjury.

Rebellion

One of the most serious crimes in feudal society is that of taking arms against one's lord. In a culture built on mutual trust and intricate webs of political ties, such a violation of trust is very dangerous indeed. In order to make an example of those who take such drastic action, the means of execution employed on convicted rebels is usually very unpleasant.

Treason

The crime of treason is regarded as the lowest act that any criminal can undertake. In many cases, even hardened criminals are loyal to the crown and will turn in traitors to the local constabulary. As described previously, treason is the selling of one's own nation's secrets to a rival power. It is important not to confuse treason with espionage.

CRIMES OF THEFT

These crimes are all considered to be of a non-violent nature. In cases where a criminal uses violence in his crimes, he is certain to be tried under one of the violent crimes and executed if convicted.

Unless otherwise noted, the following crimes have a graduated scale of punishment. The first offense results in 10 to 60 lashes for the criminal. A second conviction results in branding, the loss of a hand, or similar physical marking and 20 to 120 lashes. A third offense will result in the execution of the criminal.

Burglary

Despite its name, this crime does not imply the theft of any object. A person can be charged with burglary simply for breaking into a home, shop or other building without permission. In modern terms, this might be taken as breaking and entering.

Theft

Any act that deprives another person of their rightful property is considered theft. It can include shop lifting or a clever swindle. In addition to the penalties indicated above, the criminal is expected to return the stolen objects or, if that is not possible, reimburse the owner for their value.

Minor Assault

Any act of violence is considered to be at least minor assault. A fistfight or beating is the most common offense, but physical restraint of an individual during a robbery is also considered to be minor assault.

In any case where a weapon is used, however, the crime is elevated to major assault and may well result in the death of the offender. The only excuse to use force against another person is self-defense.

Poaching

The crime of poaching is defined as hunting on another's land without permission. As a rule, the severity of the punishment is determined by the success of the poacher. A criminal who sets a few small snares might be treated fairly lightly, while one who brings down a deer might expect to see a severe sentence.

In cases where the land has been set aside for use by the local nobility or is deemed to be the King's Woods, the penalty for poaching is death.

BUSINESS LAW

Crimes of this sort are generally applied to dishonest merchants or traders. As a rule, even dishonest businessmen will not cheat those who live in their town. In a small community, only outsiders will be victimized because the merchant knows he must deal with his neighbors on a regular basis. In larger towns and cities, the merchant may see so many customers in a single day that he can cheat many of them without concern for such matters.

Breach of Contract

Contracts in a feudal society are far less exacting than they are in our own world. As a rule, a contract is assumed to include any agreement by two parties, whether verbal or written, which can be verified by a third party. In cases where a third party presents a false accounting of the transaction before a justice, he or she may well be tried as a perjurer.

Once a court rules on a breach of contract, the losing party is expected to live up to their part in the bargain and pay a penalty to the opposing side in the case. The value of the contract and the magnitude of the offender's violation of it will determine this penalty.

Excessive Debt

Anyone who is unable to pay his debts to a merchant or tax collector may find himself tried for the crime of indebtedness. A conviction in such cases will result in the violator being required to sell off any personal belongings they have to pay their debts. If they are unable to raise the money they need, they may be ordered into service for a period of time. The length of such service will be determined by the amount of the debt.

Fraud & Forgery

These two crimes cover a broad range of violations which include any attempt to obtain money, favors, or the like by false representations or trickery. Possible examples include the use of incorrect scales in weighing goods, use of low-grade materials in construction, inept labor or the outright falsification of a legal document (including coinage). The greater the money involved, the greater the penalty. Persons who are convicted more than once face the possibility of execution. In all cases, a criminal must repay the money lost by his victims (if possible) in addition to the rest of his sentence.

DEATH BY TAXES

The Royal Exchequer's Office oversees the collection of all of the king's revenues and answers directly to the Lord High Chamberlain. As a rule, the exchequer's office assigns Agents of the Exchequer to each significant portion of the realm, either a county or shire. They are responsible for seeing to it that the king's goal of a copper piece for every gold is collected and passed on to the royal coffers. Because it is possible for any given gold piece to be taxed more than once, however, the treasury often fares far better than this.

In some regions, it is not uncommon for a tax collector to take a little bit extra from the local populace for himself. So long as he does not push the people to the verge of revolt, the king often allows such abuses to continue.

However, revolutions like those detailed in the classic tales of Robin Hood are born from just such "minor" abuses over time or when they become more significant.

The following is a fairly complete list of the common fees and taxes for a feudal fantasy campaign.

Everyday Taxes

This section details the taxes assessed whenever they are applicable. Unlike some taxes which are charged once a month or once a year, these might be collected every day.

Consumption Tax

This is a typical sales tax. It is charged on all goods and is common to most economic systems. It is paid to a merchant in addition to the normal transaction cost. Merchants are then charged this percentage of their profits separately. The standard rate for this tax is 5%, or one copper piece for every two silver pieces spent.

Luxury Tax

Certain items, like rare furs, jewelry, or ornamental crests are considered to be luxuries. Their purchase is taxed a further copper piece per silver piece of price. Thus, someone buying a fine fur coat would be required to pay the normal Consumption Tax and then the Luxury Tax on top of it.

Inheritance Tax

All wealth and property inherited by a person is subject to a tax of 1 silver piece for every gold piece of value, or roughly 10% of the estate. This is a one-time tax only. However, if the same property is subsequently passed on to a new beneficiary, the estate can be taxed yet again. There is no limit to the number of times the lord will take this tax from dead people and their relatives.

TOLLS

The toll paid at most bridges, roads, and toll booths is often 1 copper piece per person or horse and 2 coppers per vehicle.

Monthly Taxes

These types of taxes are due once a month, as described below.

Market Tax

Every town and city has a monthly Market Day when citizens come from far and near gather to see the latest wares for sale by the oddest assortment of merchants. Every person or beast entering the town or city on Market Day must pay 1 copper piece for entrance. Since Market Day in towns is the common equivalent to the tournaments of the nobility, this small charge is usually worth the wide variety of entertainments.

Seasonal Taxes

These taxes are only collected once a year during a given season. The final payment to the king is due on that season's day of high festival. Often the tax collectors are busy many weeks, if not months, in advance.

Spring—Hearth Tax

Every dwelling, whether serf's hovel or duke's castle is assessed a Hearth Tax. Naturally, the amount paid varies according to means.

Type of StructureTax

Simple dwelling	1/2/6 cp
Large dwelling	1/2/6 sp
Inn	5 sp per room
Manor	1+ gp
Castle	10+ gp

In those entries that have multiple listings, the first is for a typical dwelling, the second is for a dwelling in an unwallled town, and the third is for any dwelling within a walled town. Manors and Castles may be charged more than the absolute lowest tax listed above.

Summer—Land Tax

This is a big moneymaker for the king and he can always count on at least a certain amount of income from his estates. It shows quite clearly why land is such a valuable commodity in the feudal society.

Every acre is assessed a function and the legal owner of that acreage is assessed a rated tax. In general, the more useful or developed the land is, the more it is worth and therefore, the more it is taxed.

Land Type	Tax/acre
Barren	1/2 cp
Pond or Lake	1 cp
Uncultivated	1 cp
Woodland	1 cp
Cultivated	2 cp
Town	6 cp
Fortified	1 sp

On the above chart, land owned within a non-walled city is deemed to be in a town for tax purposes. Land within the confines of a protective wall is deemed to be fortified.

Summer—Nobility Tax

Each family that wishes to display a crest or coat-of-arms within the kingdom must pay 5 gold pieces per year for the king's graciousness. This is part of the reason the king likes creating new nobles whenever he can, whether or not they can afford their own castle or even own their own home!

Fall—The Tithe

All produce, rents, and profits from the lands themselves are taxed at a rate of about 1 silver piece per gold piece earned, or about 10%. This mostly affects rich landowners and therefore the nobility.

Income Tax

At the same time that the Tithe is being collected from the rich, just about everyone else is paying an Income Tax much like our own system today. Each person's income is assessed by the local exchequer's office and taxed at a modest rate of about 1 cp per gold piece earned, or only 1%.

While this may seem extremely fair to our eyes today, the combination of all of the fees and taxes collected over the year plus other manorial charges tend to eat up almost half of a serf's income!

Winter—Poll Tax

Every head in the kingdom is taxed according to the following scale. Importantly, while serfs are considered slaves by many societies, they are usually considered free men in the feudal society. So, usually, the serf himself is taxed. However, in richer lands the lord is taxed instead.

Some less reputable collectors tax both the lord and his servants (who never know any better and are ordered never to complain about anything).

Category	Tax/head
Child	1 cp
Marketable beast	1 cp
Adult	2 cp
Riding horse	1 sp
Magic Tax	see below

In realms where magic is common, magical items are considered signs of wealth and power and therefore get taxed very heavily. The owner of any magic item can expect to be taxed about 1 gold piece per 100 experience points of value in the HackMaster GameMasters Guide. Thus, the owner of Ring of Invisibility would owe 15 gp while the holder of a Vorpal Sword would be taxed 100 gp.

Note that all magic from scrolls to potions and even artifacts (if known) is taxable. This is one very good reason why player characters new to an area should keep their magical powers secret, as even travelers and nonresidents just passing through can be taxed if the collectors catch up with them. It is

therefore possible for characters versed in world-spanning adventures to get taxed many times in the course of a year. However, they can only legally be taxed once in any kingdom and are given a receipt to prove the payment.

Sword Tax

Every weapon in the kingdom is taxed, both as a means of making money and as a means of keeping an eye on the number of arms in the kingdom. People in trouble spots buy up weapons at an alarming rate and a good tax collector is aware of warning signs of impending revolution.

Normal weapons longer than daggers and knives are taxed at a rate of 1 silver piece per weapon. Magic weapons are taxed as their mundane counterparts but are also subject to the previously mentioned Magic Tax.

The Laws of Autumn

These are generally accepted procedures that rarely rise to the level of true "laws". Some of them are actually helpful as they benefit from the wisdom of ages passed. They exist to make sure peasants don't get too used to having rights or any of their own money. Tax collectors and officials can use the Laws of Autumn to relieve the lower classes (and sometimes the middle class) of any coins that they feel they can spend better than their actual owners. Those who impose them do not call these taxes, but fees or fines.

The Laws of Autumn include:

- When to plant
- When to harvest
- Not harvesting at night
- Not Gleaning until all the harvesting is done
- All able-bodied persons have to help with harvest and gleaning
- Keeping fences in good repair
- Keeping cattle out of fields until a certain time (after harvest and gleaning is finished)

- Providing the proper share of an ox and plow team (2-4 oxen, 1 plow, yields 2-6 people on average)
- Minding not to graze on the field designated for winter fodder
- When to let the animals into the forest, move them to high passage, etc.
- Doing a proper share of work on the Lord of the Manor's manse.

Fines are typically 1 sp-1 gp except for letting cattle on a field early (often because of a damaged fence), gleaning before harvest is done, or not doing your proper share of the Lord's manse (land) which run 1 gp- about 3 years gross income for a prosperous serf family).

Royal Licenses

It is necessary for the king to keep a tab on the growth of industry, especially if he is to keep his personal monopolies in place. Even if he can't slow growth down, he can at least make some money from the expansion.

Beggar's License

Believe it or not, begging has always been a fine way to make a living and it requires a fair amount of skill and work. The fact that many beggars are actually spies, or are accomplished thieves, has not escaped the attention of the king's tax collectors.

All beggars must have a license to beg, otherwise they get thrown in jail. The license costs 1 copper piece and must be renewed every season.

Manufacturer's License

Any manufacturer of goods (i.e. carpenters, potters, etc.) must have a license. It costs 2 gold pieces per year but does not insure you of fair competition (see Monopoly Licenses below).

School License

Anyone who wants to open a school of any kind, or keep it open, must pay 1 gold piece to the state. This money is due only once a year and can be paid



at any time. For a one-time fee of 100 gold pieces, any school can be granted a King's License, which lasts indefinitely.

Trade License

Much like the Manufacturer's Licenses above, tradesmen who create perishable goods like beer, wine, bread, etc., must also have a license to do so. Coincidentally, the fee is the same 2 gold pieces per annum.

Monopoly Licenses

In countries where many guilds have been formed, the guild will claim the right to regulate trade in its own area. As a rule, the crown will recognize this right and allow the guild to set prices, determine who is permitted to sell their goods or services and establish minimum quality standards. Of course, the king expects to be compensated for allowing the guilds such power.

This fee varies from place to place and depends on the goods and services provided, but 5% of the profits is customary. While seemingly high, the guild always boosts prices much higher than normal and guild members end up making more money than they would have without such assistance.

In countries where such monopolies are allowed, the king usually must personally grant such a monopoly, and does so only to a favored friend or someone who has helped the kingdom in one way or another. The guild leadership is only required to contribute 10 gold pieces annually to maintain their monopoly in a given area, but often the personal gifts and free services accorded the king by the guild (privately, of course) account for a great deal more. However, the aforementioned price gouging and control over the local market still compensates for the lost revenue.

LEGAL FEES AND DUTIES

To bring a suit to the royal court costs 10 silver pieces for the privilege. Also, the loser of a suit must pay the king 10% of the amount sued for, in addition to paying off any claims awarded.

However, no one gets off that easily, as the claim money is considered taxable income that the winner of the suit has to pay off the top.

Also, any legal documents prepared by the royal court cost 5 silver pieces each for the respective plaintiffs.

Non-Resident Fees

Anyone not a native citizen of the realm is likely to pay some kind of tax. Sometimes these are known as good behavior fees because they allow the local authorities to monitor newcomers to an area. In most places, this tax is 5 gold pieces per level per year. Spell casters are noted troublemakers and are consequently charged twice the normal tax.

All non-humans are assessed a tax of 8 gold pieces per year per level. This is one of the reasons why most non-humans don't like living in human lands if they can avoid it. If non-humans do decide to stay, they can become naturalized citizens after 2 years of residency and no history of criminal activity. The charge for naturalization is 2 gold pieces per level.

Monsters are the most non-human of them all and anyone possessing a monster or even a large animal must pay a fee of 1 gp per hit point of the beast every year! This is the primary reason why traveling carnivals travel so much, as they are always one step ahead of the tax man. Also, it makes owning any sort of rare beast another significant sign of wealth.

Commerce Duties

These taxes relate directly to doing business in a feudal society.

Import Tax

All goods imported into a kingdom are assessed an average tax of 1 copper piece per 100 pounds of cargo. While this may seem to be a minuscule amount, it adds up when shiploads of cargo are in question.

Port Harborage

Every ship is charged 1 silver piece per day for a berth in the public harbor. Private marinas often charge much, much more but are often commensurately safer.

Import License

Every shipment of goods brought into a country must have a license. Normal goods cost about 1 gold piece per shipment to register while valuable commodities like spices and wines often cost twice that amount or 2 gold pieces per shipment.

Coming and Going Tax

Naturally, any ship or caravan leaving the country is also charged 10 silver pieces per vehicle.

Moneylenders' Surtax

Bankers and other financial institutions are taxed about 5% of their profits per year. This is one circumstance where the Royal Exchequer often takes a personal hand in verifying the accounting books of an institution, especially a rich one.

Populating the Castle

Okay, your castle is a lonely place of stone and wood. You have a few advisors, a new bride or bride-to-be, and a town is springing up nearby. Now what?

Well, here's a brief list of some of the people you're going to need to make your castle run. Without them, you'd be one busy knight.



Squire

Each king or knight has at least one personal squire. Most squires are knights-in-training who take care of their lord's personal steed, see that his armor is repaired and polished, sharpen his sword and lance, and otherwise tend to the lord's miscellaneous knightly needs. Many of the noblest PCs will have been squired to a great noble or king which is considered a great honor. Note that many of the wealthiest lords have more than a few squires and that such positions are rare and prized within the kingdom.

Marshal of the Stables

The Marshal of the Stables is in charge of all of the lord's horses, whether for war or show. Many well-treated serfs attend him and his charges. While he wields little or no power within the manor, a personal friendship with a horse-loving king is not to be taken lightly.

Some kings have hunting dogs for chasing foxes in the nearby forests or falcons for hunting small birds. These duties also fall under the marshal's supervision or those of his staff.

If the lord has a special mount such as a Pegasus, the personal attention such a unique beast requires calls for the hiring of another Marshal of the Royal Steed who is likely to have an interesting background to say the least.

Chief Porter

The Chief Porter and his watchmen guard the castle during all hours of the day and night. As a rule, they answer to the Lord High Marshall.

Sworn Executioner

If a lord is the sworn legal officer in an area - most likely a newly conquered frontier - or he is the king of a land, he will have a Chief Executioner on his staff to handle the messiest of trials. Such a man earns a great deal of respect as it is an ugly job he does and his loyalty to the king is never in question.

In his off-hours the sworn executioner might be Captain of the Guards but he is also likely to be the Master Torturer (if the administration permits torture, and most do at least for certain criminals and enemies of the state) and/or the only practicing doctor for miles. His talents at breaking bones and severing limbs give him a lot of knowledge with respect to fixing them as well.

Waiting Women

The lady of the castle is attended by a large number of serving girls known as her waiting women. They tend to her every need and help supervise the many household duties and chores under the lady's command.

Chief Steward

The steward oversees the cooking staff and is busy almost all of the time. Feeding an entire castle is not a simple chore! The Chief Steward has a lot of personal discretion but reports to the Castellan if any problems arise.

Castellan

The Castellan supervises the basic cleaning and household management of the castle. His duties are many and his knowledge of formal affairs and etiquette should be second to none.

Chief Gardener

If the lady has a garden, it must be tended. Note that these rich gardens are often the personal groves of many retired druids and are also the first training grounds for many young ones.

Men-at-Arms

These are the soldiers that man the castle, protect the lands, and patrol the countryside. They are usually 0-level humans.

Assorted Craftsmen

A large castle has its own dedicated carpenters, barbers, surgeons, tinkers, potters, stone masons, blacksmiths, and so on. Staff craftsmen take the place of those in town (who often have other obligations to attend to). Lords tend to hire the best craftsmen they can afford and many a feud has grown out of the refusal of a lord's employment offer that shouldn't have been refused.

Serfs

Of course, even the mightiest lord depends, in the long run, on the support of his subjects. These are the little people (though they can sometimes weigh quite a bit) who tend the farms, work the mines, and serve as cannon and arrow fodder in military campaigns. Although they are often part of the background in a feudal setting, they are as important as the unseen timbers that support the roof of your home. Without them, the entire structure collapses. For more information on the details of the lives of serfs in a feudal society, see *A Day in the Life of a Peasant* later on in this chapter.

PAYING FOR YOUR CASTLE OR KINGDOM

Naturally, all of these citizens must be paid. In this section we have presented a quick system for handling the financing of an estate or kingdom.

Assume that a typical manor, kingdom, or town recovers in taxes and levies just enough to keep the estate operating normally and within the bounds of typical inflation. However, any unusual expenditures (i.e. anything other than food, manorial upkeep, normal taxes, and wages) must be handled specially by the lord in question.

If the duke wants to keep a dragon as a mount, all of the dragon's expenditures must be covered somehow, either by the personal finances of the lord (gained either through inheritance or adventuring) or through an increase in taxes on the general populace. Naturally, the GM should refer to the *American Revolution* for some ideas about the effects of unfair taxation on the masses.

For PCs and NPCs alike, this system is the easiest to use on a large scale. It is assumed that the various exchequers, both royal and noble, are competent enough and suffer only from a minimum of corruption.

This system allows both the player and GM to concentrate on the important changes made to the estate and get on with the game itself.

Bribery is Your Friend

As one might expect, bribery is a useful tool in dealing with often-corrupt bureaucracies, tax collectors, and other petty (and often not so petty) officials. Sometimes it is cloaked in semi-legal guise like political donations or monopoly taxes, but usually bribery is in the form of expensive birthday gifts, wedding presents to the father of the bride (as well as the young couple), or outright purses of gems passed in a handshake from briber to bribed.

Bribery is a most useful skill for characters. While anyone can make an offer of cash in exchange for favors, there is often more to bribery than that. For those of you who wish to incorporate bribery as a nonweapon proficiency, the following description should be used.

Bribery:

[Charisma / Sophisticated Task / 5 BP]

This skill is open to all thief characters. If the GM allows, it may be available to other classes on a case-by-case basis. Attempts at bribery are not restricted to those familiar with its intricacies, anyone may attempt to bribe someone else. Those with this skill will be able to determine a fair price and avoid a potential double-cross. Whenever a character without bribery skill attempts to use this skill, they must make a skill check at -20. Failure indicates that the bribe is refused and that the character may be turned over to the watch for his actions. Those with this skill will obviously suffer no such penalty. It's important that the GM not allow the use of bribery skill to replace the role-playing aspects of such transactions. Players who role-play such attempts well should be given a positive modifier to their bribery check while those who do not should suffer for it.

As you can see, there is much more to bribery than just saying, "I'll offer him 10 gold pieces to look the other way". It's much more interesting to negotiate skillfully yourself with phrases such as, "Hello, Sir Walter! I'm so happy you could attend. I didn't have time to get a gift for your lovely wife, so why don't you take this small gem and pick something up for her yourself?" The GM should keep give a player whose character has a good bribery skill the benefit of the doubt when role-playing the situation.

Prerequisite: None Mastery Die: 1d8 Course Cost: 100 gp

A DAY IN THE LIFE OF A PEASANT

Okay, so enough about the rich, the powerful, and the important. What about the little people? What do the poor, downtrodden, oppressed masses think about all this feudalism?

Surprisingly, for the most part the peasant underclass is relatively well off in most feudal societies. They are always assured of work, their life spans (for humans) hover around forty years or so and they rarely go hungry. When things get dangerous in times of war, they usually have a place to hide and, despite the myths to the contrary, the nobility treats most of their servants extremely well.

But aren't they slaves, pressed into service by the wealthy aristocracy? Well, sure they are, in a way. But the key point here is that the serfs understand the fundamental principles of feudalism and so do their masters.

In truth, the majority of the serfs are not slaves as open slavery of one's own countrymen is frowned upon in a feudal society. However, they are not completely free. In fact, most serfs are victims of economic slavery. While they don't wear chains or find themselves bought and sold on the auction block, they are bound to the land and face no prospect of a better life. Like slaves, they work at seeking out an existence day by day. While they are able to pay their bills, fees, and taxes and such, they are unable to set aside money for savings. Still, that's the way the system works and most are willing, if not eager, to keep it that way.

For example, while the serf works the land under a grant from the lord, all but a little of the produce from that land goes back to the lord as rent. Usually, a little bit of that food is left over to feed the serf and his family (who also work that same land). Some of that food can be sold for money at market, or back to the lord for a fair price, but the lord has charges for everything on his estate that a serf might need or want.

There are charges for using the ovens, for using the tools on loan from the lord, for kegs of salt and spices, etc. In short, since the serfs can't afford to buy these things for themselves, they have to pay the lord for them and because all of their money goes to the lord, they can never afford these things for themselves. As you can see, we have a vicious cycle of interdependence.

The serf is free to pack up his family and leave at any time. But since he is usually fairly well treated, has no money of his own and no place which looks better to go to, why should he?

You see, the lord needs his serfs as much as the serfs need their lord. Land is no good unless there's someone to work it and no one is going to work dangerous land or land owned by a cruel taskmaster for long.

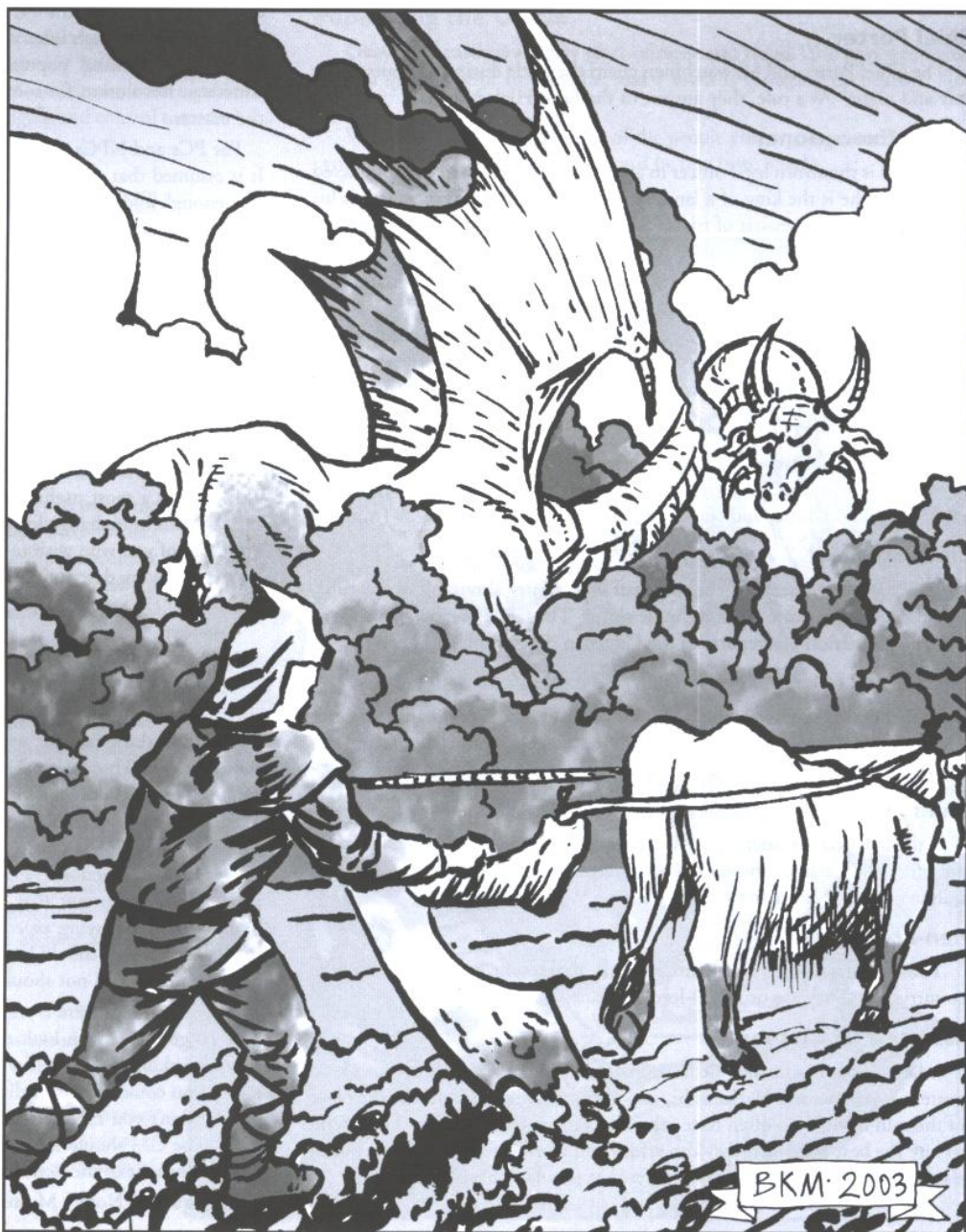
Serfs expect protection from enemies in times of war, a fair amount of freedom (i.e. trips to Market Day, some privacy, enough food, and the like), few uncalled-for beatings or harsh treatment and not to be taxed to the point of distress and starvation more than once a year.

The lord, in turn, expects good workers that will insure the continuation or growth of his estate. You see, without the money earned from the agricultural products of the

serfs, the local manor would collapse quickly from the lack of revenue. Many a castle has fallen from a revolt of the serfs as labor strikes are not an invention of the twentieth century.

The serfs can also see that their labor goes into supporting the lord's army, which in turn protects them. As long as war is a common danger, and could come at any time, the better prepared the army, the safer the peasants. A fair old lord beats an unknown new one any day.

So, what's the down side? A serf's life is simple, dull, and unrewarding. The average peasant has no hope of an improved status in life. Likewise, his children will be born into the same lot that he was and he can see no bright future for them. Those who do want something better, and are willing to risk everything for it, tend to become adventurers like the player characters. They either die, or they become heroes. Mostly, they die.



Chapter 4

Knights

First of all, go see the movie *Excalibur*. This is required viewing for any player who plays a knight character, and for anyone who would be a man. And note that even a woman who wishes to play a knight character must be a man once in awhile. Even if you've seen it several times, see it again. It rawks.

With that inspiration, you are now ready to consider attempting to enter the rarified ranks of the historically and legend-inspired knight. For better or worse, a handful of knights can conquer lands, defeat armies of peasants, and change the course of any empire.

Knights are meant to be heroes. From Charlemagne to Perseus, Sigfried to William Marshal, knights highlight both history and fantasy. In Garweeze Wurd, knights are the heroes who wrestle dragons with their bare hands and take the horns as trophies.

Even the knightly villains of legend have their own sort of wicked pride. Mordred, the classic Black Knight adhering to principles derived from chivalry (even if they are corrupted ones).

WHAT IS A KNIGHT, REALLY?

There are those who claim that the foundation of the feudal system is the land and the peasants. While that is true to a degree, the purpose of that land and those peasants are to support the knights who defend them. Without knights, foreign invaders, local criminals, and monsters would overrun land and peasant; and society would quickly fall apart. What could better symbolize the feudal structure than the noble knight in full plate armor atop his magnificent warhorse, sword at his side and lance raised high to proudly sport his banner?

A knight is an almost mythic figure in society. Looked up to by those below his station, respected for his prowess by those above, he must master the arts of combat for use both in spectacle and in practice. His life is dangerous, but his rewards are great. At least that is how most knights wish to be seen. There are some, however, who are not quite as heroic and honorable as a traditional knight should be. Some are vile and dark, but they are still knights. They make for villains everyone loves to hate, and their demise can be as entertaining and gratifying as the successful quests of the proper knight. Knighthood is an honor bestowed upon individuals by the peerage. Sometimes it is given when it shouldn't be, but it cannot be taken away. This is one reason so many strive to complete the difficult path to earn their spurs.

Do not confuse the Black Knight with the evil knight. An evil knight is a person who has earned knighthood (by whatever means) but whose heart is clouded by evil. Were he not a knight, he would still be evil (perhaps a wicked shopkeeper or vile street urchin). A Black Knight is simply a knight who has not identified himself. In tournaments, knights may sometimes compete with their standards covered. There are many reasons for this. Knights from foreign lands may wish to prove them-

selves before revealing their identity. An especially well known knight may wish to test himself without being seen through the rose-tint of his reputation. A knight may have too many enemies to risk making his presence known (until he wins the tournament, perhaps). Some knights may have a guilty conscience over some questionable deed or failure and seek to redeem themselves through pure competition.

To keep some of the air of heroic deeds that draws so many to the gaming table it's best for a knight to have a bit of mystery about him. Perhaps the paladin is searching for his missing father, or the dragon that burned his village. A campaign should not revolve around a lone quest (if the other players don't want to be just lesser parts in the story of the knight), but the aura of knighthood enhances the campaign experience for all involved. They should be grateful.



REWARDS OF KNIGHTHOOD

Knights are accorded the highest measures of respect. In their own lands, they can expect to be provided with fine meals, fine accommodations, free inn stays, and larger portions of respect. In friendlier establishments, his entourage can also stay for free.

THE ROAD TO KNIGHTHOOD

Not all roads are equal. Some are easy, some are not. The way to knighthood is a continuous series of tests, trials and challenges. At times these may seem harsh, but they must be, because the existence of the knight is also a continuous series of tests, trials, and challenges. Knights must be forged because they cannot be born. Even a prince of the realm is not guaranteed to receive a knighthood (though he may be virtually guaranteed to do so, particularly in a kingdom growing weak and stagnant). The knight's profession puts his life on the line, but he must also protect the lives of those beneath and above him, and it is certainly not uncommon for him to lose his own life doing so.



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When a character begins his adventuring career at 1st level, he may actually begin as a knight – if he is a knight errant, dark knight, cavalier, holy warrior, or samurai. No other class begins with knighthood. A character of another fighter group class usually begins as a squire, though if the GM determines the player has been lax on background creation, he may require the character to still be a page. This could be embarrassing for a character who begins at an older age. While a character could technically remain a page all his life, he would in practice be sent away before he reaches the middle range of young adult. Squires, on the other hand, can remain so honorably until their natural death. Indeed, in some cases a squire is actually a better fighter than the knight he serves (his gutter blood or lack of discipline may prevent him from actually winning his spurs, or perhaps his heart is not as noble and true as it is meant to be).

Knighthood as a matter of social status is not directly connected to a character's experience level, though most characters who do not begin as knights at 1st level do reach 9th level before they are offered a knighthood.

Page

The journey to knighthood begins with life as a page. A young person becomes a page at an age where others are apprenticed to craftsmen or beginning life as a normal servant. Pages are basically errand boys who technically serve a knight directly, but in practice they as often take orders from the knight's squire or squires. Early on, the page simply carries equipment and begins learning terms and purposes for that equipment. He must become familiar with the tools of his chosen profession.

Not every young person even has the option of becoming a page. A page must be in good physical health and often will not be accepted if he has some obvious flaw such as a missing finger or eye. Potential pages can be presented to a knight at pretty much any time the knight allows it. Tournaments often include sessions of page selection. Sometimes a knight will ask a potential page to perform some minor task, which may be to test physical strength, endurance, intelligence, or look for potential discipline problems. While there is no formal ceremony for doing this, most of the time it requires the knight to ask the boy, "Will you be my page?" and the boy says, "Yes" or possibly, "Yes, sir." From that point on he may not hear the knight speak to him directly for months or years. The page can only speak to his lord when spoken to. Discipline is as important a tool for a knight as a well-tempered blade. A newly accepted human page is almost never older than 13, and usually they are taken in at the age of 9 or 10.

Physical training for a page is often limited to incidental exercise from running around on errands and carrying slabs of metal. It may also include beatings, though rarely as severe as a servant or slave receives. He may be able to steal a few moments of riding and a lucky page will get his hands on a practice sword once in awhile.

Squire

The next milestone on the road to knighthood is becoming a squire. Just as many prospective pages will not find a knight to serve, not every page will become a squire. Those who don't will leave the service of the knight (at his request or their own). Most pages do attain squirehood, though, and as their learning accelerates their responsibility increases.

A squire must not only carry but also maintain his knight's equipment. In return for his increased responsibility.

There are no age limits or restrictions on a squire. Some men may squire all their lives, never having the chance to

earn spurs, or never released from the vows of obeisance to his lord that a squire takes.

To become a squire requires an oath of service to the knight, though each individual knight puts his own spin on this procedure. Some attempt to make it elaborate and somewhat reminiscent of the knight's vigil, but most simply insist that the new squire make his pledge and kiss the end of the knight's sword. The oath itself also varies, but always includes the words, "I will serve thee faithfully and true." The squire is expected to behave at all times as if he has already won his knighthood. How well he does so is an excellent indication of how likely it is that he will succeed in winning that great honor.

Knight

Some say that becoming a knight is the final step in a journey, but a warrior knows better. Knighthood is indeed a reward, and an important one, for the successful completion of a years-long quest. There are different types of knights, as even a very quick look at the hallowed HackMaster Player's Handbook reveals. While a knight is usually of the fighter group, he need not be a cavalier, dark knight, holy knight, or knight errant. All characters of these classes are knights, but not all knights are necessarily of these classes. Many are, and most of those who are not are fighters or paladins. There are a few rangers who are also knights, and a handful of characters from the other classes who have attained such lofty status.

Becoming a knight requires a life of discipline, honor and glory, but the technical procedure for attaining such lofty status is simple. While there can be as much pomp and circumstance around the event as a culture desires (some kings of populous lands have long, formal ceremonies each year, at which they knight their newest warriors), the basics are quite simply. The new knight kneels before a noble (and only a noble) who holds a sword and gently taps the knight's left shoulder. He states in whose name (usually his gawd's), moves the sword to the right shoulder and states another name (usually his own liege or his king), then moves the sword back to the left shoulder and proclaims, "I name thee Sir [insert appropriate name]." Again, there are numerous variations on this theme, and some nobles even go on at length. Usually the speech declaring the new knight's duties and responsibilities comes before the knighthood itself, however.

Keeping Vigil

Once a knight has earned his title, he must purify himself before accepting the honor. This involves at least one all-night vigil, during which the knight to be prays and prays and prays. He typically wears white novice robes, or some sort of simple but ceremonial garb, and may or may not be observed by clerics and higher-ranking knights. If the initiate is to enter a knightly order immediately upon his knighting, a ranking knight from that order oversees the vigil. Still, the exact ritual of the supplicant is up to him. He may need to know specific prayers and acts to perform, but these are his responsibility, and he will not be told whether he is executing them properly or not. If not, he may need to perform his vigil again at a later time, even if this means delaying his knighthood.

Field Promotion

In times of war and extreme trial, of course, there may not be time for a warrior to maintain a vigil before taking his vows. A hereditary noble can promote a warrior to knighthood if he is himself a knight. The newly created knight should make every effort to maintain his vigil as soon as possible. If he waits more than a month (28 days), he loses a point of temporal Honor for each additional day after the 28th.

CELEBRATION

After completing quests, keeping vigils, and generally being stuffy and formal, a new knighthood is an excellent excuse for a celebration — which can range from a somber religious affair to something akin to a minor festival. Classic English history leads to a somewhat stuffy version of knighthood, in the eyes of many, but many lands took any excuse for a party.

The PC need not pay for or arrange this event himself, one of the advantages of his new status. A good ruler knows how to associate his own name with those of the heroes of the day and the brave warriors who serve his interests. He gains prestige from the number and quality of those sworn to him.

A typical celebration goes as follows. The capital city and castle grounds are decorated as the populace prepares for something like a carnival. Monthly Market Days may be moved to take advantage of attendance for the event. Much noise and ballyhoo is made at least a month before the day of celebration. As a sign of goodwill, the king often waives the Market Tax. He may even provide a pavilion that delivers free food and drink to draw more people. Though this is not like officially hosting a tournament, the ruler definitely wants to appear generous, powerful, and friendly to his subjects.

At high noon, the most powerful local church presides over the ceremonies. The highest ranking available clergy member oversees the event; the greater the deed completed on the quest the better odds of a very high ranking cleric traveling to the event. Multiple religions may oversee events, especially if multiple characters are to receive their knighthood. If there is a state religion, that gawd's representative is above the other orders present, and usually one temple is dominant in a particular capital.

Once blessings and sacraments have been performed and complete, a royal procession begins. The king repeats the knighting ceremony (perhaps performed by a vassal or other knight before the vigil) by tapping the new knight on the shoulders, and receives his direct oath of fealty. The crowd gazes in wonder and awe as the ceremony plays out, ending with the knight kissing the king's sword and rising to his feet to the roars of a cheering crowd.

The celebration lasts 6 more days, until everyone is as drunk and broke as they can get. People expect kings to give generous surprise gifts, too, such as fine wine for a time or opening the royal stables to visitors. A king with a Griffon or a Pegasus in his stable is sure to demonstrate their skills to the people, as a sign of his own power and influence.

The entire affair is a party made up of several smaller parties. Opportunities abound for thieves, hucksters, visitors, old enemies and new to arrive. They tend to seek out the knight and his companions. The aftermath of such an event may require heroic means of cleanup, as well, and the PCs are sure to be blamed for some number of crimes (except the knight himself, assuming he didn't actually commit any). This festival is also an excellent time for raids by those who pay attention to their potential victims — and guess who just might have a chance to prove his skill by taking the lead against any trouble that arises.

Demi-human Celebrations

Human parties usually involve a lot of drink, some singing, and varying degrees of dancing. Demi-humans each add an element of their own natures to the celebrations. Elves take a more light-hearted but tend to include a lot more singing. They tend to see many of these over a long lifetime, and so are difficult to impress but they do like a good party. Elven celebrations of knighthood also include a lot more spectacle with regards to ancient treasures (mithril garlands studded with gems, older protector's suits of full mithril from the ancient wars, and so on). It may seem that the elves are getting into materialistic ideals, but actually they re-use many of these items (and with their lifespans they have more time to acquire them).

Dwarven celebrations involve more drink than perhaps those of any other race, and while they do sing they often sing badly. The new knights themselves take part in a very somber ceremony of blood-bonding with their leaders, among a rather small group of onlookers. They sing of glory, but in a formal way. The parties begin after the formalities, and all the clan joins in. Visitors to dwarven halls at such times have reported being overwhelmed by the wild antics of this normally dour race. Still, most everyone who attends a true dwarven celebration claim that they enjoy it thoroughly and never expect to see its like again.

Half-ogres and half-orcs are usually taking knighthoods in human realms, when they do so at all. As such, they try to fit in with their human lord by acting like Men.

Gnomes and halflings take a more informal approach to the whole affair. They add large quantities of food to the party, but aside from the new knights

taking seats of honor at the table and an announcement at the beginning, it may not be distinguishable from any other of their celebrations.

Pixie fairies celebrate life every day (they claim) and their parties may amount to a clap of congratulations on the back.

AFTER THE SPURS

Upon becoming a knight, a character adds "Sir" or "Lady" (sometimes "Dame") to his or her name. This becomes a part of the character's full name for legal documents and other formal purposes. It also becomes part of the proper address of that individual, and failure to address them properly is a significant insult. Letting such insults go unchallenged can lead to loss of Honor.

While knighthood does not automatically come with land, it usually does include some sort of official post (see Chapter 2). New knights are very rarely given coveted interior land, however, or lands in areas of major strategic importance (not by a competent liege, anyway). The GM should consider this when a character makes an appeal for land.

A PC knight does have the right to knight his companions. If a fellow proves himself and truly desires it, and the knight believes he is worthy, he can knight someone himself. But doling out such an honor in a wanton fashion will have dire consequences for the knight. His liege will expect any new knights created by his own vassals to swear to him, as well, and the lord may

deliberately seek to split up the knights to see if one is competent and if the first's judgment is sound. Upon determining these things, the king may decide if he wishes to allow such a field promotion to result in hereditary title.

QUESTING FOR KNIGHTHOOD

A character can deliberately quest to gain knighthood, if he wishes. While there is no formal requirement for a completed quest, some adventures are almost certain to result in a grant of knighthood. Since these typically include such acts as recovering the Holy Grail or destroying a cursed artifact in a distant land, in the heart of the enemy's power, most characters look for more...achievable goals if they are not 20th level characters or protected by fate.

What type of quest might do it? That depends on the character's situation in the current campaign. Taking out a marauding dragon is often a good bet (if there is one – if not and you try to fake it, you're in for bigger problems than not getting free inn stays). Of course, if the location of the lair is known, chances are the king has already sent some top warriors to deal with the problem.

Not every magic item to be destroyed need be an artifact. Destroying any sort of cursed item can be enough. This must involve more than hitting it with a hammer, though. It may be no more than dropping something into a volcano, but perhaps it has to be a specific volcano, or the nearest one is 6 months' travel away through dangerous, wild lands. But if a character is going to undertake any sort of a quest in the hopes of knighthood, the best bet is to swear fealty to the king and an oath that the questing character will succeed or die in the attempt.

A player should decide on the nature of the quest himself. If he's paid attention, he should have some idea what opportunities exist in the campaign. GameMasters are encouraged to use omens and portents to their full potential, especially if dimwitted PCs need a few clues. If the questing character plans to take his party along to help (which is usually a good idea), he'll need to figure out what's in it for them, too.

THE CHIVALRIC CODE

The Player's Handbook describes a relatively simple version of the code of chivalry followed by true knights in Garweeze Wurd. While that description suffices for most purposes, those who seek to become or emulate the heroes of the world must master every aspect of chivalry.

First, we must review what the player is expected to have already mastered:

A detailed discussion of chivalry requires us to review the basics of the Code, according to page 49 of the Player's Handbook. The primary virtues in the chivalric code are liberality, good faith, glory, unselfishness, pride, courtesy and bravery. To these notions we add chastity and loyalty. The knight owes his loyalty to a gawdly being; to his secular liege; and to the mistress of the heart, his sworn love. This chivalrous sense of love is platonic as a rule; the knight chooses only a virgin or another man's wife (perhaps the Queen) as the object of chivalrous love. Not that knights are disallowed from marriage, but for the most part such marriages are political alliances arranged by the knight himself or by his liege. Even a married knight may have objects of platonic courtly affection.

One cannot reiterate often enough that the tenets of chivalry do not apply to plebians, lackeys, and slaves. This is important because these characters allow a knight to vent his pent up wrath from being polite to everyone all the time. It's not so good for those on the receiving end, but they can take comfort in the fact that they serve a valuable purpose.



Certainly it wouldn't be good for society to have scores of skilled combatants running around full of rage that they cannot express.

The Code is unforgiving. It is meant to hone the knight as a smith forges a good blade. It should be followed the letter and the spirit. The primary focus of the Code is to purify its adherents through the twin pillars of honor and truth. Within that structure, there are a seemingly infinite variety of complexities to direct behavior, and almost as many ways to challenge and attack others without blatantly violating it.

WE NOW EXAMINE THE CODE OF CHIVALRY IN GREATER DETAIL

A knight must cheerfully perform any noble service or quest asked of him. If a person or item is put in his care, he must defend it to the death, if necessary. Any task left incomplete is a sign of physical weakness and spiritual failure.

When his liege requests military service, the knight must show not only courage but also enthusiastic loyalty and enterprise. This is actually the most crucial element of the feudal military system, and no lord will brook even minor violations. War is the "flowering of chivalry", a test of manhood and a chance for glory. The knight seeks personal glory first, and if he has time glory for his family and his liege. The trick is to not let any of these fall in priority to the others. His liege wants his knights to seek glory for themselves because that does reflect indirectly on their lord. Without noble deeds and glory, a knight is simply a fancily dressed mercenary who may not actually be better than those beneath his station. But still, the lord will take a dim view of some knight who lets down his comrades in favor of his own goals.

A knight must stand against all who oppose his cause in battle. Slaying your enemy is the best way to make this point, but sometimes you need to leave a few victims allow to tell tales of your prowess. Only the strongest can afford to dole out mercy. The less blood a knight gets on his armor, the more impressive his victory. If he can drive off foes with an impressive display of force, but remain untouched, he has won a major victory.

Death before dishonor is a frequently misunderstood part of the Code. This doesn't mean the knight has to commit suicide rather than face a temporal Honor hit. Suicide is not really part of the knight's code at all, if he needs to do that he can always challenge the King's Champion or some other knight with skill highly superior to his own, or he can undertake an impossible quest. Choosing death before disgrace may be an easier term for some of the more simple-minded players out there who cannot understand a word with multiple shades of meaning.

To the true knight, disgrace is an end to life far worse than facing one's duty and taking a sword. A knight dies fighting, on his feet, to the last breath. He does not fight beyond hope, he fights because he never loses hope. By the grace of his gawd, his honor, his purity and his skill he may yet prevail while any spark of life remains in his body. Does this mean a knight must charge a barbarian horde by himself? The answer is: sometimes. If he has sworn to defend his charge and there is no other way, that is his fate. If he has been charged with dispatching the horde and his allies have fled, surrendered, or died, he must. If he crests a hill and sees a horde he did not expect, though, he need not charge blindly right away.

Also note that death before dishonor is distinct from death before defeat. Though a knight never admits defeat directly, he may yield in battle or in tournaments. A knight who yields is treated as if he had been defeated, but he is not disgraced (by a single event). He can expect imprisonment, but not mistreatment. He can hope that his lord or family will pay his ransom. They usually do.

A knight must show respect to his peers, honor to those above him, and scorn to the lowly and ignoble. He can be politely condescending to those beneath him who are not specifically ignoble. A knight does not aid the ill-mannered, the coarse, or the crude. This attitude extends to equipment. The items a knight uses reflect his inner spirit, and he must avoid poorly made or inferior-looking equipment. He must walk before he rides a nag, and wear glittering chain mail armor before a ragged suit of heavily dented plate. A good knight does not let his armor ever fall below half its total armor points.

Failure to prevent this in public can lead to Honor hits for slovenliness, not keeping up appearances (at the GM's discretion).

Traditional knightly attitudes insist that women are frail things to be protected. They must also be cherished, honored, and watched from afar to ensure their purity. The knight must show courtesy to all ladies. Even in societies with female knights (or even lieges), the male knight must tread a thin line.

It's one thing to play a chivalrous character to the hilt, it's another to be just plain stupid. While some classic knights would head off across the sea in search of the evil high king just after winning their spurs, this is not what the chivalric code demands. Logical aptitude is hardly a requirement for knighthood, but like any profession stupidity leads to unnecessarily short careers.

The knight does need a number of characteristics to properly express his chivalry.

Faithfulness

A knight must remain true to his gawd. Lack of faith is a sign of lack spiritual weakness and immoral character. In the event of some uncertainty regarding his faith, the knight must take the initiative in seeking guidance from a cleric of his gawd. A knight can usually make atonement for minor transgressions, but he cannot let them go on too long without attending to his soul. Knights should not walk around with more than 3 AIPs. If they do, they may find themselves being called into audience with their gawd's clerics for a discussion or two. Each such summons causes the loss of 1 point of temporal Honor.

Loyalty

A knight must be true to his country and his king. Should oaths of fealty be taken too lightly and dissolved, the entire kingdom would collapse. Loyalty goes both ways, up to your lord and down to your vassals. Your own vassals take their cue in obedience from how you serve your own liege.

Respect

A knight must be true to women or those less fortunate than himself, and honor those who have achieved greater glory for their gawd and country. Those who lie, cheat, and steal are honorless cowards and beneath contempt.

Honor

A knight must be true to his own ideals. The hardest part of maintaining Honor is keeping it up when no one is watching (except your gawd). Any lie told by a knight causes at least a 2 point loss of temporal Honor, even if no mortal ever discovers it. Simply not answering a direct question is only a 1 point loss of temporal Honor, so it is better to keep silent than speak a deception. Lying includes deliberately shading the truth and lies of omission, but a knight can say, "I cannot answer that question without violating an oath" (sort of like pleading the fifth, we all know your guilty you just don't want to admit it). Note that a liege may still demand the truth, forcing the knight to decide between a significant Honor hit for breaking an oath and a major act of disloyalty to his lord.

Valor

A knight must remain true to his profession. All knights are at heart warriors, and a cowardly warrior is simply a wretch in shiny armor. He lies by his actions. No knight who retreats can earn respect and retreating from glory leads to a guilty conscience on top of dishonor. Death is preferable to any sort of retreat. Knights are expected to fight for causes that are just, and if a cause is not worth fighting for to the death it is not worth fighting for in the first place. Challenge in single combat is always the best way to achieve valor and glory for your cause.

WOMEN AS KNIGHTS

Because of history and tradition, most of the discussion of knights assumes that they are men. The simple reason for this is that historically they all were. Even in Garweeze Wurld, a female knight is uncommon in most societies. Though no viable Code of any kind would expect men and women to behave in exactly the same way, women can adhere to the code of chivalry. If they

had to fight to get their knighthood (also called damehood in some places), they must prove themselves all the more. They can never relax their perception of the requirements of chivalry.

The female knight usually sees her fellow women as allies. She assumes that they appreciate and respect what she stands for, and that all good women of the kingdom can benefit from her example. Female knights tend to take a more practical view of diplomacy and political machinations, and are sometimes better suited for missions that require cunning negotiation.

If there are enough women knights in a land, they may be able to form their own order. Such an order is likely to take one of two courses – the angry collection of warriors with big chips on their shoulders or the highly respected elite organization of fighters who all began with the deck stacked against them.

While men often see ranged combat as at least veering towards cowardice (even when absolutely necessary), female knights take the practical view that a bow is a fine weapon. As such, they are much more likely to practice and master ranged weapons, so long as their character class permits such activity. However, if they acquire a reputation for avoiding toe-to-toe combat, they may face endlessly increasing prejudice as “proof” to those already of the opinion that women shouldn’t be knights.

Women obviously don’t rely on brute strength as often as men do, but this doesn’t mean that they don’t fight as well in melee. They tend to be more agile, have more stamina, and hone their skills more finely. Like any good knight, they master the weapons and tactics that will serve them best.

FALLING FROM GRACE

Knights can lose status in several ways. Though they cannot lose knighthood, they can disgrace themselves, their families, and their houses through extremely dishonorable acts (especially during tournaments).

Alignment and chivalry are not the same thing, but they are closely connected. Players able to face the challenge of knighthood need to balance both.

Violating alignment usually means violating chivalry, but the Code is largely based on a lawful good outlook. In some cases, a knight may actually be violating his alignment when he chooses his chivalric oath over his personal nature. GMs must carefully track potential alignment shifts. Most are subtle and slow.

Regardless, a knight loses honor for violating his oath. Big or small, these hits can add up to a devastating loss of respect and status. While there are

only a few acts that cause an immediate plunge into dishonor, the fall from grace (killing a noble woman, killing an opponent’s horse in a joust), more often it takes a series of acts of questionable or downright unchivalrous nature. Any act contrary to chivalry causes the loss of at least 4 points of temporal Honor.

The slow and plodding road to evil begins with very small compromises. Even many knights see little wrong with allowing one “minor” aspect of their honor to take a hit for the greater good. This type of wedge allows insidious forces to get a hold on the mind. For this reason, those trying to corrupt a knight begin small; an unpolished spot on the armor... a piece of mutton off another lord’s plate... a moment of anger and a blow to the head just after or during a request for mercy... wanton slaughter of 450 peasants because “peasants don’t count”....

Knights who have fallen from grace lose most of the privileges of their station. They cannot demand to be treated respectfully, or at least if they do they are not entitled to receive it. He can still enter tournaments, but there is no dishonor involved in not granting him mercy.

Normally, those who have fallen from grace retreat to isolated castles and do not impose their presence on the courts of their neighbors, friends, and enemies. This is considered proper, especially if the knight will seek to redeem himself.

LOSS OF PERSONAL HONOR

A knight can plunge into dishonor for any reason and fall from grace. The penalties listed here are merely more ways for a knight to lose Honor, regardless of his character class. Minor transgressions can be erased with relatively simple efforts. A bout with cowardice can be made up for with a brave stand in the next battle. Mind you, the penalties are never erased, the bonuses just counteract the negatives. A knight cannot afford to end an adventure in dishonor, though, as he falls from grace immediately. More is expected of such great men.

LOSS OF FAMILY HONOR

It gets even better. A knight who falls from grace harms not only himself, but his family. His liege lord could repeal the oaths of fealty (which go both ways) from such a fallen thing. If the knight has a large family, his misdeeds might be balanced out by a more proper relative, but if his family is small, each misdeed has a 1% chance of lowering his family’s overall Honor by one category. Obviously, this will have serious repercussions at the next family reunion, if his cousins don’t start seeking him out immediately. One should begin to see how the deeds of nobles affect those around them, not to mention the whole cultural landscape.

LOSS OF ROYAL HONOR

Serious misdeeds reflect not only on the knight’s lord, but his king. If those misdeeds led to the loss of a battle or turning the course of events (accepting a bribe that allows an enemy to kidnap a lady). This sort of thing can lead to banishment from the kingdom with the promise of imprisonment or execution if he ever returns. His immediate family will also be exiled. He becomes a rogue knight and his standard and family crest become beacons of dishonor.

Such a fallen knight must win a major victory for the king single-handedly to be thought of as a person again, much less a knight. While it is not impossible to recover from this fall, the process begins with legendary accomplishments of which bards and minstrels would sing for centuries.

Heinous Crimes Against Gawd and King

This is clearly the most serious category of offenses because such deeds are never committed accidentally. These premeditated crimes are the most despicable acts a man can even conceive: treason, murder, blasphemy, and the like. The noble might have led his own men into an ambush, stood against his lord in bat-

Fall From Grace

Action	Temporal Honor Loss
Not rendering service to a noble cheerfully	4
Failing to defend a charge to the death	6
Cowardice and/or laziness in obedience to rule	8
Disobedience to gawd	13
Disobedience to liege	8
Failure to defend the honor of courtly love	6
Disrespecting peers or equals	4
Dishonor to those above your station	12
Accepting disrespect from those below your station	7
Not properly scorning the lowly/ignoble	5
Failing to provide military service to your lord	24
Lack of courtesy to ladies (with Comeliness 15+)	6
Fleeing battle	9
Abandoning allies	8
Shirking a task	4
Failure to take a shot at personal glory	5
Not granting mercy	6
Killing opponent inappropriately	8
Accepting dishonor before death	Immediate plunge into dishonor
Killing horse in joust	Immediate plunge into dishonor

tle, or killed/kidnapped the king's daughter himself. Such a knight gains 10 AIPs towards evil immediately.

There is no redemption from this state. The knight is banished (but chances are he's already fled). Killing someone carrying his crest or standard is not a crime (and in many cases is richly rewarded). Loyal knights who follow the king, allies, and bounty hunters across the land will harass the wicked fallen knight until the end of his days. Of course, this kind of larger-than-life evil usually goes with a great ego and a better-than-good sword arm, and so such characters make legendary chivalric villains.

REDEMPTION

A knight who has fallen from grace is in dishonor, and faces the possibility of Bad Karma.

Knights and especially PC knights need endless challenges against with to prove their worth. This can include battling inner demons as well as outer beasts. Every character has flaws and quirks. For the GM, these provide excellent areas in which to test the character of a knight and/or the skill of his player.

ROGUE KNIGHTS

A rogue knight is not a thief who becomes a knight, though he could be a knight who is also a thief (by trade, if not by class). While most knights are paragons of virtue, some are vile corruptions of everything knighthood is supposed to represent. The Code is complex, and because honor and station are hereditary, it is not always easy to remove a rogue knight's title. Even where this can be done, it degrades the nature of the lifelong (and generations-long) honor bestowed upon proper knights – if one can lose his “permanent” title, all could.

The rogue knight has lost his lands and his oaths. Though still a knight and entitled to certain formal treatment, he has no master. He can enter tournaments if he has not actually fallen from grace (and can pay the entry fees). He can undertake quests in the hopes of finding a new liege. Still, while it is possible to reach this status through means other than dishonorable deeds, clouds of suspicion hang over any rogue knight. Robin of Locksley would have been a rogue knight; while his king was imprisoned in a foreign land, an evil usurper took the throne. Honor demands a choice, but both are fraught with difficulty. Were the true king actually dead (and no one can know for certain without a body), his brother would have a very strong claim to the throne. In such a case, nobles will undoubtedly make different choices. Knights and lords will have to consider fighting their former comrades. Loyalties will be split, alliances will fall, and the future of the kingdom will be greatly affected. If enemies and neighboring states don't need to cross oceans to attack, they will certainly look at taking advantage of the chaos.

KNIGHTHOOD FOR NON-WARRIORS

Not every knight is a fighter type. Particularly in societies that consider themselves sophisticated, sometimes achievements in research or special service to the Crown merit knighthood. Certainly, many nobles are not of the fighter class group. Most of these knightly orders are largely honorary. Technically, though, any knight is part of the chivalric order.

As we can see from the road to the knighthood, one need not be especially skilled at arms or even be a fighter to attain knighthood.

Occasionally a non-fighter group knight will find himself challenged by a more traditional knight. This is a kind of trap for the challenged, as refusal is a serious hit to Honor and is sure to begin whispers of cowardice. While it is considered bad form for a knight to challenge such an individual, it is not a direct Honor hit: he has the right to do so. This makes knighthood an award that some characters who are not of the fighter group must consider carefully. While refusing to accept a knighthood would not result in any direct, explicit penalties, it is sure to have repercussions among the formerly friendly lord who offered knighthood and all of his family, allies, and acquaintances.

KNIGHTHOOD FOR DEMI-HUMANS

The vast majority of knights are human, as they dominate society, especially feudal ones. Elves, dwarves, half-ogres and even pixie fairies are not specifically forbidden but they are rare. For them to achieve knighthood, they must make a name for themselves in the human realm. Each of these races have their own system of aristocracy and may even call a certain type of warrior a “knight”, but in general the term is a loose translation of a position without direct parallel in human lands.

ELVEN KNIGHTS

Elven knights follow the codes of chivalry much like humans, except when it comes to battle. Elves cannot repopulate quickly enough to risk major loss of life without a very good reason (such as defending a homestead). They tend to be less violent and more prone to ceremony and display. They are especially quick to shun those beneath their station, and this arrogance is as well practiced as their swordplay, given their long years of apprenticeship.

As most elven societies are more egalitarian than human ones with regard to gender, elven chivalry towards the opposite sex takes a much more respectful tone than typical with human knights. Most elven cavalry consists of male knights, but archers are evenly mixed. The notion of putting women on pedestals to be adored and protected is not an elven one.

Most elven knights prefer not to wear plate armor, or indeed any type of heavy armor. Anything that interferes with their quick and quiet movement in their natural forest environment is seen as at least partially a liability.

A good elven knight should earn magical elven chain at some point in his career; this is the preferred outfit of the fighting elf. Though not as difficult for an elf to acquire as a non-elf, magical elven chain is never given away freely. Occasionally it is discovered in ancient treasure hoards. When non-elves have elven chain that elves do not believe they merit, they may constantly hound the individual for its return, offering other treasure in exchange or taking it off the mortal after death. Sometimes an elven knight will be sent to challenge the wearer and re-take the prized armor.

Those elves who do prefer plate armors always concern themselves with decorative issues. The ultimate prize for the rare plate-wearing elven knight is a mithril suit of plate. The knight who acquires such a prize may spend centuries decorating and embellishing it.

DWARVEN KNIGHTS

Dwarves take their violence very seriously. Perhaps one reason for the common population problems among dwarves is their stubbornness unto death when defending a cause they believe is just (and they wouldn't be defending it if they didn't think so!).

Dwarves are always ready to fight, whether in a small melee or an all-out war. In their numerous conflicts with the elves, the elves always seemed to know what was coming because of their kinship with animals and plants. But to the dwarves this was only natural, they assumed that since they were always ready for a fight their opponents would be as well.

Dwarves take the ceremonial aspects of privacy quite seriously, but they do keep to themselves about it. Chivalric notions towards women would be considered backwards even by human standards. Chauvinistic dwarves live in a society geared for war and hard work in the mines. None of this is to say that dwarven women are mistreated or that they do not have equal rights, but outsiders would likely misunderstand their treatment.

Dwarves prefer their armor to reflect their own stature: heavy, plated, dark, and often bearing the many minor scars of previous battles. Unlike the elves, who may spend as much time (or much more) on their armor's appearance as on repair and maintenance, dwarves tend to worry only about effectiveness. Dwarven knights refuse to wear armor constructed by someone of any other race. Furthermore, they won't teach their methods for forging dwarven iron, mithril, or any other special metal to smiths of another race.

Ask a dwarf about heraldry and you may be in for a series of lectures the likes of which you have never experienced. The dwarves claim that their heraldry has a history longer and more involved than any human version, and

they will proceed to try to prove it given even the slightest opportunity. Their heraldic symbols do not necessarily use the same meaning structures as humans', but they tell stories in fine detail. Indeed, dwarves spend much of their lives memorizing details about everything they have ever seen, heard or read about.

GNOMISH KNIGHTS

Gnomish knights are considered serious and somber only by other gnomes, as they retain their pranksterish natures. Gnomish knighthood is not as martial as a thing as it is among other races, it is more a recognition of skill, though certainly combat skill is a part of that.

HALFLING KNIGHTS, PIXIE FAIRY KNIGHTS

These things have not been seen in large enough quantity to merit any sort of generalized discussion.

HALF-OGRE AND HALF-ORC KNIGHTS

These rare individuals tend to be quite brutal, but oddly they are among the most dedicated to chivalry. Perhaps because of the never-ending bias against them, they constantly seek to prove that they are the equal of or superior to any human knight.

HERALDRY

In current times, heraldry is a complex and involved art form. Every symbol, color, and placement has specific meaning, and often a small difference of symbols or relative positions can alter a meaning greatly.

Heraldry in Garweeze Wurld traces its roots back the shields of soldiers in the might Raagean Empire. A legion would have a symbol, a sigil used for identification purposes on the field and elsewhere. This symbol became a matter of pride for the soldiers who fought under it. While certainly the armies fought primarily for the banner of the Empire itself, each legion and unit noted its success relative to its brother soldiers. A legion could become known for standing firm against any odds, for extremely dangerous advance maneuvers, for demoralizing enemies with its sheer tenacity, and so on.

As these reputations grew, soldiers in that legion began to paint their shields with their legion's symbol. This was a way to identify themselves to friend and foe alike, and enhance their reputations or even strike terror into the hearts of an opposing army.

Eventually, of course, the Raagean Empire fell. But the tradition of warriors decorating their shields with symbols of personal importance remained. No one is certain when the system began to formalize into something like heraldry. Some speculate that elite fighters came to agree on certain meanings for certain symbols or colors, or else spontaneously decided to use similar symbols for similar personal meanings. Once most of the warriors agreed on a particular meaning, a rogue who tried to use the symbol inappropriately might find others violently opposed to his slight. Perhaps this could be just one more excuse to challenge and slay someone disliked by many (as such a warrior would likely be).

Another theory suggests that a few hundred years ago, a gawd (different scholars champion different ones) delivered a fully developed heraldic system. Most of these scholars are worshipers of a single gawd, or even part of the clergy.

THE WELL-DRESSED KNIGHT

As much as clothes indicates status in more peaceful circles, a knight's armor can serve as much more than a mere barrier to weapons. Armor can be embossed, engraved, and must at least be polished before each battle to gleam in the sun. A good squire is well practiced at this.

STANDARDS

The primary purpose of a standard is to mark out a knight to his allies during the fog of war. In ceremonial aspects, the standard is more of a matter of pride and notoriety.

A knight's standard appears in five places most notably: his armor, his shield, his lance banner (shown at the beginning of a tournament or when leading his troops into battle), on a large flag or banner flying above his castle, and on his personal signet ring.

This standard could be anything from his lady's favorite flower to an image of his most hated foe, it is not the same as his heraldic symbol. Classic medieval standards had no special meaning to those outside the family.

Not every noble needs a standard, or has necessarily earned the right to have his taken seriously. A new noble might use the standard of his lord's house, with a border indicating that his ties are those of loyalty, not blood.

A royal house always has its own standard, and only the king and his personal elite guards and knights can carry it. Many kings demand that elements of their standard be present in those of any sworn vassals, knights, or nobles. Such symbols are usually some simple and easily recognized, such as a sun, moon, dragon, single bar or background color easily incorporated into other standards.

Before a tournament or battle, the presence of a royal standard should be made clear to those involved. Even blood enemies need to be careful about accidentally killing someone of royal blood (not



to mention that potential ransoms would be lost). Watching standards is a simple way of garnering information on the nature of an enemy, and as such the stage should be set each time one comes into play with a description of what it depicts.

A knight in training bears the standard of his lord until he is granted the right to bear his own. Players may create their own family crests, if they have one. When the knight does earn the right to make his own standard, it must be approved by his lord. The player should design something to submit to the GM. In large lands with an emperor and complex political structures, a knight may need to incorporate several required symbols, making this task difficult.

The heraldry skill allows a character to determine allegiances, family history, and records of past achievements (or notorious crimes) from looking at standards and crests. Clever GMs can drop hints using this information, for example describing a symbol that indicates a famous (or infamous) knight of a particular NPC's family wielded a mighty ancient weapon.

Below are two simple examples for inspiration.

Richard the Lion-Heart

This renown king of England used a "lion rampant" on all his devices, symbolizing his strength and aggressiveness in battle. While there was no connection between Richard and an actual lion, the symbol was based on his deeds as a young knight, his large stature, and his skill in battle. This symbol is a classic representation of the picture of knighthood. So popular was it that many crests have borrowed from Richard sense, not just many of the kings who followed him. Many of the knights in Garweez World borrow the notion of using animals to symbolize traits they wish to emphasize, or at least wish they have. Not all of these are appropriate, and new knights should be aware that the fate of Jorruk the Acerbic, who attempted to use a stylized Koochooloo rampant for his standard, remains unknown.

Lancelot of the Lake

As portrayed in the movie *Excalibur*, Lancelot of the Lake bore an embossed image of the Holy Grail on his chest. This symbolized his search for perfection, as legend held that only the purest of knights, perfect in all respects, could even touch the Sangreal. Whether the Grail existed or not, its image served equally well as an image of perfection. This is the sort of symbolism a good knight can really sink his teeth into.

THE KING'S STANDARD

As an example of how one might incorporate a lord's standard into his own, consider a king whose symbol is a Silver Dragon. He has sworn fealty to a king whose standard is a Gold Dragon. Upon the oath, the subject king could change his standard to intertwined dragon. Another lord might use a stone tower as his symbol and add a Gold Dragon with wings outspread behind it when he becomes a vassal of the Golden King.

ALTERING ARMOR

Knights can often spend more time dressing for war than participating in it. Knights began altering their armor for largely cosmetic reasons (some say this happens when they have too much time on their hands). Helmets in particular became expressions of knight's symbolic animal affiliations. Some sprouted hawk's wings, others horns, some took on the shape of a boar's head and some had vampiric fangs.

The suit itself began as a simple protective device, but soon knights would paint their standards and symbols upon them. In their endless quest to outdo each other in pomposity, some began using molten gold or silver to paint these symbols and even inserting their armor with gems. That kind of wealth usually allows an owner to emboss his standard permanently. By denting and shaping the armor itself (in cosmetic terms), a kind of metal bas relief sculpture reveals the knight's symbols. Once this is done, gems, precious metals, jewelry and even protective magic items can be added to the armor. Of course, the cost to repair such armor increases in the same proportion as the cost of producing the armor. Knights with that sort of wealth usually keep multiple sets of armor for actual battle, as the ceremonial tournament armor is simply too expensive to keep up.

The appearance of a knight in absolutely ostentatious armor is sure to draw attention from everyone, not just those who know what his standard might mean. Even the unknown knight gains some respect simply from owning such magnificent equipment.

HORSE SENSE

A good knight knows as much about his steed as his armor and sword. Not only does he need to keep his equipment polished, he needs to keep his steed in properly presentable fashion. His horse's barding must be polished and clean, his blankets and decorative reins in perfect form, and most importantly the beast must remain under the confident control of his master. This demeanor is as much a part of the horse's (and therefore the knight's) and it reflects the rider's skill in training and disciplining the creature.

MAGIC

In a land of magic and wonder, magic is as much a part of appearing in proper and impressive form. Though many knights cannot afford or prefer not to use magic as an accouterment, many choose to use it to augment their appearance. The unspoken, unwritten code for such things tells that using pure illusion to cover up deficiencies is a major faux pas. For example, using a minor enchantment to make a frayed, decaying saddle appear as if brand new is not acceptable in any circle of knighthood. Using a minor spell to enhance the gleam on an already well-polished suit of armor so that it sparkles like a sunrise as the mounted knight crests a hill is commendable. Changing a horse's color with a simple spell is something of a gray area – very few true knights would find it offensive, but most would simply shake their heads and wonder why someone would go to the trouble. In some cases, it could cause suspicion as to what the odd knight has to hide.

Magic can be used to construct unusual equipment, as well. Imagine a Glassteel visor, allowing the wearer clear vision without sacrificing protection. The vain may even want an entirely clear helmet to show off in a situation where one's face is normally covered, at least for formal presentation if not for actual combat. A careful (or perhaps paranoid) knight might have a visor built in as a backup just in case some villain manages to dispel his magical hat.



Chapter 5

Feast, Faire, Festival and Tournament

INTRODUCTION

A proper lord cannot simply build a fortress and retire to a reclusive lifestyle. Expectations of certain behavior come from all circles: other lords, vassals, his liege lord, and even his peasants. In the complex interplay of political forces, special events are crucial to one's social standing. Aside from providing an opportunity for diplomatic meetings, discussions of everything from trade to arranged marriages, and many opportunities for subtle messages sent by seating and so on, these events can provide much entertainment for all involved (almost all, in the case of tournaments).

There are four basic types of events: feast, faire, festival and tournament.

FEAST

Feasts consist of large, if not lavish, banquets held by the local lord of the manor or other sponsor organization. The most common place for a feast is the great hall of the lord's castle or palace, followed by lavish outdoor affairs. Most feasts include some type of entertainment, such as music, bards, or jugglers, in addition to the dinner. Depending on the magnitude of the event, these performances may take place before, after, or during the meal, or all three.

FAIRE

The medieval equivalent of a shopping mall, a faire is the place to buy clothes, spices, and other relatively rare commodities impossible to find anywhere else. There may be several reasons for this – low supply, not enough of a market to support full time stores, or a lord simply seeking prestige by hosting the event. Generally held annually in a particular location, faires are held by lords, towns, guilds and other political institutions. A large kingdom will have several major faires in a year.

FESTIVAL

Think of a large party, perpetually bordering on a riot, combined with an amusement park. Festivals often include dancing, parades, shows, bards, music, jugglers, tumblers, and almost every other form of entertainment imaginable.

TOURNAMENT

A major sporting event, rock concert, and blockbuster movie rolled into one, a tournament is unparalleled for thrills and excitement for people of all ages and social classes. Knights who win the joust experience the same hero worship and adoration as today's superstars. Tournaments evolved from uncontrolled practice battles with real weapons to become specialized one-on-one events using mock weapons, with rules designed to protect the participants from dying in every encounter. Considering how much time and training goes into producing a knight, this is understandable. Still, competitors do sometimes die in tournament events. Having the resources to provide Raise Dead and basic healing services is considered a sign of great prestige. Most tournaments consist of a variety of events, such as jousting, swordplay, wrestling and archery.

REASONS TO HOLD A FEAST, FAIRE, AND/OR TOURNAMENT

There are myriad reasons to hold a feast, faire, or tournament. These include celebrations, holidays, quests, ceremonies, sieges, prestige, economics, personal challenges, boredom, and even for devious or underhanded purposes, such as getting an enemy within the sights of an assassin.

Often truces are celebrated with tournaments, giving now out of work knights a way to vent their frustration. They may be held during sieges to demonstrate contempt for the enemy, as a way to say, "Look, we're so sure of victory we can throw a party". They can be held as an opening to peace negotiations rather than a celebration of the successful conclusion of such. Royal weddings are often a favorite of the populace, as the king must spare no expense to impress his people and his new allies.

CELEBRATIONS AND CEREMONIES

Celebrations and ceremonies include coronations, marriages, births, anniversaries, military campaigns, quests, knighthood, and coming of age.

Occasionally a lord or king will be particularly blessed during the course of a year. Examples of such blessings include a wedding, birth of a first born heir (or any royal prince or princess), major victory in war, successful truce, or the defeat of some ancient lingering menace to the realm, such as a dragon. Obviously some sort of celebration brings greater impact to the ceremony itself, be it a festival, feast, and even a tournament. This could simply involve the lord in question throwing a lot of money and food around at the next Market Day, but slighting such a major event in this fashion makes for a pitiable lord. Even the serfs will lose respect for their rulers. To maintain his pride, love of family, and his very honor itself the lord instead sponsors a tournament or faire, in addition to having a lavish feast (the peasants won't be invited, but they need to know they have a proper lord). In the case of a military victory, he graciously invites the new ally to attend and grovel before the lord's feet as the former foe pledges a gawd oath declaring his fealty. The host might just want to show off his new son, honor newly made knights, or give a big sendoff to his departing heirs. Of course, these celebrations are a perfect opportunity to test his knights, especially those who have avoided or missed (or, perhaps, dodged) any recent wars or shown too many incidences of cowardice, incompetence or plain old bumbling. Some become regularly scheduled tests every other year or so, depending on the state of war (tournaments normally don't occur during wars, except as noted below).

ENTERTAINMENT

Boredom is the most common reason to hold impromptu feasts, festival, and tournaments. Most events are scheduled months in advance, if not a year or more, but others spring up quickly due to the boredom of rulers, their families, or even knights and people of even lower station getting restless. Examples include having jousts or tournaments during a siege, lord's hunts, picnics, masked balls, and so forth. Lords often subtly encourage attendance with threats of dismemberment or even removing patents of nobility. Refusal to attend a liege's event is a grave insult, as is refusing to attend a major event

hosted by a vassal. It can be a definite message to other lords not directly connected to the host, as well.

HOLIDAYS

All societies take time off for one reason or another. The most common are religious, agricultural (commonly at the equinoxes and solstices), and political holidays. Political holidays often mark the founding of the country, a great victory in war (even if the country doesn't really have a good one of its own), or a successful revolution. One can generally count on an officially recognized holiday about every month or so.

Religious holidays, traditionally times of fasting and personal sacrifice to one's church, rarely involve either faires or tournaments. Days of significant to the given religious calendar, such as the death of a saint or the founding of a new order, make up the majority of religious holidays. Holy knights, paladins, monks, and clerics often deliver the tithe on their incomes to the church during ceremonies held on these occasions. They also spend a lot of time seeking guidance from both their confessor and their patron deity. Visions of great quests often come at such soul-searching times. In areas of intense competition between temples of rival gawds these normally austere celebrations turn into lavish festivals designed to sway as many fence riders to choose the temple's gawd as patron and show off the temple's power and prestige.

Agricultural holidays, celebrated by the rich and the poor alike, combine both faires and tournaments into lavish events marking such occasions.

Those marking the harvest in autumn and the end of the planting season in spring usually last for a week at a time, while all others last but a day.

Political holidays are times of private parties, town parades, and local noble tournaments. Unless the political deed had great significance to the realm and the king in power, no royal tournament is likely to be held on this day. In essence, towns hold large faires on these days, replacing the usual monthly faire.

PRESTIGE AND PROFIT

It is said that any prince who aspires to fame needs to hold tournaments as a symbol of wealth and status. Towns, guilds, temples and other political institutions also need to hold faires, festivals, and tournaments lest they crumble to dust from dishonor, forgotten and unlamented. Events of this kind follow circuits, allowing participants to travel the country and attend as many as possible. The large following of these events brings with it an influx of goods and money to the local economy. Knights of lesser financial means, or those tied down by a shrewish wife or trying to impress a clingy lady, often set up a basic list with a tilt and issue challenges to all comers until such time as they have broken a predetermined number of lances. Con men stage wrestling, boxing, or other sporting events at local tournaments, festivals and faires to siphon profit from the unwise. Their accomplices either take bets from the rubes or simply pick the pockets of the audience.



Table 5-1: Attendance Modifiers

Location/Sponsor	Attendance	Type
Small Town	-10	Any
Town	-5	Any
Large City	+5	Any
Common Sponsor	-5	Any
Noble Sponsor	+5	Any
Royal Sponsor	+10	Any
Order event	+5	Any
Daily Event ²	-10	Any
Weekly Event ²	-5	Any
Monthly Event ²	+0	Any
Yearly Event ²	+5	Any
Years in existence	+1 / +3 / +5 (see text)	Any
Holiday	+2	Any
Part of a circuit	+5	Any
Simultaneous with larger event	-15	Any
Less lavish than previous	-1 per 1,000gp less spent	Any
More lavish than previous	+1 per additional 5,000gp spent	Any
Multiple event extravaganza	+2 per event beyond first	Any
On the decline	-2 / -6 / -10 (see text)	Any
Grudge match	+10	Any
Mandatory Attendance	+5	Any
Special event (birth, etc)	-5 / -1 / +0 / +5	Any
Minstrels	+3 (+8 ³)	Any
Couriers	+2	Any
Engraved Invitations	+1 per 15 gp spent ³	Any
Increased taxes/tariffs	-15	Faire
Reduced taxes/tariffs	+5	Faire
Commodity Faire(wool, etc)	+2	Faire
Famed Performers	+5	Festival
Competition for special office	+20	Tourney
Exhibition ¹	+10	Tourney
Famed Participants	+5	Tourney
No chance to win ¹	-10	Tourney
Prizes	+1 per 1,000gp	Tourney

¹ only one of these two modifiers apply² only one of these modifiers apply³ applies to nobles and other important persons only

PERSONAL CHALLENGES

Whether a competition between friendly rivals, a chance meeting of travelers, or a hostile challenge between two knights with an otherwise unresolvable dispute (or a simple love of violence), challenges make for the most interesting of tournaments. Some start with the throwing down of a gauntlet, others with the tap of a shield or even so innocent an act as sitting down on a stool or chair belonging to another. For some unknown reason personal challenges have the highest rate of fatalities as a percentage of participants, though the rules of the contest may be the same as in another type of competitions.

OTHERS (TRAPS, ETC)

Not all events are as innocent matters of fun and celebration. Identifying and trapping Robin Hood, the sole purpose of the royal archery tournament detailed in the world-renown tales of the famous outlaw, played on his reputation as the finest archer in England.

It is also a great way to lure an enemy's finest knights into ambush, or away from something they are protecting. However, such an evil deed is most unsporting and would only be attempted by a vile knight.

Fortunately for the plotter, the code of chivalry requires that any charge or challenge be taken up. Since a tournament is another form of combat, and combat is glory, no knight can honorably refuse such a challenge. But that doesn't mean the knight cannot be prepared; a suspicious warrior might bring along some friends in case of trouble, put his lands on alert status, and so on. Naturally, this assumes he knows or suspects that the challenging knight is up to something, which is often not the case with those capable of betraying the code of chivalry itself.

Tournaments and major faires tend to run a "circuit". Like gaming conventions and "modern renaissance faires", major medieval faires and tournaments are timed to allow participants travel between them, with major events moving across the terrain in a relatively efficient pattern. Also, they are often scheduled to coincide with major feast days, local holidays, and so forth.

Table 5-2: Random Turnout

Final Adjusted Roll	Draw area	Nobles and Notables	Commoners	Temporal	
				Honor Gained	-1/10 points below 0
0 or less	None	0	1		
1	Local only	0	20	1	
2	1 mile radius	1	50	1	
4	2 mile radius	2	75	1	
7	5 mile radius	4	216	2	
11	10 mile radius	7	490	3	
16	20 mile radius	11	1,256	4	
22	36 mile radius	16	2,825	4	
29	60 mile radius	22	5,767	5	
37	95 mile radius	29	11,069	6	
46	144 mile radius	37	20,095	7	
56	210 mile radius	46	34,618	8	
67	297 mile radius	56	57,226	9	
79	410 mile radius	67	91,637	11	
92	552 mile radius	79	141,534	13	
106	729 mile radius	92	212,847	15	
121	945 mile radius	106	311,566	18	
137	1,207 mile radius	121	446,728	21	
154	1,521 mile radius	137	628,391	24	
172	1,892 mile radius	154	867,295	28	
191	2,328 mile radius	172	1,178,496	34	
211+	2,835 mile radius	191	1,577,305	40	

TIMES

Most secular tournaments officially begin on Quay'mar (Tuesday) if there are multiple day events (and there usually are). The main events of each day begin early or mid-afternoon to give travelers time to recover from drink, and competitors time to recover from minor injuries, make repairs, and so on. This is hardly a rigid rule, but no knight would expect otherwise.

ADVERTISING

Regularly scheduled events, such as harvest festivals and weekly farmer's markets, do not require much advertising to maintain attendance figures. Special events, on the other hand, are desperate to avoid pitiful showings. The institution hosting the event must often resort to drastic, and usually quite costly, measures. These measures include the hiring of professionals to herald the event, sending out hundreds of engraved invitations, issuing decrees declaring attendance to be mandatory, or promising substantial prizes and other rewards for attendance.

Sending party minstrels with engraved invitations to the court of every lord of the land and major town costs more than any other method, but some find it the best way to gain support. The minstrels themselves cost at least 150 gp per month and the engraved invitations cost from 10 gp to 150 gp a piece. Each minstrel delivers but a single invitation per month, spending the rest of the month partying at the expense of the hiring or receiving agency. (Using non-minstrel methods is too risky, as the invitations tend to be sold to fences rather than delivered.)

Hiring a party courier costs only 25 gp per month and allows the institution to deliver four messages or engraved invitations per month on average, but is less prestigious than using minstrels, but more for local events and less if they have farther to travel. The cost of engraved invitations remains the same. Couriers are also one of the more common methods used to issue decrees, although some disgruntled nobles turn to hiring bandits or intercepting and holding such couriers for ransom in order to have plausible deniability in regards to having heard decrees of mandatory attendance. Multiple offenses of this sort, though, can lead to revocation of patents of nobility.

Prizes, competitions, and rewards present by far the most well received method of attracting large attendance. Even rumors hinting at possible rewards can draw a good crowd. A skilled manipulator of the public can utilize suggestion and innuendo to great effect, although repeated failure to fol-

low through will lead to severe hits in future attendance.

ATTENDING THE AFFAIRS OF OTHERS

Beheading the courier or minstrel and hanging his head above the gate is generally considered not proper form in accepting (or refusing) an invitation, but it does happen more often than couriers and minstrels would like (but those fussy types think once is too often). Writing or reciting a response and sending it back with the messenger puts a more favorable spin and usually does not come across as an open declaration of war. Burning the invitation in front of the messenger, threatening him with bodily harm, or simply ignoring him for weeks on end tend to infer brazen insult rather than tactful decline, though sometimes this sort of signal is necessary. Of course, one should be careful in casually accepting invitations as well, as some nobles make it policy to scrutinize

every acceptance or declination as indications of where one's loyalties lie.

When actually traveling to and attending events the wise carefully assess the threat risk and weigh the possibility of slights when determining the size of retinue to bring along. The need for extra fodder (i.e. walking body shields, or shielding bodies) between your PC and a potential trap can sometimes outweigh the possibility of creating the impression that your retinue is actually a thinly disguised invading army. Unless there is a true need to travel lightly with a small honor guard (perhaps for speed), the lion's share of the retinue should be servants, entertainers, and entourage. This way you can at least avoid giving the indication of being solely a military force. Concealing a few loyal spies amongst the servants is often the best defense against the skullduggery your opponents (and even allies) might commit. Noble characters should include at least 1-3 outfits of appropriate quality for each day of the event, especially those participating in tournaments as any outfit they may start the day in will be unfit for a half-orc after the joust. It is advisable to have multiple mounts as well, preferably trained in different gaits, both practical and ceremonial, so as to prance with style. Stopping to change outfits nary an hour or two before arrival is often the best way to present the most impressive entrance.

ATTENDANCE

The host wants the maximum audience he can attract. The more attendees, the greater his prestige. The status of the attendees can also reflect well on the host, but a crowd of thousands, even thousands of peasants, can bring someone considerable honor.

Attendance Modifiers

Many factors affect the attendance at a feast, faire, festival or tournament. These modifiers are summed up in Table 5-1: Attendance Modifiers and detailed below.

Grudge match: A grudge match is an event between major rivals who will never reconcile, much like the Green Bay Packers playing the Chicago Bears. Attendance goes through the roof when events include such rivalries. Rival lords often try to outdo each other with feasts, temples tend to use festivals, and guilds or knightly orders usually square off at tournaments.

Simultaneous with larger event: Scheduling events so they do not fall on the same day as a larger, more popular event drives many an event planner

over the edge. Regular circuits reduce the chances of this happening with major events, but smaller local events and special events suffer dreadfully because of it. Who wants to go to the local Farmer's Market when you have heard of a major festival including a joust and merchants from over a thousand miles away going on just a few day's travel away, even on foot? Vendors attend the larger events because of higher profit margins.

Multiple event extravaganza: Without getting into the factors of diminished marginal return, duplication of effort, and greater fan appeal that went into the complex mathematical formula used to calculate these numbers let us just say that every additional event (feast, faire, festival, or tournament) beyond the first adds a +2 modifier to the random turnout roll on Table 5-1: Attendance Modifiers. These modifiers only stack for the class of people affected (noble or commoner). Tournaments usually include a feast just for the nobles, plus a faire and festival for all comers. This would add six to the roll for nobles but only four for the roll to determine the number of commoners attending.

Increased taxes/tariffs: For some unknown reason merchants tend not to attend faires that charge them additional fees just to have the privilege to attend. As a lack of merchants tends to influence the overall attendance fairly severely, all but the largest faires need to cut merchants special deals, or else take only a normal cut of the trade on their lands.

Reduced taxes/tariffs: Similarly, cutting taxes and tariffs on merchants has a positive affect on attendance.

Commodity Faire: A commodity faire is a speculative market where futures of particular goods are bought and sold. See the faire section for additional details.

Famed Performers: Festivals prominently featuring famed performers attract greater attendance than those only featuring only no-name acts.

Famed Participants: The tournament equivalent of famed performers, superstars of the jousting circuit, as well as other tournament stars, attract larger crowds and even young noblemen and knights eager to test their skills

against the old pro in order to gain more honor, fame, and even experience points.

No chance to win: Tournament where the winner is predetermined cut hard into gambling revenues and the number of participants. Who wants to attend a tournament with the guarantee of losing horses outweighs any possibility of actually coming out ahead? The exception is exhibition events, but no respectable event includes solely exhibitions.

Prizes: Every 1,000 gp spent on tournament prizes that can be easily liquidated (such as coins or gems) yields a +1 on the final attendance roll – if this fact is widely advertised in advance.

Holiday: An event held on or within a week before a major holiday has significantly better attendance than those held in regular time.

Less lavish than previous: Slacking off on decorations, prizes, pageantry, and other parts of an event might seem like a good idea at bill-paying time, but kills attendance. Word of mouth quickly gets around even before the event takes place that the host is ... less than generous (if not actually a full-fledged skinflint). Varying the amount spent each year is detrimental, as reflected by the -1 modifier 1,000 gp less spent. Obviously, this cannot affect the first year of a new event.

More lavish than previous: Hosts wishing to gain this bonus should consider hiring couriers or minstrels to get the most for their money, as proportional increases in spending help less than spending less hurts. The bonus is a mere +1 per additional 5,000 gp spent.

On the decline: An event is considered to be on the decline if attendance goes down two years (or occasions, if it is not annual) in a row. The third occasion of that event yields a -2 modifier. If the attendance does not come back up, this becomes -6 on the next occurrence and a -10 every year after that. Even if attendance increases due to substantial investment on the host's part, the event still must climb its way back out of the hole by reversing the numbers (-10 then -6 and finally -2).

Order event: Events hosted by a guild, chivalric order, or other organization have some inherent prestige over those held by individuals, namely stability and a built-in audience.

Part of a circuit: Just being part of an established circuit of events (faire, festival, or tournament) adds +5 to the attendance rolls.

Years in existence: Established events gain +1 after they have been in existence for 5 years or more, +3 after 20 years, and +5 after their first century.

Special occasion: Special occasions such as births, knighthood ceremonies, coronations, marriages, anniversaries, military campaigns, quests, coming of age ceremonies and funerals apply bonuses or penalties based on the social class of the persons for whom the special event honors. If the special occasion involves members of the upper middle class suffers a -5 penalty, LUC -1, MUC +0, and UUC +5 bonus.

Engraved Invitations: Sending engraved invitations for special events to nobles in the area adds a +1 bonus to the attendance roll per invitation spent (each must cost at least 15 gp; for every additional 15 gp, this bonus increases by one, up to a maximum of +5). This bonus applies only to the number of nobles in attendance and the number of invitations sent must exceed the number of nobles attending to get any bonus whatsoever.

Minstrels: Hiring minstrels add but +3 to the attendance roll for commoners, but add +8 modifier for the number of nobles attending. However, you must hire more minstrels than the bonus yields, otherwise these additional nobles are lost. Couriers must be sent to the rest of the nobles, and a heraldry skill check is required to avoid insulting a greater lord by sending a courier to him and a minstrel to a lesser noble, thus potentially starting a grudge or feud.

Couriers: Hiring couriers to announce your event adds a +2 modifier to the roll for the number of commoners and the number of nobles attending. To gain this bonus, enough couriers must be sent out to cover every town, village, castle and manor in the attendance region and they must have enough time to travel both out and back. Each nobleman they meet with uses up at least one extra full day of travel time.



Exhibition: Exhibitions feature premier performers and participants that have little to no chance of being defeated in a tournament. Although they might take place in a tournament, the featured participant is not allowed to take any prizes. This includes not claiming horses of those he dismounted in the joust, although the other participants are generally not so restricted. These superstars give the bonus to any event they attend, even a champion of the joust at a feast or festival yields this bonus due to hero worship.

Competition for special office: These tournaments have outstanding attendance due to the tight job market and/or the sheer desirability of the position at stake.

An example of competition for special office is a royal joust to earn the position of Royal Champion. The Royal Champion gains the title Captain of the Royal Guard, Lord High Chamberlain, Lord High Marshall or, at the very least, earns the right to hold the next royal tournament at his castle. If the despicable wretch unwisely decides not to do so, for whatever reason, he loses 25% of his current Honor, and the tournament returns to the royal castle the next time. The knight retains the title of Royal Champion until the next royal tournament. Lesser jousts held before the title match, either at the royal tournament or held before hand, have no real bearing on the standing of the Royal Champion, although they have great affect on betting odds. Most of the jobs, such as Royal Champion, mostly involve sitting around feasting with the court. Every once in awhile, duties varying from attending a wedding or funeral to giving some upstart a quick beating, call.

FINAL ATTENDANCE RESULTS

Use the resulting total modifier from Table 5-1: Attendance Modifiers to adjust a single d20 roll. Consult Table 5-2: Random Turnout with the final result to determine the total number of attendees.

Each noble comes with a retinue of anywhere from 10-100 or even more, depending on how powerful or rich he is. These attendants do not count as part of the turnout on these tables, though their effect is already taken into the host's Honor awards for attendance.

The GM determines whether a character is a Notable or not. Obvious Notables include nobility, prominent ministers, major temple leaders, famous adventurers, magic-users with 3 or more spells named after them, and so on.

FESTIVALS

Festivals are like carnivals and circuses are today. All manner of strange and exotic beasts and monsters are paraded before the mystified public. There are games of chance including the dagger toss, dunk the peasant, and chasing a greased pig with prize money tied around its neck. There are competitions to see who can chop down trees the fastest, catch the biggest fish, bake the best pie, race horses most effectively, guzzle ale the most impressively, and a variety of sporting events, including tossing horseshoes and medieval versions of soccer, stickball, and sometimes even basketball (with the severed heads of enemies, fallen competitors, or whoever turned out to be convenient).

FAIRE

DEFINITION

A faire is a temporary market. Size ranges from a dozen farmers holding a local farmer's market to tens of thousands attending the annual royal Great Faire. Normally a town or a guild has its own particular faire to show off itself and its wares, but other institutions have their own version of a faire. Temples sometimes call them rummage sales, fun-d-fest or bingo, whereas nobles generally include them as incidental parts of larger events. To the numerous buyers and sellers drawn to the occasion, though, they are hardly incidental.

FARMER'S MARKET

A Farmer's market is a gathering of local farmer's to sell goods they have harvested. Held weekly in the town square of most towns, and often daily in many larger cities, they bring in rural produce from as far away as the twin dictates of demand and price allow. Villagers barter directly as a need pre-

sents itself, and so almost never hold markets. The exception would be a small impromptu commodity faire usually held at someone's house or at an inn, if one exists. Farmer's markets are sometimes held just outside the gates of a larger town or city depending on regulations, size (harvest time), fees to enter the city, and other factors. Typically a town or city will charge the nominal fee of 1 sp to 1 gp per axle on goods entering the urban area and 1 cp to 1 sp per axle for farmer's markets held outside the town or city proper (ostensibly for road and/or field maintenance). Fees are loosely based on the size of the town or city, the potential for farmers to profit and any protection tariffs local guilds may feel the need to inflict. Setting the fees too high can quickly destroy the whole point of a faire, so such greed is to a large degree self-correcting. Most areas get a cut of what is sold on their lands from each merchant. Some clever lords require people to go to official state-licensed moneychangers who take a cut (and give some to the government). They can charge less for entry because they will get a cut of everything that way, and centralize collection to avoid some bureaucratic headaches of trying to collect taxes from every merchant.

OPEN MARKET FAIRE

Larger towns and cities hold a more generic version of the farmer's market monthly, weekly, or even daily in the largest cities, in which most common, and even some uncommon goods, can be found at "reasonable" prices. These open markets are not the same as an annual faire as they are held in market squares within the town or city rather than outside of it, and they are designed to sell goods to locals rather than bring in foreigners. Taxes and tariffs are generally the same as those inflicted on farmer's markets except for foreign goods and certain luxury items that are subject to additional fees and permission from local government and/or guild. Fees include guild membership or an up front fee, as well as certain percentage on goods sold. Wagons are inspected for contraband both on entering and leaving the city or town and are also subject to spot inspections by local constables.

Prices should be two to five times standard PHB values to account for distance goods must travel, tolls and tariffs, and price gouging. Rich buyers are socked with even higher prices as the market allows. The exceptions to this are commodity faires and locally produced goods. Local goods will be standard book price (modified for the rich), less for bulk purchases. Availability for items increases by 1d6+9%, unless the GM determines they are somehow restricted (by regulation or low supply, for example).

COMMODITY FAIRE

Often sponsored by a specific guild, commodity faires allow local and foreign merchants to freely examine the others goods, broker deals, and conduct other such business. They are generally expositions of individual products, or at least closely related, (wool and cloth, furniture, etc). Suppliers bring samples of goods and buyers come to inspect said goods and collect as many free samples as they can. Because a commodity faire does not technically involve the purchase exchange of actually good, they often claim exemption from taxes and tariffs all together. Often held secretly on deserted seacoasts, hidden coves, deep swamps or other equally remote sites and without the permission of the lord who owns the region, commodity faires often double as a way for smugglers, wreckers and pirates to fence their ill-gotten booty. This has absolutely nothing to do with their claim of tax exempt status. Some noblemen like to dress up in disguise and check out these faires searching for bargains, but they are easily recognized by demeanor and speech patterns (and the way they shove peasants' faces in mud), and tend to get soaked on their purchases. Common commodity faires include textiles (includes wool, silk, and other cloths), beer, carpentry/furniture, weapons, armor, stone and gemstones, as well as pirated and smuggled goods of all sorts. Except for the fencing of, ahem, "found" goods a special interest fair features only one category of goods. Legitimate annual events specialize in a particular good such as textiles, furniture, grain, weapons or somesuch, and serve the same purpose as the Chicago Board of Trade, New York Stock Exchange and other such operations.

Table 5-3: Relative Armor Class

Armor	War Lance	Coronal Lance		Show Lance	
	Hit (penetrate)	Hit (shatter)	Hit (penetrate)	Hit (shatter)	Hit (penetrate) Hit (shatter)
Padded armor	10	11	8	9	8 10
Leather armor	10	11	8	9	8 10
Brigandine	5	6	6	8	6 10
Plate mail	3	4	3	6	3 10
Field Plate	1	2	2	6	2 10
Full plate	-2	-1	1	5	1 10
Shield Bonuses					
Shield, Medium	3	2	3	1	3 0
Shield, Cupped *	0	-1	2	-1	2 -2
Shield, Wooden	3	2	3	1	3 0
Disk Plates *	-1	-2	-1	-1	-1 -2

* Use of these shields halve the defender's Defense Adjustment for Dexterity, rounded down

Table 5-4: Techniques

Technique	To Hit	Damage	Lance Save	Unhorse	Notes
Attack (choose one)					
Standard	+0	+0	+0	-	20 points of damage to cause check
Go for points	See aim points	varies	See aim points	Varies	20 points of damage to cause check
Strike to Unhorse	-8	+0	-2 to save	Yes	-15% to opponents' land-based riding check
Defense (choose one)					
Ready	+0	+0	+0	-	Default defense
Unready	-4	-3 per die	+3 to save	-	fumbles, failed land-based riding check, etc.
Rolling the shoulder	-2	-2 per die	+2 to save	Varies	Sacrifice damage and spare the lance
Take it on the shield	+0	+0	See aim points	-	+10% to avoid being unhorsed
Stance (choose one)					
Middle Stance	+0	+0	+0	-	Default stance (fumbles, etc)
Sitting Stance	-3	+1 per die	-2 to save	-5%	See saddles
Two-point Stance	+2	-2 per die	+0	-	+5% to avoid being unhorsed

Table 5-5: Aim Points

Aim Point	To Hit	Damage	Lance Save	Opponent's Ride check	Notes
General	+0	Varies	Roll location on Table 5-6: Random Jousting Hit Locations		
Shield	+2	-	-3 to save	+15%	
Head	-6	10% KO	+3 to save	-15%	KO forces land-based riding skill check at -50%
Top of Helm	-8	5% KO	+6 to save	-25%	
Eye Slit	-10	See notes	+2 to save	-20%	If lance fails save treat as normal damage with any lance
Shoulder (weapon)	-3	-1 per die	+1 to save	-10%	
Torso	-2	-	-3 to save	+0%	
Lance	-10	Nil	-5 to save	+20%	Negates opponent's damage, but the lance attacker still faces a chance to be unhorsed

Table 5-6: Random Aim Point

D% Roll	Location
1 - 10	Head
11 - 14	Top of Helm
15	Eye Slit
16 - 27	Shoulder (weapon)
28 - 69	Shield
70 - 91	Torso
92 - 93	Horse
94 - 99	Saddle or Leg
100	Lance

GREAT FAIRE

Annual events often sponsored by a city or high noble, these weeklong events are the most spectacular and grandest of faires, drawing participants from all across the kingdom (and often from several kingdoms). Great Faires make up the bulk of what is called the "faire circuit", a series of faires that follow a path through the land and are scheduled so merchants have enough time to make it from one to the next. Large faires take on the names of nearby cities or major features ("The Fangaerie Faire") of geographical or political importance. Technically these faires usually occur near a large city rather than within it. Few city or town squares can hold the teeming masses of an annual Great Faire (and some are held only every other year, or every three or five years, or even once a decade or two for those dominated by long-lived demi-humans). Sometimes, they are simply called something like, "The King's Faire".

At a Great Faire, buyers can find just about any piece of equipment imaginable. Treat all equipment availability as High at a Great Fair. Roll twice for those held near major cities. Prices can be outrageous (even up to ten times standard), but even illegal and semi-legal items can generally be found with a little effort.

A proper Great Faire is often part of a major event that also includes various types of tournaments, festivals, and feasts. People great and small look to the whole affair with great anticipation. Nobles and rulers make appearances and may even greet the "little people" at formal events. Frequently they issue decrees, pardons, and rewards at such faires.

Aside from formal tournaments and competitions, common sporting events and even spontaneous competitions abound. These draw smaller crowds than the large tournament events, but they can bring in quite a bit for

gamblers. Some merchants like to promote these "open" events to bring potential customers to their wares.

Fabulous feasts often end a Great Faire, and sometimes also precede it. Each town or city has its own traditions regarding who is invited and how much feasters must contribute (from zero to hundreds of gold pieces). Rest assured that, even at a faire with an exclusionary and expensive feast will have lesser, more informal feasts among the riff-raff. Certain types of adventurers will prefer to hang out with the peasants as opposed to the peerage.

Other individual spectacles include musical performances (planned and otherwise), dances, bard and minstrel performances of all kinds, plays and juggling and the ever-popular peasant-thrilling "freak shows", paid tents that present such bizarre sights as bearded non-dwarven women and two-headed monkeys.

There is much to draw both participants and onlookers to such a faire and few reasons not to attend. Opportunities for adventurers should abound.

TOURNAMENTS

So maybe your character has not earned enough fame to warrant a castle of his own, but hunting a dragon, even a little one, is still tantamount to suicide. Such a dilemma: what does the would-be knight do in such cases?

Well, tournaments are a great way for characters to mingle with the local nobility and show off their stuff. A tournament is an organized competition in which participants have considerably lower odds of dying than out in some gawds-forsaken dungeon. Those who do well in tournament events can rise in status and fortune, if they know how to play the game properly. A good performance in, say, the archery contest won't by any stretch of the imagination earn the character the right to marry the prince or princess of the realm straight away. Still, once everyone knows how good he is, and if he can continue his success and play his fletchings right, fame and glory are only a few steps away!

Noble tournaments are very rich in adventuring opportunities. Unless the tournament is purely private attendance (which is rare, given the amount of money that can be made from crowds buying trinkets and snacks during events), it is always open to the general public as well as the nobility. However, competing in any particular events is limited only to those with patents of nobility going back at least three generations, sometimes more for the very tradition-minded tournaments. This is as it should be considering the very types of competition leave little room for nonprofessionals or poor common riff-raff. The expense alone precludes many from entering, even if the event does not have the customary outrageous entry fee, and only those who have the dedication needed to acquire adequate skill have a chance of surviving (never mind winning) many tournaments. For those that do prevail, however, the prize monies are proportionately pitiful, but may be enough to allow a serf to buy his way into the yeoman class. This does not mean middle and lower class characters need sit around being bored to death watching their upper class companions have all the fun, as many tournaments also include more common evens such as wrestling, archery, and so forth.

On the other hand these affairs are, first and foremost, events put on for and attended by the nobility. Feasts are prepared by gourmet chefs, tents are made of the finest linens, local cavalry troops ride by on parade, and all of the knights and nobles are trying to outdo each other in displays of outrageous pageantry and snobbery. However, the real competition is in the list and that is what everybody has come to see.

COST/BENEFIT ANALYSIS

For huge state occasions (marriages, royal visits, etc.) lavish temporary structures may be constructed. Sometimes these will remain long after the fact and be expanded into fortresses. This is one reason it is such a great honor to have your lands chosen to host an event. In this way, the noble can benefit from the influence of his lord without using up his own treasury. Lords know this, though, and play their vassals against each other to get gifts and concessions of equal or greater value than the tournament host. It's all part of the grand game.

Costs can skyrocket during tournament times; blacksmiths, artisans and other merchants arrive in order to best fleece nobles in their time of greatest need (super exorbitant prices to get the job done immediately (armor repair, etc.) when they know their customers don't have time to shop around.

PAGEANTRY

Pennants flutter in a light breeze, cooling the nobles in the balcony stands, but doing nothing to relieve the sweltering heat that grim-faced knights feel, encased in over seventy pounds of steel and swathed in layers of cloth emblazoned with heraldic devices and colors. The knights intently scrutinize each other to determine what technique they should use to best vanquish each other, reins shifting tenuously in the their hands as the destriers beneath them snort and shuffle. With a tied score after two lances, neither knight can afford a misstep at this point. The knights face off in silence, then abruptly shut their visors and motion for scrawny squires to hand them brightly painted lances. They spur their mighty steeds to action and travel full tilt, riding towards each other. As they approach each other ever more rapidly, lances slowly coming on line, they slowly raise up out of their saddles. A last second bend to the shoulder and the game changes ever so slightly to favor one competitor over the other. Lances shatter and one knight lists far back, nearly out of his saddle. The blow to his helm nearly knocks the younger knight unconscious and he loses his lance while the elder knight chalks up another 3 points towards a win and advancement to the semi-finals. The crowd goes wild! The elder knight stops before his lady fair, his horse genuflects as he bows, then travels back the other end of the list.

JOUST

The joust is a round robin event open only to knights of the realm, although foreign knights and nobility are permitted to participate in some special cases. The rules for jousting presented here are for specifically for jousting in tournaments; they do not apply whenever a knight chooses to wield a lance.

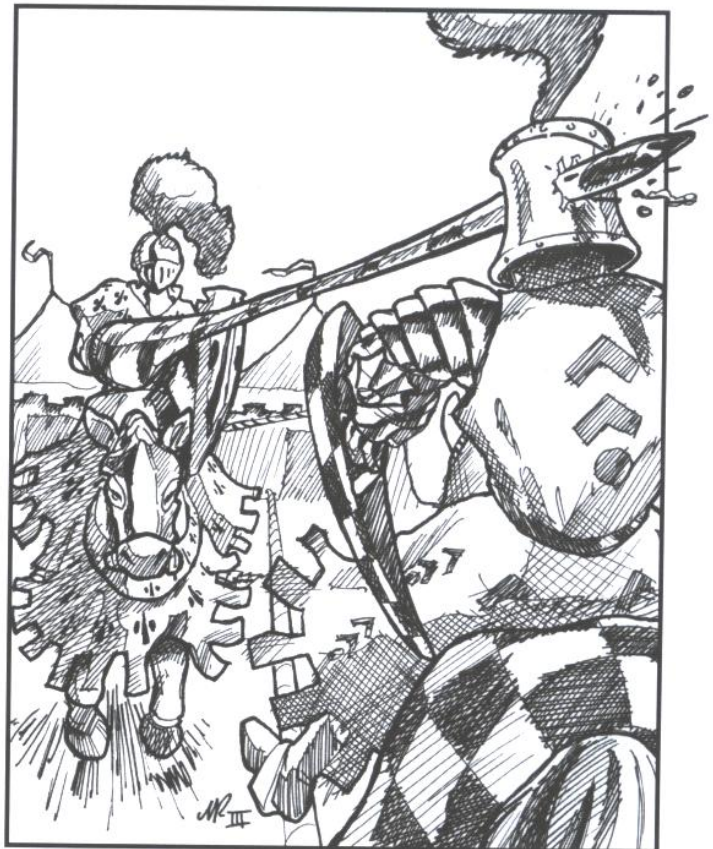


Table 5-7: Mounted Combat Fumbles

d1,000 roll	Result	Riding Check	Notes
1 - 200	Character Fumble	Special *	Roll on Table 8KK on page 124 of GMG
201 - 400	Mount Fumble	Special *	Roll on Table 17 on page 84 of Monster Matrix
Equipment Mishap: Horse			
401 - 425	Stirrup Breaks	Yes	All Riding checks at -20%
426 - 430	Cinch Breaks	Yes	All Riding checks at -80%
431 - 480	Lose Reins	No	All Riding checks at -10%
481 - 492	Barding slips	No	-3" horse movement
493 - 502	Barding strap breaks	No	-1 to hit
503 - 527	Horse Throws a shoe	No	(roll as now weapon injury to self, yields lame, rider/tourney people have chance to not notice, chance is checked per turn)
Mounted weapon Fumbles			
528 - 572	Hit mount with blunt end	No	Roll subdual damage, make Dex check to inflict only half
573 - 617	Hit opponent's mount	No	Roll damage, make Dex check to inflict only half
618 - 625	Vault	Yes	If using lance, spear or other long weapon, otherwise drop weapon at feet. Lance make save throw, If fails, standard riding check, if save knight vaulted (lance length /2)+d12 feet into air, take fall as from that height with minimum of 1d6, plus forward heighth+d20 feet.
Mount Control Fumbles			
626 - 695	Mount veers left	No	If jousting with a tilt then Mount damage from hitting tilt
696 - 815	Mount veers right	No	If armed with a lance you lose attack, but opponent doesn't
816 - 825	Mount runs straight into opponent's mount	Yes	If jousting with a tilt then Mount damage from hitting tilt
826 - 875	Gait change	No	-2 to hit on next attack, if applicable
Joust Fumbles			
876 - 950	Hit Tilt with lance	No	If not jousting with tilt then Hit opponent's mount
951 - 1000	Hit Tilt (damage Weapon)	No	If not jousting with tilt then Hit mount

Table 5-8: Helmets

Helmet	Base Cost	Head AC	Vision	Hearing	Surprise	Weight (lbs.)	Availability		
							High	Medium	Low
Basinet/Open-faced helm	4 gp	4	-1	-10%	-2	5	95	90	85
Closed-Faced Helm	5 gp	2	-2	-15%	-2	5	80	75	70
Great Helm	30 gp	1	-4	-20%	-3	10	70	65	60

Table 5-9: Lance Saving Throws

Lance Type	Lance Classification		
	Light	Medium	Heavy
War	12	13	14
Coronal	8	9	10
Show	3	4	5

Each knight chooses a lady to champion, with whom he will share any temporal Honor gained through his victory. The wise lady fair chooses carefully, as disgraceful actions by her chosen knight can also lose her as many points of temporal Honor as he loses full points of Honor. The lady gains one-fourth as many temporal Honor points as her chosen champion as well.

Each knight jousts against an individual opponent. The victor advances to the next round. If there is an odd number of competitors in a round (due to disqualification, withdrawal, death, or the like), the host determines how a bye is chosen. Often this is done by lot, but in many jousts the most experienced knight (the winner of the last tournament) "fights the bye". He cannot merely stand by and watch all of his competitors ride and get tired. He must ride three passes against knight who is not competing or a squire. The two lower their lances but veer off and up before colliding. Striking a bye

Table 5-10: Scoring the Joust

Points Awarded/Lost	For
3	Unhorsing opponent with a lance break
3	Causing opponent to drop lance because of lance blow
3	Breaking lance by hitting tip of opponents lance
2	Breaking a lance at the base
1	Breaking a lance between saddle and helm
0	Breaking a lance within one foot of tip
-1	Breaking a lance on hitting saddle
-1	Failure to present self as target (horse swerves, etc)
-2	Hitting the tilt once with lance
-3	Hitting the tilt twice with lance

Table 5-13: Dishonorable Deeds

Action	Temporal Honor loss
Striking horse with lance	25
Striking a man whose back is turned	20
Hitting the tilt three times with lance	12
Taking off helmet twice, unless forced to by impact	9
Blow beneath the waist or under the barrier (by knight or squire)	5
Use of any device to fasten sword to hand	5
Resting on a barrier during a fight	4
Failure to show judge weapon beforehand	2/weapon

Table 5-11: Jousting Weapons

Weapon	Cost	Weight	Size	Type	Speed	Factor	T	Damage vs. Size					Base Availability		
								S	M	L	H	G	Hi	Med	Low
Lance, heavy horse	15 gp	15 lb.	L	P	3		1d6-1	1d6	1d8+1	3d6	2d10	2d12	85	80	75
Lance, light horse	6 gp	5 lb.	L	P	1		1d6-2	1d6-1	1d6	1d8	1d10	1d12	85	80	75
Lance, medium horse	10 gp	10 lb.	L	P	2		1d4	1d4+1	1d6+1	2d6	2d8	2d10	85	80	75
Lance, jousting	20 gp	20 lb.	L	P	5		1d6-2	1d6-3	1d6-2	1d6-4	1d6-4	1d6-5	85	80	75
Coronal lance, heavy horse	15 gp	15 lb.	L	C	3		1d4-1	1d4	1d6+1	1d12	2d8	2d10	75	65	50
Coronal lance, light horse	6 gp	5 lb.	L	C	1		1d4-2	1d4-1	1d4	1d6	1d8	1d10	85	75	65
Coronal lance, medium horse	10 gp	10 lb.	L	C	2		1d4	1d4+1	1d4+1	1d10	1d12	2d8	80	70	60
Baton	5 gp	2 lb.	M	C	1		1d4	1d5	1d6	1d6+1	1d8	1d8+1			

Table 5-12: Saddles

Saddle	Cost	Weight	Base Availability		
			Hi	Med	Low
Jousting	25	50	75	50	25
Military	20	40	90	75	60
Riding	10	35	95	90	85

knight results in disqualification and the loss of 10 or more points of temporal Honor.

Disgracing the joust, either by killing an unarmed foe, harming or killing a mount, or in some other manner violating the strict code of Chivalry causes a loss of Family Honor. The family or clan of the knight who does such a dastardly deed loses one point of temporal Honor per full point of permanent Honor lost by the knight. If the host does not immediately ban the dishonorable knight and fine him justly, the host of the event also loses a like amount of temporal Honor for allowing such a dishonorable knight to participate without due consequence. If the unfortunate incident is handled properly, the host loses but one point of temporal Honor, unless the GM determines that the unchivalrous cad was pretty much expected to behave in such a vile manner. There could be some other mitigating circumstance, such as the crowd quickly learning that the villain was under some sort of magical compulsion.

Each knight should have a good number of jousting lances made to the exact length and specifications of the reviewing judge and sporting coronal tips. A well trained and disciplined war horse of appropriate size and stature adorned with appropriate barding, armor appropriate for the type of joust and a shield of the kind specified in the tournament announcement are also required. A high skill rating in land-based riding is highly recommended in order to safely maneuver the horse through the list, as is enough proficiency in the lance to not skewer the opponent's horse. These are not mandatory, but neglecting them can lead to catastrophic failures and resultant humiliation, as well as adversely affect Honor.

The knights square off at opposite ends of the field, called a list. Lances, verified to be of equal length by tournament judges' carefully inspections to ensure as fair a contest as possible, are handed to the respective knight by his Lancer, or most trusted squire if not a cavalier. Lances are leveled and the combatants charge at one another, each staying to the right of the tilt, the long narrow fence designed to prevent the horses from running into each other and thus sustaining serious injury. After rolling to hit and making a land-based riding skill check to stay mounted, the knights are guided around the far end of the tilt by another squire, most likely a Horseman. A third squire, preferably one with at least rudimentary healing skills, is often stationed near the list fence at about the halfway point of the tilt to render aid to dismounted knights. Flags indicate the points for each side as the knights travel back to their home sides to repeat the action twice more, if they are able to continue. This continues until somebody falls or three passes are made. If both knights are dismounted simultaneously, both lose the round and are usually out of the tournament.

The list officials generally ban magic items of all kinds at a joust, as well as anything else deemed dishonorable. Examples include items that remove the chance element to the game (i.e. a lance that never misses, or a shield that always blocks). Such items, if discovered after the joust has commenced,

cause the wielder to forfeit automatically. The knight's Honor is adjusted as being accused of a crime. Some jousts go as far as providing their own lances and suits of armor for the combatants to wear, although these tend to be lighter than normal jousts (see Light Armor Joust below).

In a tournament joust, follow these simple steps:

Technique

Glorious victory or humiliating defeat usually comes down to use of the proper technique. Glory does not smile on the faint of heart. As the knight closes on his opponent, he settles on a specific technique to make his attack, though normally he has watched his opponent joust earlier and has made this decision before he even mounts.

Standard attack: The attacker plays it safe. There are no modifiers to hit, damage, lance save or chance to unhorse from this technique. The knight must do 20 points of damage to force the opponent to roll a land-based riding skill check.

Go for points: To hit, damage, lance save and unhorse chance are modified by the chosen aim point as per Table 4-5: Aim Points. The competitor must still inflict 20 points of damage to force a land-based riding skill check.

Strike to unhorse: Unhorsing an opponent means instant victory and thus is supposed to be the name of the game, but in practice most knights try for a win by points rather than actually unhorsing their opponent. Striking to unhorse makes it easier to accomplish if the hit strikes true, but successfully hitting is very difficult. The attacker choosing this technique suffers a -2 to the lance's saving throw versus crushing blow for inflicting such a solid hit. He also suffers a -8 to his attack roll, but if he does hit he automatically forces the opponent to make a land-based riding skill check to stay mounted. In a joust, the defender suffers a -15% penalty to his skill check.

The knight may also choose a specific defensive technique. Concentrating purely on defense is a conservative strategy and rarely a distinct crowd-pleaser, but sometimes it is necessary due to injury or to protect a lead.

Ready defense: This is the default defense maneuver and imposes no modifiers.

Unready defense: Unready is a state rather than a deliberately chosen defense, usually coming about do to a fumble, bad habit or outside influence. This unready state makes it more difficult to hit or inflict damage and harder to shatter a lance, as well as imposing a -10% penalty to the character's chance to be unhorsed.

Rolling the shoulder: Rolling the weapon shoulder back just before impact makes it harder to hit, inflict damage, or break a lance but does make it nearly impossible for the opponent to break a lance on that shoulder. If the opponent goes for that shoulder, his lance saves against crushing blow at +6 to the roll, while the defender rolling his shoulder gains only +2 to his own lance's save. He suffers no land-based riding skill check penalty. The opponent's damage is halved.

Take it on the shield: In exchange for suffering a -2 to hit penalty and foregoing any Dexterity bonus to Armor Class, you gain twice the shield bonus to Armor Class. Any blow that "misses" by twice the shield bonus or less hits squarely on the shield with the standard affects as per Table 4-5: Aim Points. Because the defender is so ready for the blow to strike there, he gains a +10% bonus to avoid being unhorsed if the shield is struck.

Middle stance: A default stance necessary for game balance that has no direct parallel in any known stance or real world jousting technique.

Sitting stance: Sitting down makes it harder to control the lance due to the bouncing of the horse but makes the lance hit harder if you do connect, thus making it more likely for the lance to break. On the other hand all this extra force makes it easier to be knocked out of the saddle, thus the -5% penalty to land-based riding skill checks, unless a special saddle is used. Such special saddles have an annoying tendency to force the rider to use this stance.

Two-point stance: Standing up in the stirrups yields a better chance to hit at the expense of hitting power. It actually makes it harder for you to be knocked out of the saddle unless a stirrup breaks. In the joust and only in the joust, if a knight rolls a natural 20 on his attack roll with the lance, his opponent's stirrups must each succeed at a saving throw versus a crushing blow or snap. If a stirrup snaps, that rider suffers a -25% penalty to land-based riding skill check.

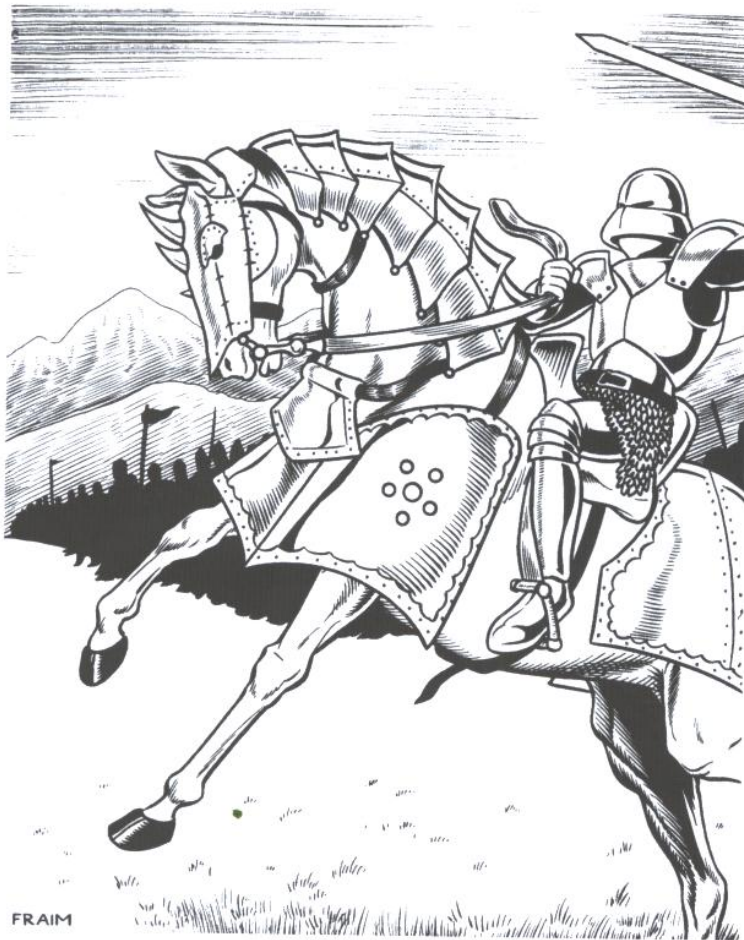
Aim Points

True military masterminds know where to hit and when for best effect. In the joust, aim points replace the traditional called shot. This is a highly ritualized sport, and while it is useful as practice for combat it works differently because it is not the same as riding into a real battle.

If no specific aim point is chosen, roll on Table 5-6: Random Aim Point to determine where the blow is actually directed. Once a location has been determined, either by selection or random chance, refer to Table 4-5: Aim Points for the effects of striking various locations, as well as the to hit penalties for called shots.

To Hit

Apply modifiers for techniques, aim point and helmet, then roll to hit based on the relative Armor Class of the opponent. Table 5-3: Relative



Armor Class indicates the AC of different types of joust-appropriate armor depending on the specific type of jousting lance used. This table includes modifiers from Table 8G in the HackMaster GMG. Note that to-hit rolls high enough to shatter a lance may not be high enough to penetrate the armor and damage the wearer. Roll for damage for such blows, but use the result only to check for shattering the lance or unhorsing the rider, as no damage is inflicted upon the rider or his armor (including shield). The armor loses no hit points.

Penetrating hits abide by all standard HackMaster rules, damaging armor, shields, and riders. Standard HackMaster rules for Dexterity and other defensive adjustments apply as normal. Anyone who thinks the Armor Class adjustment for Dexterity should not apply need only read the paragraph on Defensive Adjustment on page 17 of the PHB to realize that the adjustment includes the ability to parry.

Initiative is rolled normally, though it may seem to the uninitiated or unobservant that the lances strike simultaneously. The knight who wins initiative gains a slight edge if the lances are exactly equal in length. If the winner successfully hits the loser must succeed at a land-based riding skill check or suffer a -1 to-hit adjustment on his roll.

A faster horse adds a +1 bonus to initiative for every 3" that it is faster than opponent's horse. Characters who can normally attack twice in a single round with a single weapon roll all their dice and chose the best one (they must have 2 attacks per round, not 3/2 to gain this advantage. Character's aiming at the tip of their opponent's lance have time to follow through and strike their opponent as well if they have legal multiple attacks and if the first attack strikes true. They limit themselves to only two initiative dice no matter the number of attacks they may be due and count the highest die for timing of the secondary attack. If modifiers move that second attack past segment 10 (into the next round), the knight does NOT get the second attack. Each pass in the joust is but a single round of combat.

In all events, competitors line the fences with wooden shields indicating their sigil and allegiance. Hanging a black cloth over the shield indicates a black knight – one who does not wish to be yet identified. Covering a shield with a white cloth indicates withdrawal from the event, usually occurring when a knight is injured and returns to his tent. A squire or page hangs the cloth if the knight is too badly injured to continue and no clerical healing can be found.

When a knight is struck by his opponent in a joust before he strikes, he needs to keep his head straight and eyes open despite the impact. If he fails to do so, he faces a to-hit penalty of -1d4. This is due to his target (due to knowing it is coming and having a natural tendency to blink or turn away).

Characters in a tournament joust can make use of the improved charge skill as described in the Combatant's Guide on page 51, with the normal effects.

Failure to score a hit due can be due to one of many factors. The basics come down to lack of sight, poor control of equipment, or simple lack of determination. A joust's eyes might be closed, his helmet off center, shield out of position, he might failure to follow through, and so on. He could be using too heavy a lance, it might be flawed, he may not be secure or comfortable in his saddle, or he may not be able properly control his horse. When a character fumbles in the joust, consult Table 4-7: Mounted Combat Fumbles. None of it is good, but the exact natures of the unpleasant consequences vary.

The effects of a fumble described under the "Notes" column last until the situation is corrected.

Lance Saves

Find the base save for the lance on Table 4-9: Lance Saving Throws and apply +1 modifier to the save roll per 5 points of damage inflicted. All of these are jousting lances; if used in normal melee they still inflict only subdual damage (except on a critical hit, of course).

Rolling damage

Damage in a joust is determined normally, using the statistics for a lance of the appropriate type. Coronal and show lances inflict subdual damage, unless they score critical hits. Critical hits always inflict real trauma damage.

Riding check

Jousting lances are made to shatter and, assuming no splinters fly through an eye slit into your head, losing this awkward weight makes the riding check to remain in the saddle easier. A knight who breaks his lance actually gains +10% to riding check. This can be modified further based on the technique chosen, the hit location and saddle type, consult the appropriate table.

When struck by an opponent, a knight suffers a -5% to the land-based riding check per point of damage above the base number needed to force the riding check.

Note that if a competitor uses the Strike to Unhorse technique in a joust, he forces a -10% penalty on his opponent (unless he misses).

A dismounted rider (whether he failed his check or took enough damage to be rendered unconscious) takes an additional 1d4-2 points of real damage from his fall.

Scoring Points

Scoring for a joust is standard across the land. It is fairly simple, but there are a number of factors that must be taken into account. Table 5-10: Scoring the Joust indicates points and penalties.

If a rider is unhorsed, his horse and tack become the property of his opponent. This could bounce a knight with no spare horses right out of a tournament, even on the first lance, since a contestant without a horse must withdraw.

DISHONORABLE DEEDS

There are a number of dishonorable acts and conditions that result in immediate disqualification. On a disqualification, the knight who committed the vile deed loses. These acts are so vile that they also lead to a loss of temporal Honor. This applies to any character who competes, whether he is technically a knight (or even a fighter) or not.

Deeds that lead to immediate disqualification are described on Table 5-13: Dishonorable Deeds.

EXPERIENCE, FAME, AND HONOR

A competitor who defeats a knight in the joust gains 25% of the experience points he would normally gain for defeating that knight in combat. Merely facing off against an honorable knight is worth a point of temporal Honor, two points if the opponent is in Great Honor.

Simply entering a tournament is worth a point of temporal Honor, as is every joust the knight participates in (so long as he does nothing outside the bounds of chivalry). Victory in a tournament is worth at least 5 points of temporal Honor, more if the GM agrees that the event is especially prestigious.

The victorious knight is guaranteed entry the next time the tournament is held, and he will get any byes that result from odd numbers of participants. With the increase in fame comes more invitations to other events, as well. Once a knight has won prizes from a tournament, he may find a parade of well-wishers gifting him with coin, horses, and marriage proposals. Success breeds success. Many of these people will truly wish to see the knight rewarded, but many will secretly or explicitly demand some sort of concession. Certainly no man would gift a person with significant amounts of gold and not expect to at least gain access (and favors) at their leisure.

One reward that is guaranteed, if not officially mandated, is the appearance of the joust champion in numerous songs created by minstrels and/or bards. In a smaller tournament, this may amount to little more than the winner's name appearing in a well-known classic, but the winner of a royal tournament will be much praised with newly composed verses and ballads.

FAIR OR FOUL

HONOR

Jousting is at heart all about honor. Surely victory is important, but a knight who fights honorably remains heroic, while one who cheats to win is purely a villain.

WITHDRAWAL

A competitor can withdraw at any time. He forfeits any entry fee and suffers no Honor consequences. If he withdraws during a specific joust, his opponent gets no experience or Honor for that victory. Withdrawal is not the same as losing, though in the eyes of more bloodthirsty crowds it is often equally unpopular. There are numerous reasons a knight might withdraw from a tournament (injury, refusal to fight a specific foe for religious reasons, fear, illness, lack of equipment, etc.), but he need not declare such. However, if it is due to injury (sustained in combat) or similar factors, he faces a 50% chance of losing 1d4 points of Honor. Basically, this means his opponent forced him out; a competitor cannot deny such success its due reward.

A character without a horse must withdraw. He may choose to continue without a shield or even without a lance, but such behavior is exceedingly rare.

GREETING THE HOST

At the beginning ceremonies of any tournament, all the competitors present gather before the host (usually the king) to salute his grace and make an impressive stand. This is the time for all-out decorations on armor and weapons. Knights try to make an impression on the host and the audience before they even have a chance to compete. A knight's status determines his proximity to the host. The knight who won the previous tournament stands in the place of honor directly before the host for review. If he is not the host's champion, that knight stands to his right. Foreign knights stand to his left, the lower their status the farther from the host.

RIGHT TO CHALLENGE

A knight has the right to challenge any other knight present. He can do this before a tournament and make it a part of the events, or he may do this when presenting at the review. He can challenge any knight, new or old, and even if the challenged is not a traditional jousting knight. If he does not wish to be thought ill of (he suffers no Honor penalties), such challenges will involve contest in which the challenged individual has a chance to win. This can take the form of chess games, contests of musical skill, or even debates. When it comes to jousting, however, any fighter type character is fair game. It doesn't matter if the King's Champion challenges a newly knighted soldier who will definitely lose.

PASS SALUTE OF INJURED FOE BEFORE HE RETIRES

A knight is expected to honor a foe who fought valiantly, even if the victor vanquished him with ease. This involves a passing salute of a defeated foe after victory. Failure to do so results in a 2 point temporal Honor loss.

TRADING LANCES

Knights can trade lances on the pass for show and to demonstrate their fairness. To successfully trade lances, each knight must succeed at an attack roll to throw the lance and a Dexterity to catch it. A knight who catches a lance on the fly gains a point of temporal Honor, dropping one result in the loss of two points of temporal Honor. However, throwing a lance that can't be caught results in the loss of four points of temporal Honor.

Manipulating lances is considered bad form, but it happens frequently because it is so hard to detect. A competitor can pre-cut or gouge his lances so that they increase the chances of breakage by 10-40%. Using disguised sharp lances allows a knight to do real damage with any hit. Bribing inspectors before the joust might allow one to get away with it, too. Altering opponents lances to make them weaker or make an opponent appear to be cheat-

ing is also popular...among cheaters. Each of these acts results in the loss of three points of temporal Honor if discovered, as well as constant observation at a future tournament or event, possibly even magical lie detection.

Manipulating horses: Making horse lame, grit in the saddle, bribing squires, and other nefarious schemes have similar penalties to manipulating lances. Making a horse lame imposes a penalty of -10 to -60% on the riding check, depending on how well it was done. Grit in the saddle causes a knight a -2 penalty on every attack roll while mounted and a -10 to -30% penalty on his riding check.

WEAPONS

Baton: This blunt, wand-like practice sword is made of ash wood or whalebone and frequently used in tournaments and friendly competitions. These competitions are only for squires and young knights who hope to show off their skills for more mature knights and nobles. A baton can only deal subdual damage.

Table 5-11: Jousting Weapons gives statistics on the most common tournament weapons.

A coronal lance has a tip with three stunted prongs in a crown shaped. It is specially designed for tournament use.

SADDLES

Military: A military saddle is designed for war. It is somewhat more difficult to fall out of (+10% to a character's land-based riding skill to avoid falling), but imposes a -1 penalty on the attack roll in a joust.

Jousting: This type of saddle has lower stirrups and is molded to specifically fit a knight. It has a higher back and lower pommel than a normal riding saddle. A knight may use a standard jousting saddle without penalty.

Riding: A riding saddle imposes a penalty of -35% to a land-based riding check to avoid a fall in a joust.

None: Riding without a saddle is very dangerous, but also quite impressive. A character without a saddle faces a -80% on any land-based riding check to remain mounted.

TOURNAMENT LIST

The standard tournament field is 328 feet wide, 90 feet long, often surrounded by a ditch, and usually with a double fence to keep the audience at bay. In a large event, there may be several of these lists. Most of the time a single list is the center of the whole affair.

Within the fenced ring is a wooden fence that normally runs about 200 feet. This is the tilt, besides which mounted knights charge at each other. The tilt may be high as the horses' shoulder, but it can be lower.

Joust Without a Tilt

Jousting without a tilt usually ends with the horses running straight into each other and dying horrible and painful deaths. The knights rarely come out well from the exchange themselves. Riders are required to make a land-based riding roll with a -20% penalty to keep the horses from crashing into each other. If either fails, or if a fumble results in a mount veering left, any rider who passed the skill check may make a final last ditch riding skill check at -25% to reduce that damage his mount is about to take to half damage. Damage is 1d6 per full 8" relative movement of the mounts. This means that two horses traveling at 24" each yield a whopping 6d6 of damage! If both riding checks succeed and no fumbles are rolled, combat continues as normal except that both parties must suffer -1 penalties on attack rolls to avoid striking their opponent's horse. Failure to do so results in a random hit. With a horse being a Large creature and rider Man-sized, odds are someone is going to lose a significant amount of Honor. Striking a horse maintains the same penalties as per a standard joust.

Bargodi (Light Armor Joust)

Squires and would-be knights compete in their own lesser version of the joust called a bargodi. These contests are conducted under non-lethal rules and are usually round robin events conducted exactly like a normal joust,

with the victors of each contest moving on to the next round. Note that the competition is often open to rich and poor alike as only a horse, shield, and show lance are required, although sometimes light armor such as padded, leather, or studded leather is allowed. Officials inspect all lances before the competition and no contestant is allowed to battle without a shield.

Winning such a contest often gets the victor and his sponsor, if any, much prestige, and sometimes a better home. Another lord may offer to take over the knight's training for a hefty sum if the winner is already a knight-in-training. Or the winner might get an offer of patronage from a noble house interested in training knights. In any case, the reward money is usually enough to encourage the victor to enter further competitions in the future, wherein he might just make quite a name for himself. Honor awards are a quarter that of the true joust.

Jousting a' outrance (Joust of Honor, a.k.a. Personal Challenge)

A joust a' outrance is a personal challenge between two knights, and therefore the lances are not blunted, and a fallen knight is not out of the contest unless he's really a wuss and begs for mercy, dies a hero's or dastard's death, or is knocked unconscious. The knight on horseback has the advantage because of his height above his opponent and the length of his weapon. The fallen knight can only use his sword, and any attack roll of a natural 1 means he struck the horse. Unlike the fairness shown above, this is a serious loss of personal honor, and means the loss of the challenge and possibly other repercussions as well.

Two challenging knights taken to the ground on the same pass are provided with maces or hammers for the continuation of the battle. When one knight is unhorsed, his opponent has the right to take one pass with a lance before switching to sword or mace on foot. While it is not dishonorable for him to remain on his horse and fight his opponent with his sword from horseback, it is certainly likely to cause him to lose respect.

Whoever is up and alive at the end wins, and he has the choice of slaying his foe, or granting him mercy. A true knight grants mercy to his foes, but he suffers no dishonor for ending a blood feud or answering a serious insult with a killing blow. Of course, he only gets one shot at that killing blow, and a rich knight when killed will be Raised again. Such matters mean that even knights of less than perfect character often accept surrender and ransom instead of dealing the deathblow.

Jousting Champion

The champion of a tournament is the winner of the main joust event. No matter how popular other events become, they cannot match the people's love of this contest. The biggest prizes go to the tourney champion. They might include patents of nobility (or promotion to higher noble status, if non-nobles cannot enter), a mighty steed from the king's only stable, the winner's weight in gold, the status of King's Champion (with all the responsibility and reward that goes with it) or even ancient artifacts (possibly magical). This is not to be taken lightly, but the GM must be careful not to be too generous just in case a PC does win. A good guideline is that this prize should be worth (on average) 1 gold piece for every 5 attendees. Does this mean a tournament winner could win a Holy Avenger? If the GM allows it, and the tourney draws 275,000 people, yes, it could. Of course, such an award would be a very special thing, perhaps the sword goes to the King's Champion and when he dies a new one must be chosen. A GM who hands these things out too lightly is a milksop. And of course, such an event would also draw all the greatest knights in the kingdom - which means a number of warriors more skilled than the PC. But it's nice to maintain the illusion that the player characters have a chance, and in the legendary lands of Garweeze Wurd, these things can happen.

CHALLENGES

Aside from formal events, there are individual challenge events to be played out. There are four basic types of challenges: personal, friendly, group and "all comers". We have already discussed personal challenges above. This is the most basic and the most common type of challenge. Based on some insult

(real or perceived), on severe dislike, or even on a simple whim, one knight declares, "I challenge [you, or Sir ____]." The challenged knight can refuse, discuss terms, or simply accept. Once issued and accepted, the challenge will lead to a duel. Frequently challenges are issued well before the tournament at which the combat occurs, but it can also be immediate. Spontaneous personal challenges can be fought anywhere on tournament grounds, though of course the combatants prefer to make their way to the tourney field or combat ring. Spectators enjoy personal challenges the most because they tend to be quite vicious – many times the knights facing off in a personal challenge thoroughly despise each other.

Knights who are otherwise disposed to be friendly to each other can and do face off in friendly challenges. There is no bad blood here, just a love of sport and bruises. A friendly challenge is often issued at the decree of a ruler who wishes to please the populace. The people often want to see a particular match, and with a friendly challenge the knights can give them that.

In a group challenge, knights face off against each other in teams. They may represent rival gawds or rival factions that worship the same gawd. These contests need carefully specified rules – there may be an object to capture or it may simply last until the captain of one team is subdued. To issue a group challenge, a knight must first put together his own team. Then he announces a challenge to a group as defined however he wishes. Often knights of different orders or kingdoms will face off in the names of their lieges. This may take the place of an all-out war, or it may be a relatively friendly rivalry.

Some complicated group challenges involve a series of competitive events with points awarded for the team that wins each. Such things are only common in very lawful societies that love rules, as the parameter must be set down in detail beforehand. An impartial judge must also be chosen to interpret these rules. A simple version could be 1 point for the team that wins each of three events, some of the more complicated involve different point rankings for a team depending on what order its members finish in for each event. The judge would assign and tally these points. True knights prefer more immediate results from their contests, of course.

"All comers" is a kind of open challenge. It means a knight stands against any character who comes forward – knight or otherwise. Characters who will accept this challenge need merely step forward and say, "I accept" and battle can commence. The masses love this sort of challenge, but this type of bravery can be exhausting.

Issuing a Challenge

There are several ways to officially issue a challenge. A verbal challenge is simple enough for even the most dim-witted player to understand. There should be no ambiguity when a knight issues a challenge verbally.

A classic is to literally throw down the gauntlet. Where do you think the expression came from? To do this, the challenging knight takes his gauntlet (or a glove, in a pinch) and approaches the individual he wishes to fight. He throws this down on the ground between them. He need say nothing if he does not wish to do so. If he does have to use a glove, he may also slap the character's face with it. As this is not meant to cause serious damage, it is considered bad form to use a heavy gauntlet for the slap. Doing so results in a 5 point temporal Honor hit and the ill will of all knights and nobles present. Like a verbal challenge, this is accepted with the two little words, "I accept."

A character may also set out a shield as a challenge. This involves taking a shield with the symbol of the challenging knight and placing it somewhere associated with the challenged, such as at the door of his estate or on his chair at the royal dining table. Acceptance is indicated when the knight picks up the shield left by his challenge. While throwing down the gauntlet is usually done when there is much real animosity between the knights, setting out a shield is never the least bit friendly. Typically it is done when two knights can barely stand to be in the same room together.

Implied challenges are not officially declared. They occur when a knight draws a weapon and approaches the one he would like to challenge, or draws a weapon after hearing him speak.

Upon accepting a challenge, the recipient can choose the nature of the weapons (blunt or sharp). When challenged by a set out shield, he can

indicates this wordlessly by tapping the shield with the blade or with the hilt. We hope you can figure out what each type of tap indicates.

For any traditional challenge, the default method of competition is the joust. Of course the ultimate choice for this event is up to the two challenged characters (or the captains of each team). Swords, maces and axes are also popular.

MOUNTED WARRIORS VERSUS FOOT SOLDIERS

As we learned from the Combatant's Guide, a character astride a land-based mount engaged in melee combat with an opponent standing on the ground has an advantage of +1 to-hit. This applies to a foe the same size as the attacker (or smaller), but not if the opponent is larger (he cannot get "higher ground"). Also, when a rider on a horse is struck with a critical hit, treat him as a Large creature for the purposes of critical hit location.

A character on foot and fighting a mounted opponent has a -1 penalty to-hit regardless of the size of the opponent. However, if the character's to-hit roll (including all other modifiers) is exactly the number he would have needed to hit his foe otherwise (i.e. he missed by one because of that penalty), his attack hits the mount instead of the rider. This has dire consequences for a knight's Honor! A character on foot can also choose to strike the mount instead of the rider, in which case the attack proceeds normally against the mount's AC rather than that of the warrior. This is often an effective tactic. In the culture of Honor that knights exist within, though, this offense is serious regardless of whether it was intentional or accidental.

A lance that strikes an unmounted character for 15 points of damage or more forces him to make a Dexterity check or fall on his backside. Each point of damage over 15 imposes a -1 on the target's effective Dexterity for the purposes of this check.



BEHOUD

The behourd, also called a field tournament or melee, is a kind of informal joust and tourney that includes imitation battles. In many regions, it also includes bullfighting (or any similar available beasts, sometimes a Bovinian in cruder societies) and target spear-throwing contests.

In the behourd, no one wears armor and so everyone is expected to pull their punches. The behourd joust involves blunted wooden spears rather than lances. Characters still suffer severe bruises, but killing a man in the behourd is considered murder. Competitors usually wear bells to indicate their participation. Foot contests are also held, but with bullrushes or practice wooden swords as opposed to blades.

While it can be held in much the same manner as a full-fledged tourney, the behourd is also a kind of "scrimmage" for knights and squires to hone their skills before the main event. Often a large castle holds a behourd a couple weeks before a major tournament in the hopes that the practice will help that land's knights perform better.

"BLOODLESS" WAR

A bloodless war is a formalized combat in which participants play for Honor. Bloodless wars are rarely fought between nations on the verge of starting a real war, but are sometimes held between kingdoms that finished a war recently. The memories of true war are fresh enough that no one wants to start it up again, but the tension is still there. Usually, though, it is held as a training exercise with knights of one kingdom or between two kingdoms with a relatively friendly rivalry. Rather than slaughtering the enemy, the point is to demonstrate strategic and tactical superiority – then gloat. The affair is also useful for training and drilling discipline.

The object of mounted combat in this sort of affair is to unhorse and capture the enemy, not injure or kill him. Killing a knight in the bloodless war results in the disqualification of the killer and the loss of 6 points of temporary Honor.

The war includes bases and "safe" zones where combatants can retreat to retire, rest and repair armor. There are also "prisoner" zones for captured knights to wait out the event. Captured knights surrender their horse and promise to pay ransom. The money is quite real, and so warriors do take the event quite seriously.

Rules of war are set down for all the participants explicitly before the event. These vary somewhat by location and necessity, but for the most part they involve tournament rules with the aim of less (or no) blood spilled. All such events include complicated rules on footsoldiers, allowing them to help capture opposing knights or prevent capture of their own knights. They do little actual fighting under most rules, they serve more like living chess pieces to prevent escape and so on. Footsoldiers are allowed certain types of blunt weapons. In many cases, this means just quarterstaves.

If a knight is allowed to use a sword in these contests, it must be at least 3 fingers broad and blunted on edges and point. No concealed weapons are allowed and typically the sword is only used in the first event of the tournament.

A joust in a bloodless war is treated as a Joust Without a Tilt for the initial charge, except that two riding skill checks are needed. The first is for the beginning of a charge where a veering horse are more likely to bump into a participant on the same side causing 1d3 damage to all involved and forcing Riding skill checks for both riders; the second is for impact and the potential horse collisions.

Certain bloodless wars are even more symbolic, and allow only a handful of knights from each team to actually take part. Such things are usually formal affairs, and the knights choose among themselves who gets the honor of representing his fellows. There are other types of limited participation events, involving only knights who worship a certain gawd, or only veterans, or sometimes only new knights to give them a chance to prove themselves without risking losing a new warrior.

The overall prizes for the less violent and less bloody types of tournaments ("tourney lites", if you will) are often less than the value of a single horse. The

Honor of winning the prize more important than the financial gain. Of course, a knight who captures many competitors can make some serious coin.

Common prizes for winning a field tournament or bagordi can include such objects as a fine pike, a splendid helmet (made by jewelers), a single jewel, lengths of fine cloth (gold, silk, etc., if such things are not common in the area), gold chains, a fine saddle, or a single minor magic item (such as a Ring of Protection +1).

HASTILUDE (LIGHT ARMOR FIELD TOURNAMENT)

Some nobles consider it cowardice to play at fighting with fake weapons while wearing full armor. These nobles may be bored with the more genteel variations of the sport, or maybe they take their lead from some group outside of Garweeze Wurd. In any case they dress up in either no armor or *cuir bouilli* inlaid with precious metals and exquisitely tooled. This tournament, called a hastilude, is strictly limited to noble participants, with all equipment provided by the host, and is often used as a grand opening to a major tournament. Due to the pageantry of the event, as well as the overly decorative nature of the armor and equipment, cavaliers may participate with no loss of honor. Some go so far as to where nothing but the finest silks, especially those with armor snobbery against leather, even leather covered in gold leaf, feathers, and bells.

The highly decorative *cuir bouilli* armor, or leather made hard by boiling it in wax, is worn over a fine silk matching outfit in the color of the team the noble has joined. Unlike leather armor no soft leather covers vulnerable spots. Below the silk outfit is under-padding made from silk stuffed with the softest goose down, cotton, or other expensive materials. Instead of a helmet, competitors wear an exquisite but impractical headdress showing the heraldic device and colors of the nobleman sounded by a wreath of feathers in the team colors. Matching boots and gloves made from the hide of newborn lambs and dyed in team colors are also worn. Only the gilded wooden shields encrusted with precious materials that pick out the noble's device has any use as a practical defense against a serious attack. Weapons consist of jousting lances and whalebone or wooden practice swords. The swords have a whalebone blade, wooden hilt guard, a semiprecious stone for a pommel, and a velvet-wrapped grip.

No ransom is paid for captured participants, although they are out of the rest of the game. Characters of all classes, or even 0-level humans, are welcome as long as they are of the correct social class (upper class, sometimes MUC or higher only) and on the guest list.

COSTS

The costs of holding a tournament of any kind are significant. The host must arrange for tents, supplies, servants, and officials. This is why there are entry fees, but they rarely cover the entire cost. And while the host is not responsible for lodging all the competitors and their entourages, he must give some thought to whether there are enough inns and commandeered farmhouses to fit all these people.

Another potential cost is lost revenue – while the peasants are attending a tourney and partying they aren't producing taxable product. A field tournament or bloodless war not restricted to the list can ravage the countryside, causing the loss of 4d20+10% of agricultural production in the areas it affects. This is significant, since it is often difficult to confine all the competitors for a bloodless war in one field. Normal tournaments do not do this, but they also cost more in the first place. Most tournaments of any type are scheduled so as not to interfere with planting or harvest, but still it is impossible for several hundred or several thousand visitors to come and go in a few days or weeks and not leave their mark behind.

OTHER MOUNTED EVENTS

There are several types of mounted events other than the joust. These are not held at every tournament, but often the largest ones include every type of competition.

In the Sword event, mounted knights face off with swords. The object and scoring is similar to the joust. The event continues until a knight scores 3

points and wins, one knight yields, or both are brought to the ground. If both go to the ground, the points leader wins. If they are tied, a judge (usually a retired or injured knight) determines the winner. In larger events there are three such judges to help prevent favoritism.

There are also mounted Axe and mounted Mace events that proceed in a similar manner. Because the sword is a symbol of knighthood, these events are considerably rarer. They take place sometimes when metal or swordsmiths are scarce or in cultures where the axe plays a major role in the warrior culture (such as the church of Odin).

Some lands include a mounted archery event. In traditional European knightly cultures, this is very uncommon, but in Oriental lands the bow is as much a part of the elite warrior culture as the sword. Some lands in Garweeze Wurd include target shooting contests from running mounts. These are scored like any normal archery contest, but are considerably more difficult.

For the mounted archery event, you might want to review the rules for missile combat from a mount as discussed in the Combatant's Guide. If a land does not honor the bow as something other than a weapon of cowards, there will be no mounted archery event. At larger tournaments in such lands, there may be spear or javelin contests instead.

Only a character skilled at riding his mount can successfully use a missile weapon from the back of a moving mount, whether airborne or land-based. Even if the weapon does not actually require two hands to be used, the character must be able to ride with both hands free, which is part of his training in appropriate riding skills. This requires a successful riding skill check and is an inherently Difficult maneuver. Failure means he cannot get the shot off, but he does not fall (unless he gets a critical failure on the skill check and fails a Dexterity check).

Unskilled riders cannot fire any missile weapon from a mount (unless the horse is standing still as stone — completely stationary). Assuming the rider is capable of wielding a weapon normally, he can use any missile weapon other than a long bow or a heavy crossbow from the back of a moving mount. He cannot even load a heavy crossbow while mounted or moving). However, the attacker must take a one-step reduction in his normal rate of fire on the following scale: 6/1, 5/1, 4/1, 3/1, 5/2, 2/1, 3/2, 1/1, 1/2. For instance, a 13th level fighter who is specialized in hurling the javelin can ordinarily make 5 attacks every 2 rounds. If he is fighting from the back of a moving mount, his rate of fire is reduced to 2 attacks per round.

In addition to a reduced rate of fire, a character using a missile weapon from the back of a moving mount suffers a to-hit penalty based on the speed of the mount. The penalties are as follows: -1 if the mount is moving at less than half of its full normal rate, -3 for a speed of one-half or more but less than three-quarters of normal, and -5 for a speed of three-quarters normal speed or greater. These penalties apply in addition to those applicable for range, visibility, and so on.

Mount's Current Speed	To-hit Modifier
Less than 1/2 normal	-1
1/2 up to 3/4 normal	-3
3/4 to maximum speed	-5

You cannot successfully use a missile weapon if your mount is performing complex maneuvers, which means anything other than the riding check to be able to fire is required. In certain terrain conditions (broken earth, steep hillsides, muddy areas and so on), two-handed missile weapons cannot be used at all from the back of a moving land-based mount. In such circumstances even an expert rider is forced to use at least one hand to maintain a hold on his mount.

As has been noted in the Game Masters Guide on page 163, further penalties apply on any attempt to engage in missile combat from the back of a flying mount. Short range is treated as medium range and medium range is considered long range for purposes of to-hit modifiers unless the mount is hovering. In this case, the rider suffers no additional penalties to-hit, but still must abide by the reduction in rate of fire given above.

CAROUSEL (NON-VIOLENT JOUSTS)

Carousel is a generic name for a considerably less violent form of event that requires high levels of skill. Competitors go for points, but do not face off against each other directly. Often confused with the bagordi, which actually does involve combat but under restricted circumstances, carousel refers to ring catching and quintain events.

This series of events usually begins with knights parading their horses before the audience. They do tricks and perform riding stunts: jumping, mounting and dismounting on the run, and so on. (This tradition of horsemanship displays lives on in the modern circus.) Rarely is there a scoring system for this; its main purpose is to impress the rubes and set the stage for what's to come. It also helps knight and steed get some exercise. Often a specialized rider who is not a knight performs the truly spectacular tricks at the end of the affair. Characters need not be knights or even nobles to perform in this, they need only have permission from the host. Sometimes these citizens fight with spear and shield (but no armor) in fields alongside the jousting field, dreaming that they could be true knights.

Following this is often a ring-catching game. Small rings are hung from a pole and each knight takes a pass (or three) with his lance at a gallop, attempting to catch as many rings on his lance as possible. Scoring is simple: the knight with the most total rings wins. Ties are not uncommon. Each ring is quite small and considered AC 3. If the knight hits AC 4, he has struck the ring and it flies away, not caught on his lance. There are one, three, or five rings hanging in a line for each pass. The knight must check to-hit separately for each ring. On a fumble, he misses and cannot catch any more rings on that pass. On a critical hit, he catches two rings at once. This game is an early training exercise for squires, as it helps teach horsemanship and lance control. Sometimes squires take part, but due to the difficulty people usually want to see the knights who have a better chance at catching some.

Another practice method made into an event involves the quintain. This is a dummy on a turning pole, with a shield on one side and a heavy sack on the other. A knight or squire charges with his lance, attempting to hit the center of the shield (AC 1). If he does so, he may break the lance or let go and he scores a point. If he hits AC 2 to AC 8, he has struck the shield off center. The dummy swings around and the sack strikes him on the back. He must make a riding check and a Dexterity check to avoid taking a fall. The less sophisticated crowds love this event because it usually does include squires and thus plunges are common. When used as a competition, the first knight or squire to score three points wins the event (and often a minor prize (worth 100 gp or less)).

Horse racing events are so popular that they are frequently held as events in themselves. Knights do not participate in simple races as often as squires or pages (or professional racers). Kings and serfs alike enjoy the spectacle, and gambling on horse races is among the most ancient of traditions. A tournament can include simple straight races, laps of a predetermined length, and chariot events. These events can be deadly, as a competitor must push his horses to the limits of their speed and beyond. A rider who falls has a 35% chance of being trampled by each horse behind him.

Lastly, there are also mounted games, such as polo. These events involve knights and noblemen, though there are rarely as many bets as with straight racing. Each region has its own variation of such games, and many do not have such mounted games at all.

Not all of the events require a mount. Before the sword competition, knights may demonstrate forms of swordplay for entertainment. Again, this is more a matter of exercise and stretching, as it is hardly ever a scored event. The sword competition is among the more popular of these. In the standard competition, each competitor armors himself to the best of his ability and chooses a one or two handed sword. He may use a shield if he wishes. Then they bash each other until one yields or falls due to damage. Surprisingly few deaths result from this, and gambling is a common way for competitors to augment their income. Similar contests involving axes or maces on foot are common in most areas, too. Competitors need not be nobles to participate, but they must at least be sponsored by a particular noble house. A sponsored non-noble must give his sponsor 50% of his winnings for the event.

TOURNEYS AND THE COMMON MAN

The lowly commoner does have some options as far as competing in the tourney. Wrestling and boxing events are usually open to all comers. If not, boxing is called "pugilism". These tournaments proceed in a manner similar to a joust, round robin with winners progressing. Prizes for these events are usually a simple sum of gold (about 3-10 times an individual entry fee). Obviously most of the draw is the love of the game. Again, side bets are a common way to augment this income.

Archery, because of its usefulness, is practiced by both elves and men alike, though many knights look down on it. Depending on the degree of integration and the cultural attitude towards the bow, archery tournaments may be open to all comers. If the tournaments are separated (elves having an "unfair" advantage over men, half-elves may compete in either (if they are allowed to compete at all).

Archery contests are run a little differently. Usually royal contest is held first, again in round robin fashion. However, the last 3-5 archers (depending on the size of the tournament) do not finish against each other, but rather challenge all comers, noble or poor. The competition again proceeds normally, this time until a victor is chosen.

Note that the archer is not accorded the kind of honors a Royal Champion receives, except in the case of the elven kingdoms, where the Royal Archer and the Royal Champion are accorded equal status (and might include women).

As with the joust, magic items or spells that render the game unfair are grounds for forfeiture of the competition and a hit to Honor (4 temporal points).

QUICK ARCHERY RULES

Each of the competitors is allowed to fire three arrows at medium range (giving everyone a -3 to hit penalty) at a target treated as AC 10. Each contestant is judged only by his best shot (i.e. his highest total rolled to hit, including all bonuses for specialization, Dexterity, and magic).

After all shooters have launched their best arrows, the archer with the best shot of them all gets to move on the next round. In the case of a tie, the targets are moved to long range (i.e. -5 to hit) and each contestant gets one additional arrow. The firing of single arrows continues until the tie is broken.

Any natural 20 is a perfect bullseye and automatically beats any other arrows that round, no matter how high the to hit roll. Any roll that totals 20 or higher including bonuses is clustered near the center, and if a natural 20 is rolled after a bullseye, the arrow splits the best shot (i.e. highest rolled to hit) on the target and wins.

THEOLOGICAL DEBATES

While clerics of war-oriented gawds can be knights and fight like men, many prefer to think of themselves as excellent debaters, as they are supposed to be wise and learned. Usually, the debates will center around a specific question, such as: why are we here? or what is the true nature of good and



evil? They tend to avoid questions of politics and never directly confront each other about their faiths. While such events are not well attended by the uneducated, they draw more than their share of sages, luminaries, and the like. Learned sages usually judge the event, for those who care who wins.

MAGICAL DUELS

Magic-users engage in new spell competitions, showing off the latest creations from the laboratory. Spells are compared within spell levels, and originality is more important than improving on an existing spell. Note that most magic-users never sell their spells afterwards, no matter how many offers they get, as the envy they receive is reward enough to him and his sponsoring lord (if any). Those that do sell their secrets often risk giving the competition a big boost for next year! A few magic-users have tried to make a name for themselves by entering these competitions and selling their named spells, but so far none have succeeded with this technique.

Given the potential for mishaps and misjudged ranges, the Royal ArchMage usually oversees these events, and the audience is kept at a distance. Magical duels are not held between two magic-users trying to kill each other, except in lands where magic is common and magic-users can hold positions of high nobility (typically only in magocracies).

In particularly powerful campaigns, there might be royal competitions for best new magic items, categorized along the lines of the tables in the HackMaster 4th edition GameMasters Guide. The prize could even be a contract with the crown making official magic items for the kingdom.

PRIZES

Prizes for theological debates and magical competitions are not as significant as those for true knights. People try to pass off things like "respect" and "goodwill" like they were gold statues. Certainly no such competition will ever result in a patent of nobility, a potential prize in large tournaments that allow non-nobles to enter.

This following specialized terms used primarily for jousting and tournament events.

Arret: a hook on the saddle on which a knight rests a lance

Chain: armor (coif with either shirt & breaches, hauberk, or sleeves)

Great Helm: a conical great helmet, sometimes with a crest)

Harness: full suit of armor

Jupon: tight-fitting doublet worn over the trunk only, which can replace a surcoat

Mandefier: a rigid steel gauntlet (locking gauntlet) used only in jousting

Paldrion: an extended piece of armor protecting shoulder and chest (left side shoulder) that buckles over regular armor. Limits maneuverability (-1 to hit, -3 to Dexterity) but makes shield redundant, functioning as a medium shield. (cost 25 gp, weight 15 lbs., availability by GM caveat.)

Veue: line of sight. A knight must lean forward to have a proper veue through his visor.

Specialized jousting armor is much heavier on the left side and thinner on the right, where blows are unlikely (until the combat proceeds on the ground!). Any armorer who can make the appropriate type of armor can make jousting specific armor at a cost from 10-40% higher. This armor has an AC 2 better on the left side and 3 worse on the right. Armor points are still subtracted as if it were a single normal suit of armor, which each side's AC worsening when the standard suit's would have. Plate and heavier armors have a latch for the helmet, in theory to make it less likely lose one's helmet. This theory is untrue, but neither knights nor armorers have yet admitted it.

Chapter 6

Design Examples

CYCLOPS KEEP

(assuming PM = 1.00)

Base Time to construct: 1,268 weeks

Base Cost to construct: 24,517 gp + 2,452 gp (10% overhead)

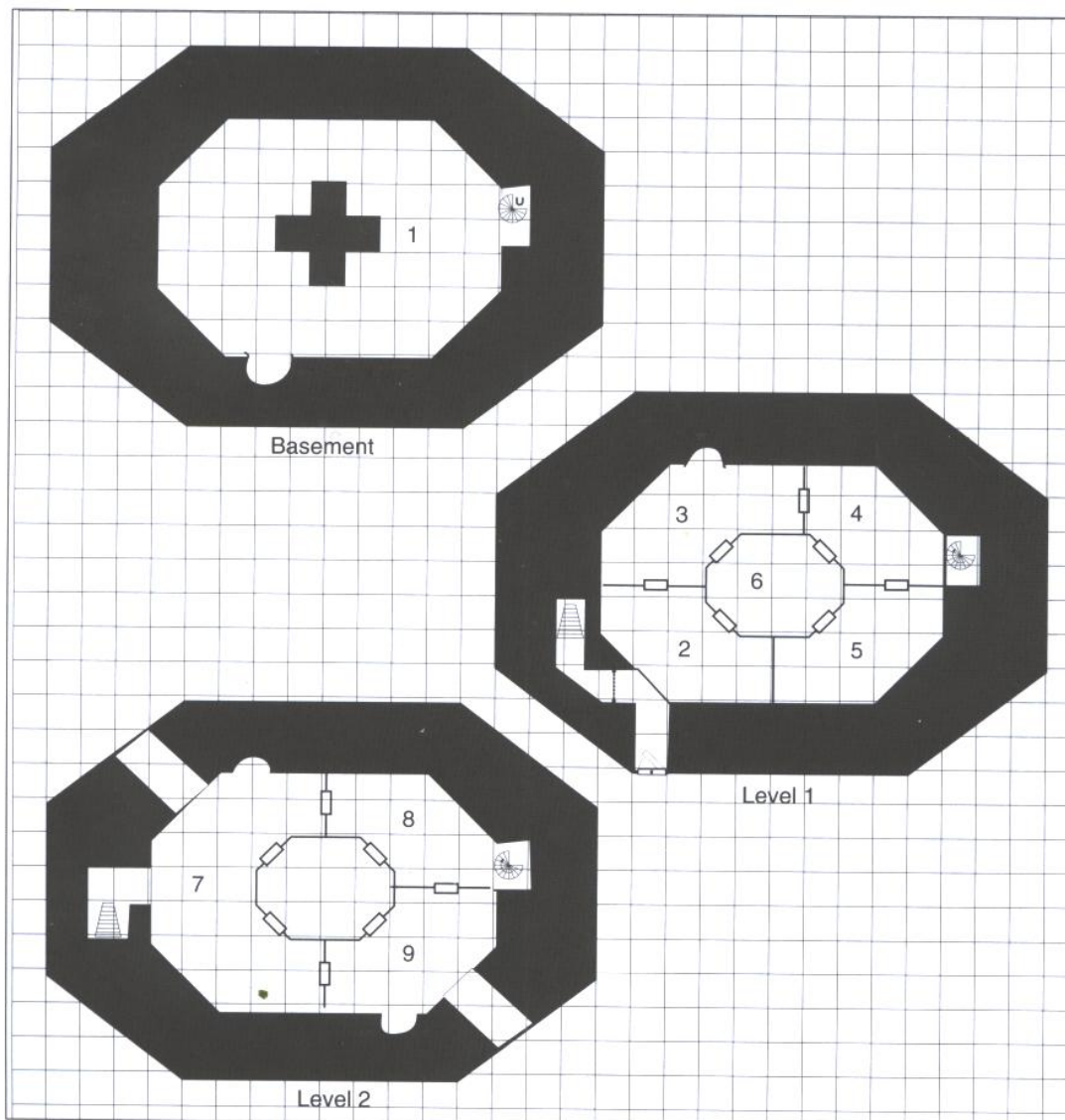
Cyclops Keep is an example of a shell keep, a simple large tower with an outer wall of thick masonry. The inner walls are light masonry or wood. Cyclops Keep has wooden interiors, so that if a fire destroyed the structure, only the outer shell made of thick stone would remain.

A fortress like Cyclops Keep is likely to be built under one of three conditions. Many times, such a structure was the first building constructed on a site, as it takes many stages to build a full-fledged castle. The shell would serve as a fortress in itself, if necessary, while the curtain walls and buildings of the inner bailey were constructed around it. This allows builders without vast reservoirs of coin to spread costs over a longer period of time, as well.

Sometimes those funds run out, and a Cyclops Keep remains as the only completed building on the site. The owners cannot afford to continue, and they certainly cannot afford to abandon a project. Thus they make do with what has already been completed.

Something like Cyclops Keep could also be all that remains of an entire castle complex, mostly destroyed. Later, another occupant finds it easier to do minor restorations than start from scratch.

Cyclops Keep below begins as a motte and bailey arrangement, with dirt dug from the moat used to raise the central mound. The keep itself has only one door with a balcony overhead for defense. Murder holes and arrow loops can be used to hinder the approach of the unauthorized beyond that door. From the entranceway, people go left and up the stairs along the tower wall. The cesspit has a hatch allowing access because the cesspit must occasionally be cleaned out. (This is more than a minor detail. The Chateau Gaillard castle was considered



unconquerable, but the king of France managed to besiege it and take it by excavating the middens.)

Foundation

1. **Cellar:** A spiral staircase leads to the upper floors from this area that contains the well. The ceiling is simple wooden planks over joists, and also forms the floor of the basement. A stone pillar in the center of the space branches out to form four supporting archways. This area houses supplies and emergency food stores.

Basement

2. **Armory:** This room provides storage for weaponry and a place to maintain and repair it. Three arrow loops guard the entryway. A door from this room leads to the Central Well (see area 6).

3. **Barracks:** Five sets of triple-stacked bunks provide sleeping quarters for 15 guards. The fireplace is for warmth and the window looks out into the Central Well.

4. **Undesignated:** This room is a flexible area used for more living space, more storage, or perhaps as a prison. It has no fireplace, so any heat would have to come from braziers. There is a window to the Central Well area, but this could be filled or barred.

6. **Central Well:** This area is open to the sky and some light filters down from above to combat the gloom. While windows surround the area, the only door leads to the Armory.

First Story

7. **Hall:** This is the area entered from the outside door. It is also the primary site for meeting and eating. Two fireplaces heat the area. A slanted window shaft (barred on the outside end) lets some light into the otherwise cave-like place, as do the two windows opening to the Central Well. The alcove on one side conceals a murder hole just above the doorway. Flanking the murder hole on one side is an iron portcullis, which can be dropped through a side opening to bar the entryway below. On the other side is a winch that operates the portcullis. When overcrowding or security is an issue, servants and/or soldiers can sleep in the Hall.

8. **Anteroom:** This room is a place of waiting (for entry to the Hall) and a transit area between the Hall and the spiral stair. Cabinets against the walls hold dishes or linen and bookcases proclaim the wealth and learning of the master of the Keep. A side door leads to the garderobe (another word for privy, something medieval architects were endlessly fascinated by and medieval castle builder were endlessly concerned with insuring worked properly).

9. **Kitchen:** The kitchen has a single large fireplace for cooking and a barred sloping window shaft to provide light.

Second Story

10. **Balcony:** The balcony provides a point of fire for archers and crossbowmen in desperate situations.

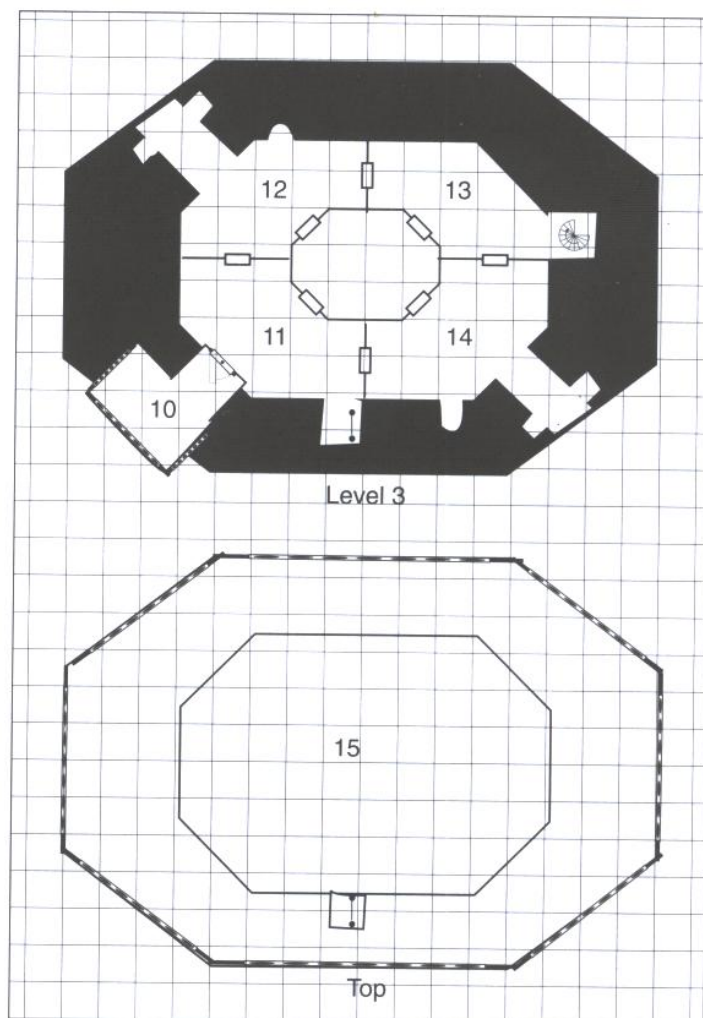
11. **Women's Solar:** This area serves as a nursery, sewing, or spinning room. An alcove allows access by a ladder (or steep wooden stairs) to a trap door in the ceiling).

12. **Bedroom:** This room would hold a huge canopy bed for the Lord and Lady of the house, while their children and servants would sleep on trundle beds or plain mattresses (stored under the master bed during the day).

13. **Men's Solar:** This area serves as an office, study, or library. It includes a window seat and a garderobe, as well as stairs down to the first story.

14. **Second Bedroom:** Very much like area 12, this room is not as well furnished. It could house the Lord's worthless cousin or the Lady's lazy brother-in-law and his retinue.

15. **Roof:** A trap door allows access to the roof. Slate covers light masonry, with the wooden interior building has a thatched circular sloping roof. Crenellated battlements encircle the roof area.



REMMERLIST MANOR HOUSE

(assuming PM = 1.00)

Base Time to construct: 1,823 weeks

Base Cost to construct: 41,373 gp + 4,137 gp (10% overhead)

Remmerlist Manor is a small, fortified house. While in modern terms it would house only one family, life in Garweeze Wurd is dangerous. For purposes of defense, families often live in rather crowded conditions. The typical inhabitants of a house like this would include a knight or small noble and his family, several servants, and a small retinue of men at arms. This type of minor house would stand at the base of the pyramid of feudal power: the lord who lives here rules a small estate with a few farms, generally land granted to him by a higher noble because he had too much to administrate. If the minor lord is lucky, he may even have a village on his lands. The knight can be called into service or called upon for "donations", but does not have lesser lords to hit up for coin.

The serfs who work the farms for the lord would sleep in the barn or tiny farmhouses, if they're lucky. A diligent lord may be able to surround the manor house with a wall or wooden palisade. A wealthier lord may even be able to build a stone hedge.

Manor houses like Remmerlist are useful to many different types of owner. Obviously, most knights are fighter types. But a thief, scholar, or even a cleric could also move in and adapt the place to his own needs. Many such individuals use these places until they can afford (or somehow acquire) a larger and/or more purpose-specific structure.

Remmerlist is a secure little structure with one door and battlements on the roofs of the hall, tower and stair turrets. Under extreme duress, the population of the whole estate (less the villagers) could crowd into the manor house.

The great windows of the hall and the first story pose defensive problems, being very close to the ground. The smaller windows can all be shuttered and barred. An ambitious engineer might design a mechanism for the great windows, but instead the builders chose to position it near a slope to make it more difficult to enter by breaking it.

A midden on the basement level and a cistern on the second story are built into the walls. The two privies (or "garderobes") empty into the midden. This area is entered by an exterior hatch so that the cesspit can be cleaned (at least once every two years). The cistern collects rain water in a tank through a screened drain on the roof. The manor can use this water in an emergency. The tank is about 12 feet by 9 feet by 3 feet, for a total of 324 cubic feet, or approximately 2,424 gallons. At any given time, the tank will hold 1d12 x 100 gallons. With strict rationing, normal humans could use 1 gallon per user (for all purposes) per day.

The main door has a small portcullis that can hinder access to the inner door, which can be barred separately. The tower windows of the basement have small, high openings with metal gratings set into the masonry. These are atop the sloping window shafts that bring light into the tower.

Basement

1. Lower Hall: As one enters the hall, a candle sconce stands by the door on the left, next to a wooden wall. Pegs for hanging clothing line the wall and a mirror hangs by the open doorway at the end of the wall.

Opposite the doorway hangs a tapestry, part of the lord's attempt to cut out some of the draft seemingly inherent to all medieval structures. To the immediate right of the doorway is an inglenook, an enclosed bench with cushions and rugs meant to catch some of the warmth from the fireplace.

Two large fireplaces flank the hall. The lord keeps various costly items (including his precious drinking horn) in a locked cabinet. Short tables and chairs can be moved aside so soldiers or servants can sleep in the Lower Hall when necessary.

2. Kitchen: The large fireplace against the end wall is flanked by shelves for storage of cooking gear. A stone sink is built into the tower wall with piping

form the cistern above, including a valve to turn the water flow on or off. (If left open, the entire cistern would drain into the kitchen, unless perhaps some visiting dwarf or gnome installed a safety shutoff mechanism but such things are hardly standard.) The ceiling is 15 feet high here. The tables, chairs, and racks can be moved aside in a pinch so kitchen servants can sleep here when things are crowded.

3. Storage: The basement of the structure holds a fireplace and could serve many different purposes, usually storage of dry goods and emergency supplies. The spiral staircase begins in this room. A secret door in the hall leading to the stairs opens into a small passageway, ending in a locked door to the vault (V).

First Story

4. Servants: The room is pleasant and well lit, with two window seats, a fireplace, and a garderobe (of course). A curtain hangs before the hall to the stair. Four beds capable of comfortable sleeping 8 stand here, along with night tables and clothes presses, some chairs and a small round table for plotting against their master. Or playing cards.

5. Balcony: This serves as the sitting room of the manor house. With a window seat, a fireplace, two chairs and a hide rug create some ambience. More tapestries hang here to fend off the drafts, and there is a candle sconce by the door. From the balcony rail, the lord can look down into the hall.

6. Winch: This small balcony leads to the winch that operates the portcullis.

7. Upper Hall: This two-story high hall is open to the air, showing what hangs above area 1. Two large chandeliers light the hall and a 15-foot diameter round window pierces the end wall on this level. This is the only glass window (stained glass, in fact).

Second Story

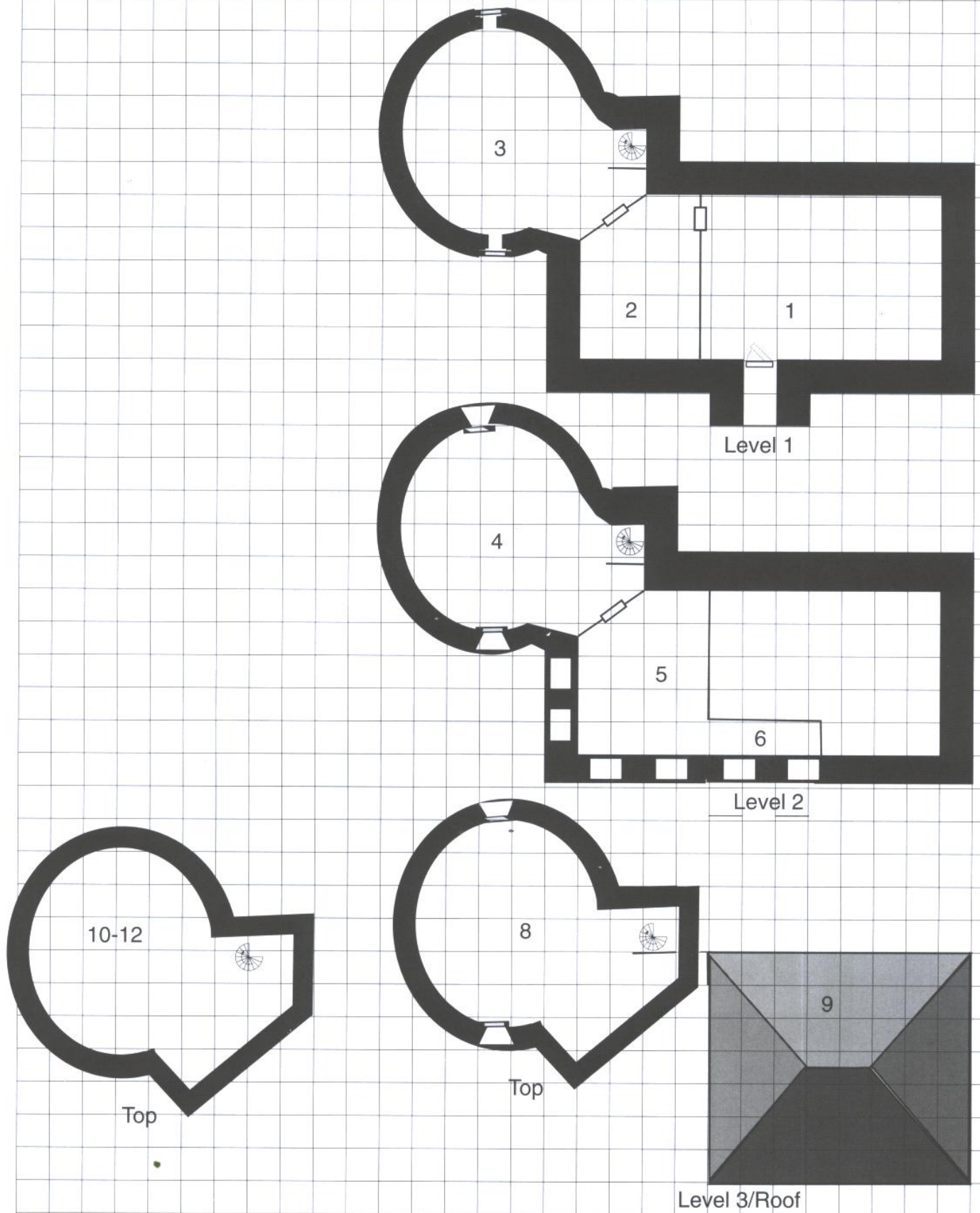
8. Bedroom: The master bedroom of the house holds a canopy bed that could conceal children's trundle bed or locked treasure chests. Tapestries cover the walls. The room also holds a fireplace, a window seat and a garderobe. The large rug in the center of the room is meant to help the tapestries fend off the cold. The lord also keeps two clothes presses, a desk and two fine chairs here to complete the décor.

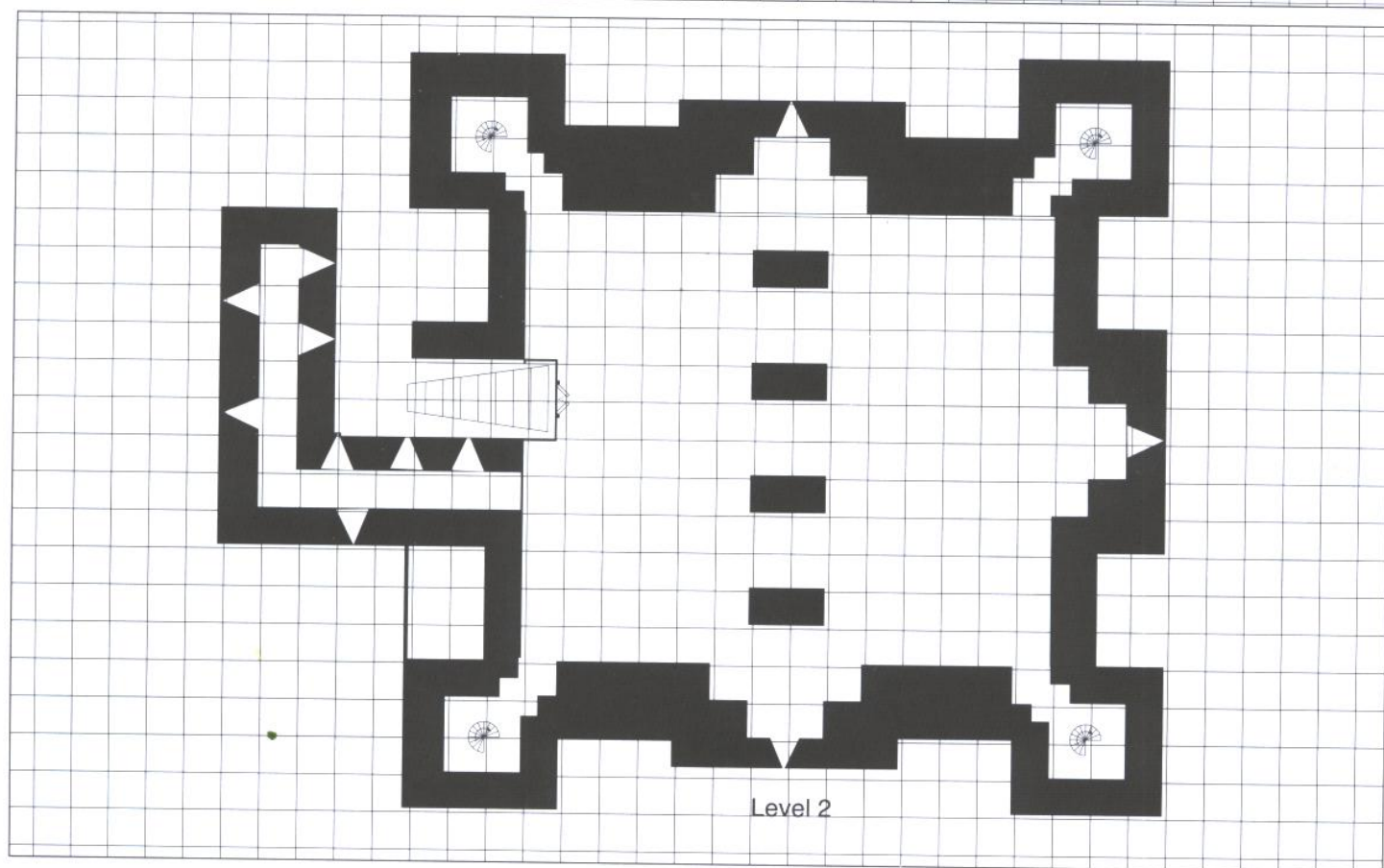
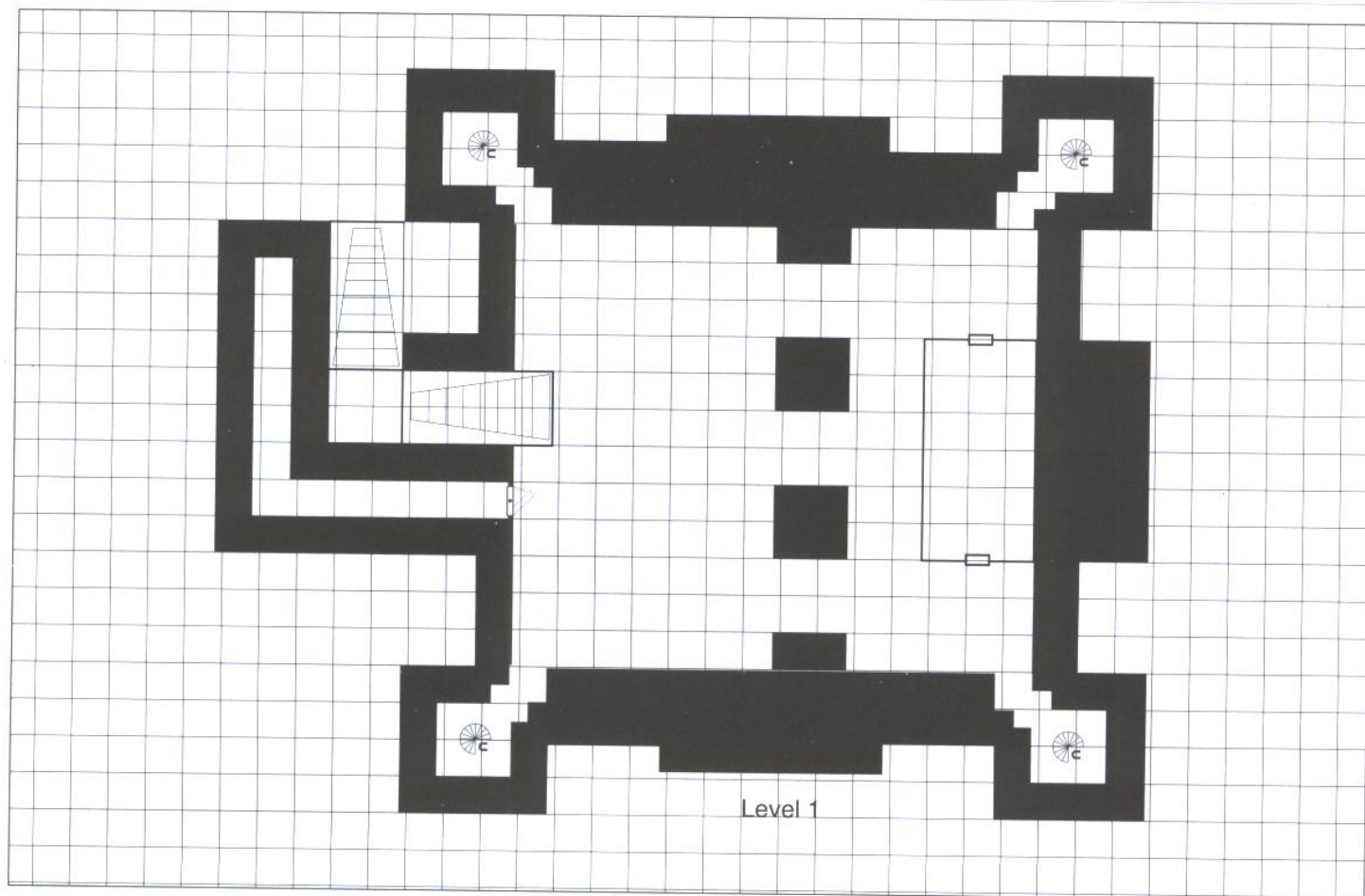
9. Roof: A pitched timber roof covers the hall. The walk surrounding the edge has battlements and corner bastions built upon corbels.

10. Tower Roof: A conical timber roof covers the tower. Battlements dot the walk surrounding the edge. Opposite the chimney pot on one side is the collector-pipe for the cistern on the other side.

11. Turret: The spiral staircase ends at a turret. The design includes no door because the lord has access to a Ring of Levitation and this is a weak point in the defenses. Battlements are built onto the corbels.

12. Turret Roof: A conical wooden roof covers the top of the stairs. The lord means to put slate over this when he gets around to it.





SWAMP CASTLE

This is our design example from Chapter One.

Given the following modifiers for Site Factors, Geography, Ground Cover, Resource Availability, Local Social Structure, Worker Skill and Worker Morale:

Temperate Climate: 1.25

Rolling Hills: 1.00

Swamp: 2.00

Distant/Good Resources: 1.50

Agricultural Society: 1.00

Average Worker Skills: 1.00

High Morale: 0.75

We determine the total production modifier by multiplying all these numbers together (and rounding to two decimal places) for a resulting PM of 2.81. As you can see, the location chosen for the construction is hardly ideal, despite the worker's enthusiasm for the job.

Our base values for this project were:

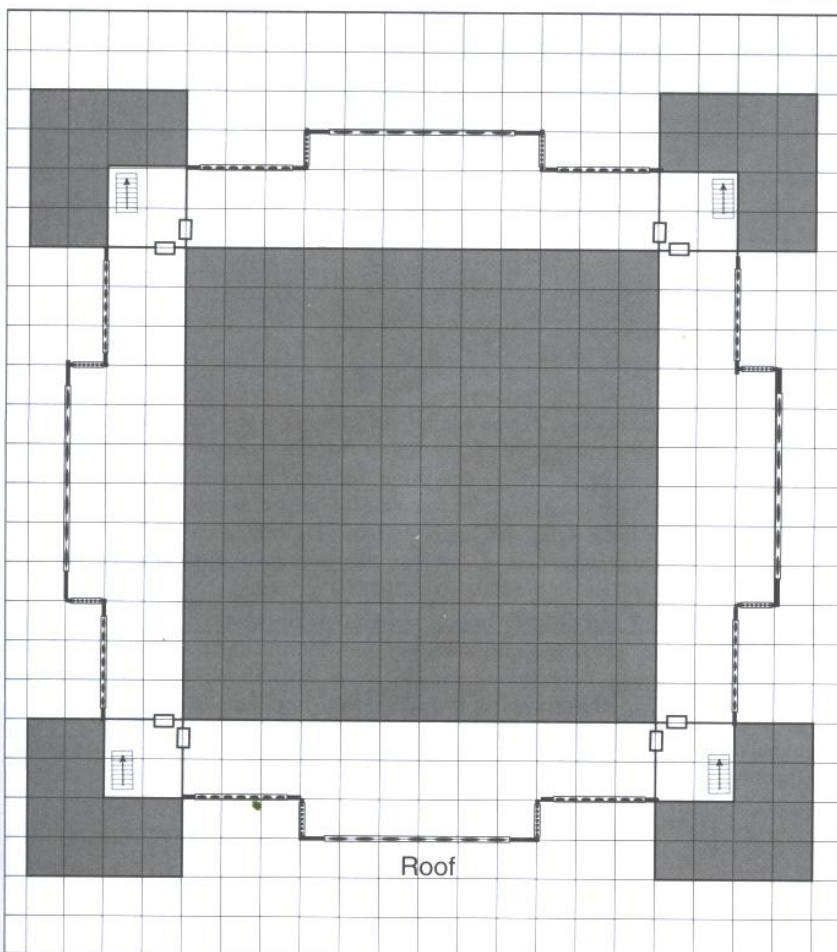
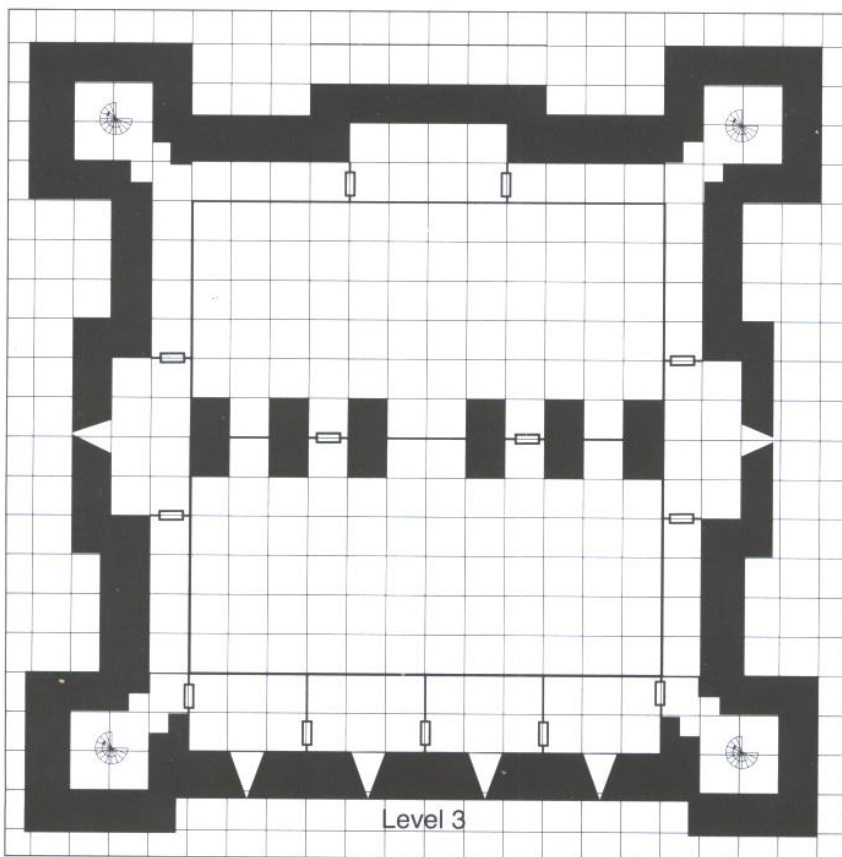
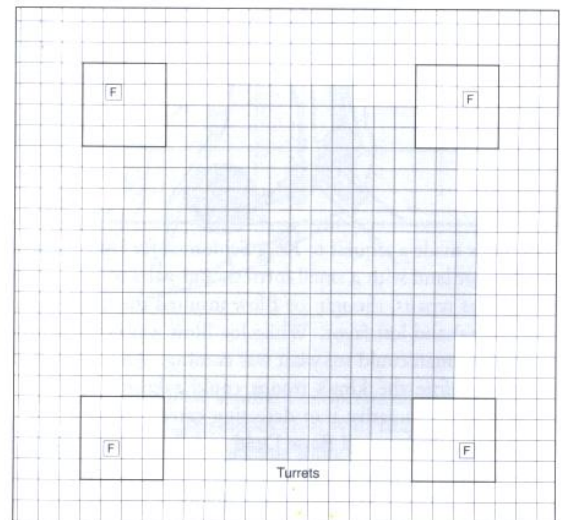
Time: 18,264 man-weeks

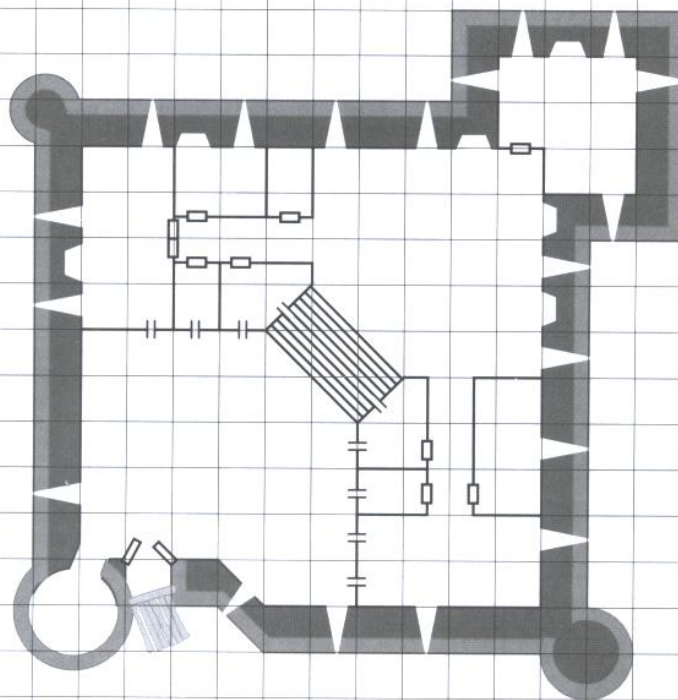
Cost: 298,452 gp.

However, we had to multiply our base values for cost and time by our PM. When we do this, we find that our castle will actually require 55,986 man/weeks to build. Further, it will cost us a staggering 914,891 gold pieces.

Time: 55,986 man-weeks

Cost: 914,891 gp.





MOAT HOUSE

Joe Blow made a request to King Schlomoe for land and lucked out incredibly. He got land with a small fortress, and parts of it remained intact! After some minor repairs, though Joe Blow insulted the king's lifestyle (accidentally, he claims) and lost favor. While Joe Blow was never known for his brains, even a blind man could see what was coming. And so Joe fled the fortress he had built before the king's troops could take it from him by force. He returned to his lucrative trap detecting career, much to the delight of high level clerics willing to sell Raise Dead and Resurrection spells.

Meanwhile, the king has an expensive piece of property that he doesn't need to man and defend. He'd rather sell the place off and take the money. Alas, being a king, he expects to get as much from a buyer as it would cost to build the fortress from scratch! Such is the way of kings, and a wise buyer isn't going to argue much, because kings rarely negotiate.

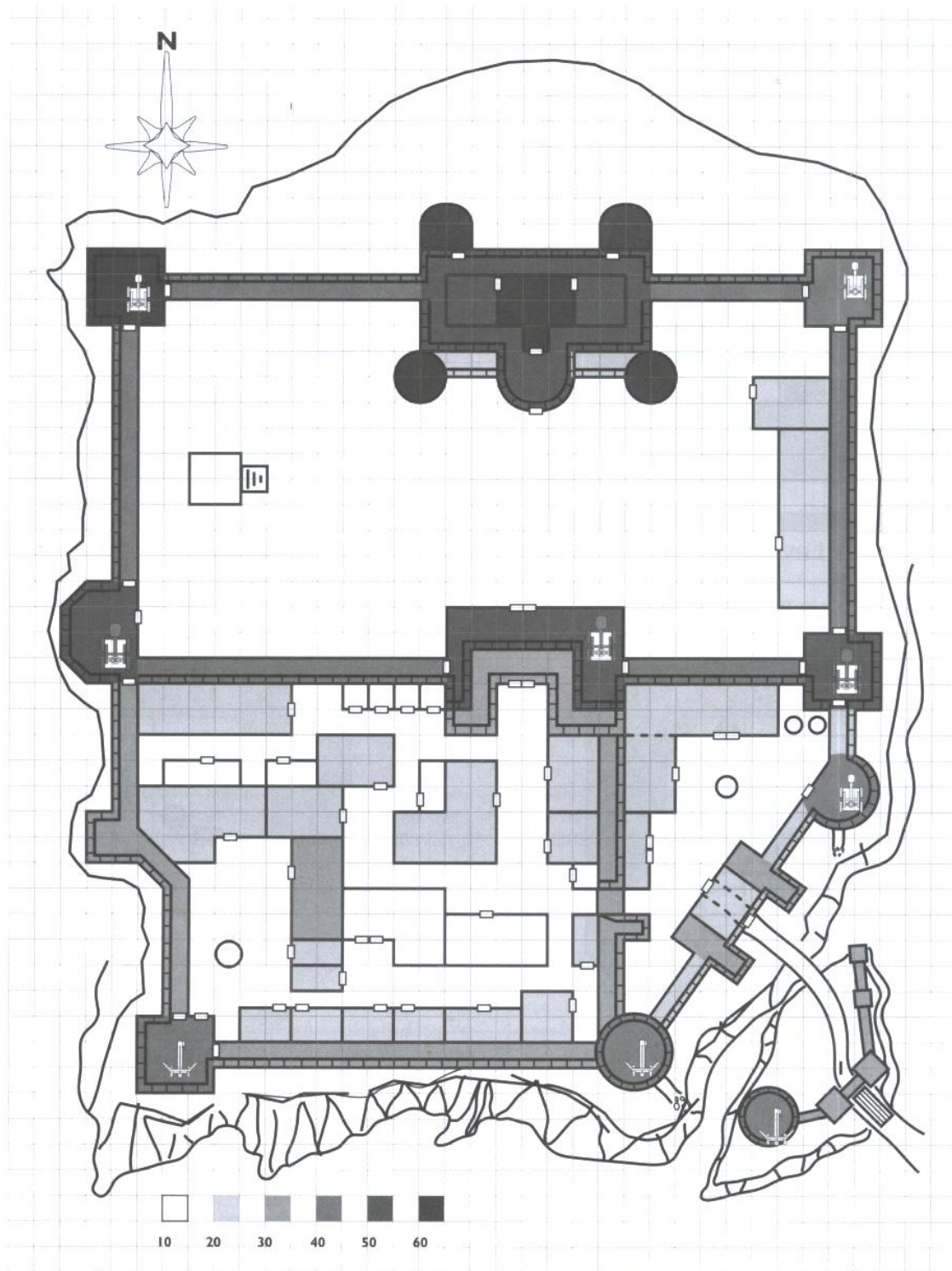
(from scratch, PM=1.00)

Time: 5,030 man-weeks

Cost: 76,756 gp

Luckily for a prospective buyer, that's not a bad price for a small keep, though keep in mind those numbers do NOT account for a PM other than 1.00, which is actually rare (King Schlomoe has been known to have rare bouts with generosity). In fact, an adventure or two might allow a buyer to make some significant improvements. Depending on the location of the structure, its cost could vary from that given to 16 times as much, but typically will run in the 100,000 to 200,000 gp range.

This type of small keep provides an excellent basic model for an aspiring noble. The large rooms and sturdy stone construction make for a versatile and defensible dwelling. Best of all, its relatively simple style allows for even less...confident workers to make useful contributions. This style of keep could actually be placed on a flat desert plain, in the heart of a forest, or on a wide ledge of a mountain. Prices vary by location.



FRANDOR'S KEEP

This good-sized keep is perfect for guarding important passes in mountain ranges. This example was actually built on land that already had the right shape for its design, so the builders did not need to spend time digging and piling the rocky soil. The basic costs were:

Time: 26,795 man-weeks

Cost: 452,480 gp

The Production Modifier, if we assume a temperate climate (1.25) in moderate mountains (3.00), on barren slopes (1.5) with near and good resources (1.00 – the keep could be on a major trade route with the support of a major government whose security depends on it keeping out invaders) is easily calculable. When we consider the workers are from an advanced agricultural society (0.75), with good skill levels (0.75), and high morale (0.75), the total PM works out to 1.19 (31,886 man-weeks and 538,451 gp). That's still not a bad deal for a remote keep!

Details on at least one possibility for populating this keep can be found in the supermodule *Little Keep on the Borderlands*.

Classic Class Designs

While there are a number of standard designs for castles and fortresses across Garweeze Wurld, individual builders all put their own stamp on a design. Not every stronghold is the castle of a knight. Each class and race has its own classic element of designs. While every individual structure has its own peculiarities, here we present a number of features common to many strongholds built by or for specific types of owners.

THIEVES' CASTLES

More properly called strongholds, or hideouts or sometimes lairs, thieves build their fortresses near cities. They rarely seek significant land grants – by the nature of their work they need only own a building or two in an area with enough commerce to support the thieving lifestyle. Thieves rarely take their land by force, instead simply purchasing it outright or arranging to win it through guile (or simple cheating). A few might try to steal or forge a land deed, but generally even a griftmaster wants the law on his side when dealing with his own property.

A thief's stronghold is unique in that it is actually best that it appears to be an average or even meager-looking building, something that won't draw attention. Something that gives no evidence of the wealth that could be hidden within. The interior of the place can be, and usually is, quite luxurious.

Thieves' estates often began as wooden buildings, with major construction and improvements added as the owner's success grows. Frequently parts of the structure will be replaced with stone, and perhaps all of it in the case of

great success. Still, the majority of effort goes into the traps and protections that deter those who saw past the impoverished façade and attempted to rob the robbers.

ASSASSIN'S LAIRS

Similar to thieves' strongholds but with a considerably more sinister purpose, assassins' lairs are rarely as luxurious as their (often) less violent kindred.

MAGIC-USERS' KEEPS

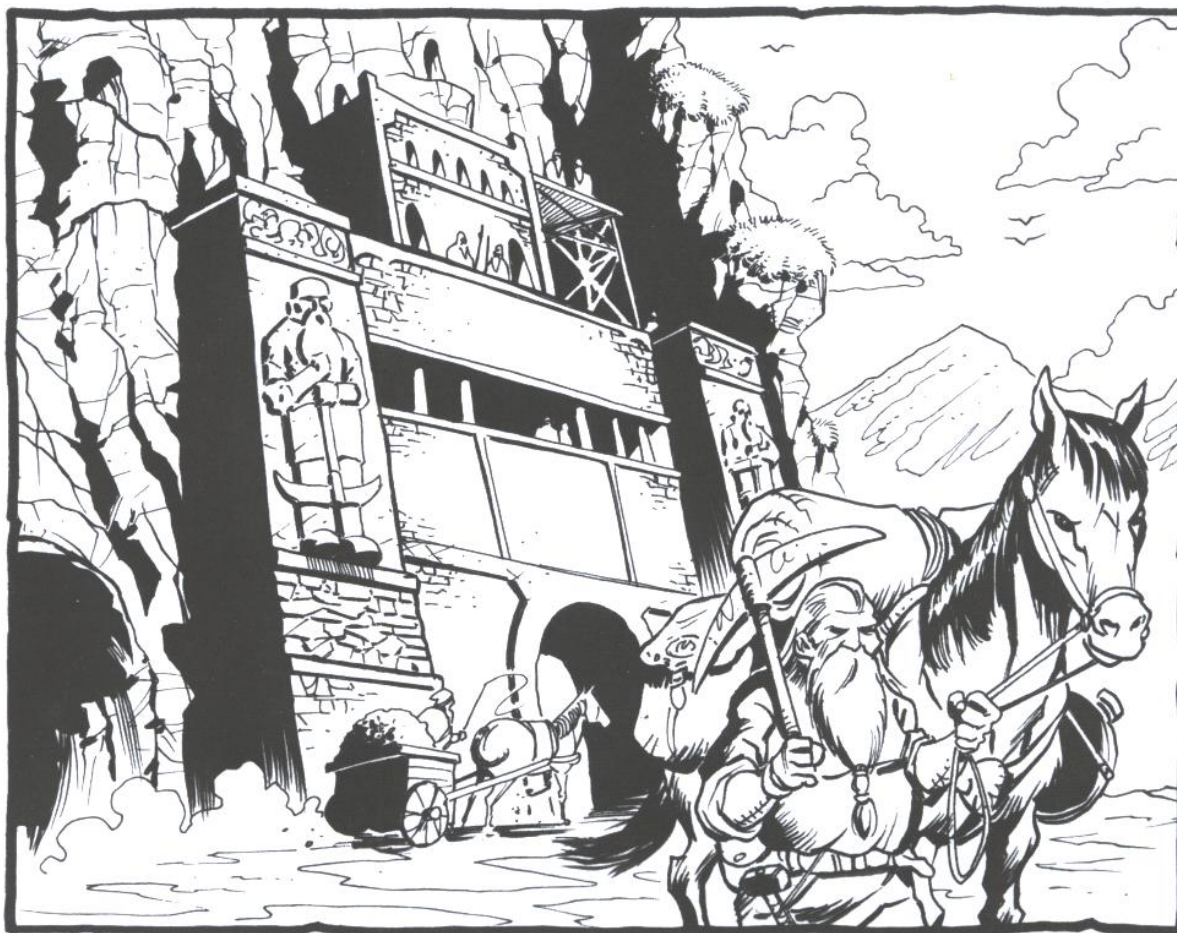
Magic-users who build keeps or towers tend to be haughty and reclusive. This second works out well, as they also tend to blow things up quite a bit. Even those who have titles and the responsibilities of a noble prefer not to deal with many people.

While some magic-users could storm a keep to take it by force, most of the land magic-users are after will not be defended well. Without large staffs and garrisons to support, magic-users often don't care about things like rivers and supplies (some can even periodically Teleport in what they need).

Being for the most part antisocial, if not downright nasty, powerful magic-users build simple, foreboding structures of stone. Magic-users who build wooden strongholds have an unfortunate tendency to die in the fires and collapses their research causes. (Note that they need not be researching explosive magic to have explosions in their research – magic itself is a notoriously unpredictable force. That is one reason that standardized spells are so valuable and sought after.) An Arch-Mage's lack of ingenuity when it comes to design and mechanical traps can be more than made up for by the numerous spells and protective wards they can put in place over a period of several years. Even the least imaginative magic-user is going to have Wizard Locks and Mage Locks throughout his fortress.



A "guest" at an assassin's lair is treated to all the amenities



CLERIC'S FORTRESSES

Temples own large tracts of land throughout most kingdoms in the land. Most houses of worship serve as large central buildings, but only a few are truly fortresses in the sense of traditional castles. The gawd's whim and his followers proclivities determine the exact size and shape of a temple, and they vary considerably.

Clerics have a natural competition for taxes/tithes with the secular lords of the land (except in theocracies), and that tension can lead to even an otherwise non-martial temple could have some need of defensive works.

DRUID'S SHRINES

Druids should not build massive structures out of hauled stone or cut trees. They typically acquire land through a charter, rarely conquering it in any traditional sense (though they might use the beasts of the forest to drive out undesirables). Druids' lands are sparsely inhabited by "civilized" races.

The landholding druid begins by carefully selecting small areas of his realm to clear. Usually old spirits and the influence of nature itself assist in these choices. The "stronghold" of the druid always blends in with the surroundings. They may include walls of naturally fitted stone with carefully tended brush and growth (thick thorn bushes and briars are a favorite to deter enemies). When necessary, druids can be patient in growing and building their homes, though they may magically enhance the rate of growth when impatient. These unique structures have little in common aside from the time involved in growing the walls (and the fact that they're made of intertwined plants).

PALADIN'S CASTLES

Most competent paladins will build a fortress very much like a traditional castle, though they will of course add elements of their gawd's and temple's influence. The mixture of piety and defense makes for structures impressive in both defensibility and appearance.

Many people would consider a paladin's castle the paragon of castle construction.

RANGER'S FORTS

Typically these begin as wooden structures and often they remain so. Rangers tend to remain more practical than decorative in their forts. In fact, given their lifestyle any decoration at all in a ranger's fort seems out of place. While, much like druids, they make every effort to build in harmony with the land, unlike druids, rangers will put defense ahead of maintaining the land if it becomes necessary. Luckily, they usually find a location that allows them to avoid clear cutting, strip mining, and other common elements of major fortress construction. Also like druids, they make full use of terrain, particularly swamps, waterways and "hidden" valleys to deter enemies.

Rangers are seen as more lenient rulers; even if he owns vast tracts of land the ranger rarely imposes his will on it or on its inhabitants. Nomadic or semi-nomadic people often get along with them well, because of this natural understanding.

DWARVEN CITADELS

Dwarves much prefer a fortress within the grip of the comforting earth underground. However, when forced, persuaded, or paid to work on above-ground structures, dwarves leave their marks in several ways.

A castle designed by a dwarf might seem confining and convoluted to human eyes, but is intended to recreate the feel and comfort of the caves dwarves prefer to find and expand into strongholds underground.

Any time dwarves guide the construction of a castle, consider the workers to be of at least Average skill. The dwarves have a natural inclination to compensate for weakness in this area and make sure no humans have to overextend their rather limited knowledge and ability. When the workers are primarily dwarven, they are considered to be of at least Good skill.

Dwarves do not use slaves to get their work done. While they cannot comprehend the nature of "slackers", they refuse to use intimidation and fear to get work done. Many dwarves believe that the essence of the labor force is as much a part of a structure's foundation as the stone itself. A stronghold built by happy, hard-working dwarves will serve better and longer than one built by cowering incompetent buffoons. Dwarves love their treasure, but they also love a hard day's work, and they pay well when necessary, so long as workers are putting in at least 100% efforts. Still, even when forced to work aboveground dwarves prefer to work with their own kind. Even if they cannot fill out an entire construction force with their kin, they seek to fill important supervisory positions with the most qualified candidates (i.e. dwarves).

KIVA DESIGN

This favorite of dwarven designers is noted for its defense and imposing appearance. To some, it is a classic image of the stalwart fortress. The design of the Kiva citadel is that of a powerful fortress built on a ledge or atop a sheer mountain face. Many include an extended stone shield to protect from air-borne attacks. A single, thin, winding road leads from the fortress to the world beyond, often with its own barbicans and gates, to make the thought

of assaulting the place even more formidable. So far as history tells, only a handful of kiva fortresses have ever fallen, and those only with massive losses on the attacker's side.

Within the castle, wells and ponds stocked with fish allow the castle to withstand long sieges. Dwarven inhabitants also raise underground-adapted cattle in the caves from which they quarry rock to build the walls, and many of their favorite types of edible fungus require neither sunlight nor fields, as typical aboveground agriculture does.

Pit and Cistern Style

This unique type of dwarven citadel is usually constructed only in areas with large stone outcroppings or dense clay soil. The fortress itself is actually underground, centered around a naturally occurring or mined pit dug straight down. Around the edge of the pit is a wide, spiraling staircase, large enough to take ponies, mules and even horses as well as men and dwarves. At intervals, they dig tunnels at slight upwards angles from the central pits. These lead to the halls of the fortress, small and great, as well as storage areas, quarters, and so on. At many, of not all, of the ends of these tunnels are cisterns for drinking and bathing water. When finished with this water, it runs down the tunnels into the central pit. The bottom of the bit is thus a pool that can be used for raising fish. The ever-clever dwarves can also use the running water to power winches and various mechanical devices.

One major advantage of this construction is that it is easily expanded: simple dig more tunnels. In a pinch, the central pit can be drained, dug lower, and more chambers can be added.

Spoked Well Design

This construction is similar to a pit and cistern design. It has several central "wells", from which tunnels extend in a similar pattern. Some of these connect with each other, often with secret and concealed passages. Each well reaches a depth of no more than fifty feet. In some cases, an older or smaller pit and cistern design is converted to a spoked well pattern.

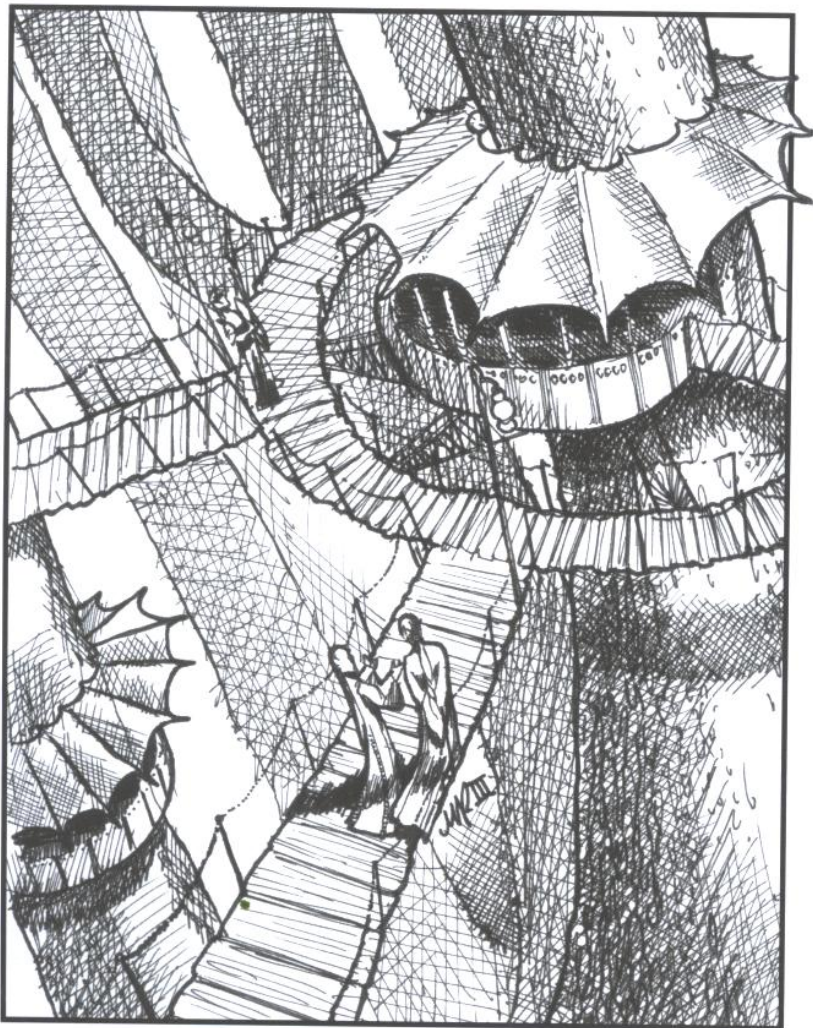
ELVEN SANCTUARIES

Elves, though similar in appearance, see strongholds differently than humans do. For one thing, elves prefer the euphemism "sanctuary", as for the most part they do not build structures for purely military purposes. Even so, they have always given an eye to defense when making their "sanctuaries". They're just being uppity. And of course grol and drow have their own outlooks to consider. Their sanctuaries tend to the more sinister, though even these serve more as bases for operations than a human-style strategic fortification.

Elves put their long lifespans to good use when constructing their sanctuaries. It's not a matter of being patient, in human sense, so much as a vastly different perspective. An elf might see a sanctuary from beginning to completion in a mere century. He need not take any unusually compliant attitude to think nothing special about spending decades to construct a sanctuary.

An elfen sanctuary begins with a simple idea. As the years go by and it grows into itself, the land and the elves' desires shape the new elements as it takes shape.

Elves do not use dead wood to make their homes. They may "allow" younger races to cut and dry living trees for their own purposes, but to an elf a home, even a fortress, should be a living thing in itself. They do use cut stone, but only as a complement to the land. It must never block the sky or put down inappropriate shadows. Comfort and warmth are as important as defensibility, if not more so, and critics suggest that an elf would rather invaders feel welcome in his home than repel them. Unless the invaders are Orcs....



Elves hardly ever allow other races to work on their sanctuaries. Younger races may not even understand how to work on an elven design.

They also have no concept of land ownership in the sense of younger races. Elves use the land without harming it, and they understand territories – they will even die to defend their homes, but they do not lay claim to huge swaths of land.

Elves will never use slaves or pain inducements, and they rarely use gold or monetary inducements. Often they use pacts, or a spoken word of agreement, assuming they can trust the workers of another race. For races with shorter lifetimes, they may not even see much change in the structure, but usually they are happy to partake of the elves' hospitality. The elven builders tend to see the snickering of those who think they are "taking" the elves as the folly of youth.

Given the long history of the elven races, the entirety of detail about their sanctuaries remains unknown, perhaps even to elven scholars. What is known is that nowadays there are two basic designs of elven strongholds: the Green or Leafed Labyrinth and the Sky or Cloud Circle.

Leafed Labyrinth

This type of labyrinth, like many, is best imagined as if looking down on it from above. The roof of the structure consists of the tightly interwoven top branches of many trees. From the ground level, it appears as a maze of greenery.

Designing such a grove takes many years, and depends on the species of trees used for "building" (which is actually controlled growing, more like gardening than carpentry). Often the elves use faster growing trees such as poplars or even bamboo at first, then over the centuries, stronger but more slowly growing trees such as oak and maple. The maze, especially the outer sections, are riddled with brambles, thorns, and briar patches to deter in those who don't know the correct routes. The elves generally try to keep these things unobtrusive.

Sky or Cloud Circle

This type of design takes its name from the circle of open sky at the center of the stronghold, through elves can enjoy the natural light of the sky. Though less complicated, this design does not necessarily take less time.

To begin his "castle", the elven lord grows trees at predetermined sized rings. At maturity, these will create green courtyards of various sizes. The trees are carefully molded and directed as they grow, creating rooms for storage areas, living quarters, dining areas, libraries, sanctuaries and so on.

The Sky Circle and Leafed Labyrinth are characteristic of wood elves and many high elven cultures. Some high elves still build castles of stone, more reminiscent of human gothic constructs. Tall and airy, these blend with their surroundings. They maintain an ethereal beauty and yet are known for being very difficult to take. Gray elves make more use of magic in their strongholds than any other elves. Each gray elf stronghold incorporates new and innovative uses of spells that lesser intellects would find somewhat...well, useless in building a fortress.

The grol build military encampments when they need to, earth and wood structures that can be put together quickly. Unlike other elves, they are not terribly concerned with the natural environment, in fact they prefer to utilize it rapaciously and even if they are going to lose a battle, they prefer as much carnage as possible.

Aquatic elves grow coral castle under the sea or build flowing structures near the water, when they build strongholds at all. They are far more likely to move into already existing grottos, and rarely band together in the numbers generally needed to justify large scale construction.

Drow build their strongholds underground and make extensive use of magic, traps, and three dimensional tunneling. Many drow fortresses include empty shafts between levels, as Levitation is almost as natural as walking. They know that enemies who sneak in can have trouble negotiating such structures. Another tactic is to build tunnels at angles – it may not require

Levitation to move up them, but dropping boulders or oil (and then lighting it) is an enjoyable sport to the drow.

Half-elves may go with elven styles, but many take a more human view of the need for strongholds. They'll tend to make a grody and other more heavily defended wooden designs before making much use of stone.

HALFLING SHIRES

Contrary to popular belief, outside halfling communities, anyway, these pint-sized people do build defense works occasionally. While not generally inclined to military or adventuring professions, those halflings who do feel the call have a great influence on their architecture. Most halfling settlements consist of clean, dry, comfortable holes dug into hillsides and such, but many do have actual fortifications as well.

The little people prefer simple motte and bailey designs. For one thing, they do not want a home to contrast with the land too much, even when they do put an eye on defending attackers. For another, most halflings consider large stone-based structures too "dwarf-ish". In return, dwarves have been known to call halfling strongholds "amusing", while elves appreciate the intent despite the fact that the homes are made of dead wood. These races rarely face each other in large conflicts, however. Orcs and Goblins have, on the other hand, often found that halflings can build and defend their lands with alarming effectiveness.

The biggest difference between a halfling castle and one built by or for humans is that halflings always construct extensive underground tunnel systems. The central tower may be the main element of a human castle, for halflings it is just one small part of the fort sticking above ground. Though they do live mostly underground, comfort is crucial to halflings. Rooms may not be large (or even tall enough for non-halflings to stand in), but they are plush, warm, dry and accommodating. Nearly every room in a halfling fortification includes a stove or fireplace.

One reason halfling structures have more stoves per capita than any other race's is their love of food. Halflings build vast areas in which to store supplies, particularly food. No records exist of any successful prolonged siege against a halfling stronghold – they simply keep too much food on hand (and apparently are capable of rationing when absolutely necessary). Those few observers who have been caught in a halfling structure during a siege report virtually no decline in quality of meals – halflings keep well-preserved meats, fine wines, and clean wells, not merely some salted meat and moldy grain. Some of them claim for years that the fare in a halfling castle under siege is preferable to that any other castle at the height of peace and prosperity. Halflings claim that a hungry halfling is one of the most dangerous creatures in the World, though very few people can reliably report having ever seen such a thing.

Halflings do not use slaves, largely as a matter of distaste and convenience, with perhaps some moral judgment thrown in. They do have tend to have stores of small gold and silver trinkets to encourage workers, though many workers report seeing the same objects repeatedly. Perhaps a small number of little whitesmiths work on creating similar trinkets for payment...

Halflings do not build near or in swamps or wetlands, preferring temperate areas that sometimes run to dry. They don't mind cold, because they are adept at creating hearths and their homes are designed to stay warm (layers and layers of earth make for excellent insulation).

Most halflings don't worry about things as "human" as land charters. They might procure arrangements from neighbors to ensure that their claims and lands are recognized. The idea is that the other races will let the little fold to themselves in peace, a favor the halflings are more than happy to return.

Hairfoots tend to build more mixed structures, but prefer earth in their strongholds. Stout strongholds are usually stone footed concerns with earthen or wood tops, similar to human fortresses but built to accommodate smaller stature. Tallfollows prefer wooden structures or wood and earth and usually avoid stone except when necessary (they won't avoid building somewhere simply because stone would be necessary for part of the structure. Thug halflings tend towards guilds and secret inner city lairs, even if they are not thieves. Non-thieving thugs could build kobars, teaching temples, cloisters, and so on.

GNOMISH FORTIFICATIONS

To the untrained, gnomes and their ways may seem reminiscent of dwarves, but over the centuries they have managed to develop something like a culture of their own. For reasons that remain unclear, gnomes have far too many males born to them. Perhaps this is one reason why their communities run towards defensive issues, whether by strength of fortifications, illusions (magical and mundane), or deception.

Gnomes are known for both their ability to work materials (stone or wood) when desired and for not violating the idea of "harmony with nature".

Because of their long lifespans (and some might say lazy or at least "non-industrious" nature) gnomes are known to take their time when building castles. They aren't growing the land into their vision, they are just taking as much time as they feel like they want (not need). On the plus side, they don't cut corners. They tend to have small work forces, too, so it's difficult for someone to truly goof off.

Gnomes do not use slaves and rarely pay for services outright. They prefer to convince others to help, thinking that those who work solely for money are slaves to coins. As far as gnomes are concerned, they see little difference between these types of slavery in the results.

Gnomes are known to be partial to a spoked wheel design similar to what many dwarven citadels use. Towers in such designs are rounded and include full battlements. The gnomes themselves try to keep the details of their lairs quiet to discourage invades. It is known that they make use of misdirection, and to a non-gnome the destination of many passages may seem nonsensical – even impossible. Not only does this fit in with the gnomish love of practi-

cal jokes, it makes unauthorized visitors or invaders unable to take, hold, or fight back against gnomish guerrilla defenders.

Sometimes gnomes use the kiva design. They use the strongest rock outcroppings they can find, usually with a softer rock on the back to cut stairs and entrances. These strongholds can remain impervious to weather and attack for hundreds of years.

Gnomes have their own Byzantine legal codes regarding ownership and usage rights, though they sometimes deal with dwarves or humans if in close proximity. These documents mostly concern defense and non-aggression pacts, it is rare for gnomes to ask another race for the right to settle lands claimed by their governments.

GNOME TITANS' CASTLES

Unlike standard gnomes, gnome titans are perfectly happy to invade, conquer, and defend. They retain much of the gnomish love of games, sport, gems, and drink, but they add to that a thirst for military adventure rivaled only by the most martial of other cultures. They build definitively military forts out of whatever is available in the area: wood, stone or earth. Frequently gnome titans make kobars or military schools to not only improve their strategic position but insure a constant supply of competent soldiers for the long term.

While normal gnomes will never use slaves, gnome titans will certainly consider using slaves of other races to do menial tasks. They aren't stupid enough to entrust slaves with important or complex operations, but they see no need to pay even a copper piece more than necessary to get the job done.

If something is done poorly, they can always undo it, brutally punish those responsible, and use those examples as encouragement on the remaining workers.

Gnome titans tend to be fairly organized, especially when it comes to military matters. Thus their fortresses also tend to be very organized and predictable.

PIXIE FAIRY CIRCLES

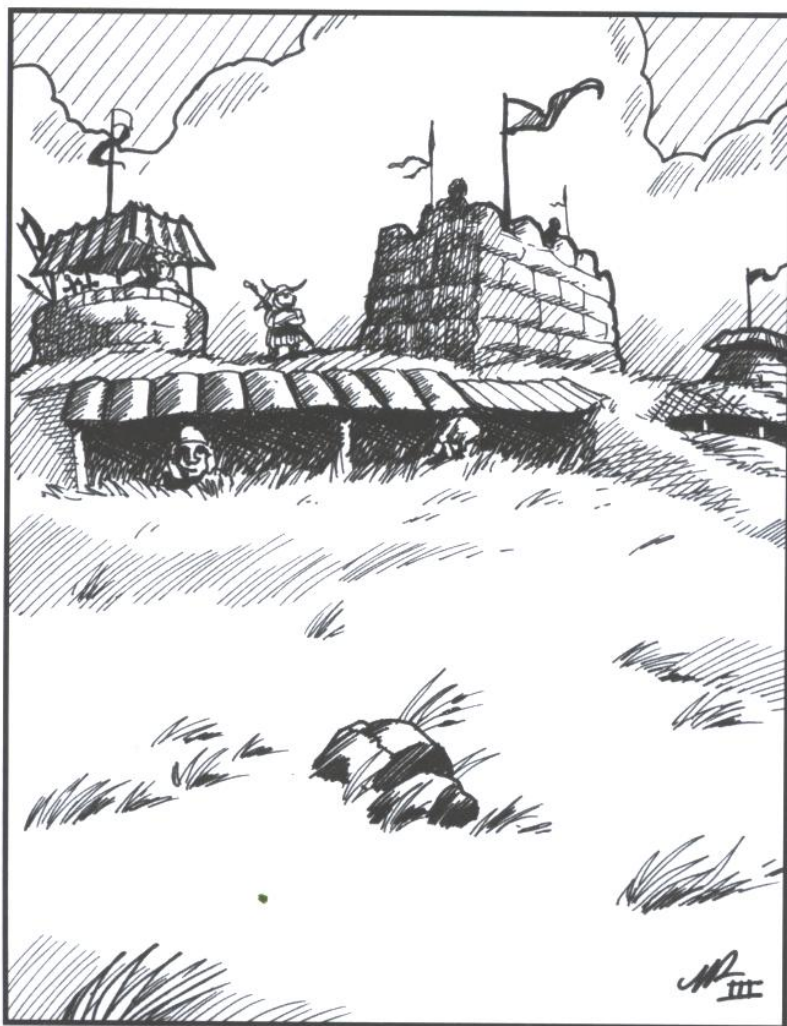
What? Do pixie fairies actually do much in the way of constructing defense works? Well, not in the same way as the full-sized races. Pixie fairy circles are usually made with the idea that monsters will be a bigger danger than invading armies. The first line of defense is secrecy: don't let the beasts know you're there. Beyond that, pixie fairies employ magic to make an ally of nature itself. They may have agreements with friendly plants and creatures to help fight the types of things that are likely to see a lair of 18-inch tall fairies as a threat (or food). These things are rarely intelligent, so the pixie fairies need not adapt their defense strategies much.

Pixie fairy circles can be made in living trees or in "Fairy Mounds" (with a hollow hill underneath) or "Fairy Circles" (ring of mushrooms/fungus, large mushroom houses). If one is lost of some reason, it's not too difficult to find another.

While individuals may only live 3 months or so, a single circle exists to serve as a home to generations of pixie fairies, if it does last.

ORCISH CITADELS

There are those who say that orcish citadels are essentially pits from which Orcs can fight back at attackers, and they are pretty much right. Orcs do not build structures to last, and if one becomes filthy and starts to crumble under its own weight, they have two options: keep living there or build another at pretty much the same level of "craftsmanship". Chances are about even. One often overlooked advantage of such shoddy construction is that armies usually don't bother attacking (they don't want the place, anyway).



Not surprisingly, Orcs love using slave labor. The whip and the spear are as important in their building as the rope and the pulley. Because of their brutality and lack of concern over the lifespan of slaves ("we jus' fine moor!"), the workers' morale always begins as Very Poor, and doesn't go down from there largely because the scale doesn't go any longer. Orcs constantly lament the "laziness" of all the other races.

Still, Orcs can build their forts anywhere. Typically the construction consists of wooden palisades surrounded by fields of broken boulders and sharp rocks to prevent organized assaults. It works out well for the Orcs, with fields large enough to prevent siege engines from getting close by tasks that even the stupidest, laziest slave cannot mess up (moving rocks and sometimes hitting them).

Within the palisade an orcish citadel includes a sharply angled motte topped by a basic stone fort. Usually the great hall dominates the first floor. Elite troops and leaders have quarters on the second and perhaps third floors, away from the muck commonly found at ground levels, and the top floor is dedicated to defense: arms and emergency supplies. Orcs love battlements and arrow slits, and have been known to build so many that the entire structure looks distinctly odd to those of other races familiar with them. Despite their love of battlements and arrow slits, they rarely think to add any other elements of defense, such as machicolations or even murder holes.

Orcs only acquire land by force. They do use paper from time to time, but never as charters or royal contracts.

Larger creatures need much larger lairs in which to feel comfortable. They tend to build structures just big enough to allow movement, not so much for comfort but because they need so many more resources to make a place equivalent to a similar human dwelling.

OGRES' LAIRS

Ogres' lairs look to many like simply larger versions of orcish citadels, but in fact they must be constructed somewhat more carefully so that they don't just fall down. It takes approximately two normal-sized stories to make one Ogre-sized story, one reason that Ogres often build into mountains rather than above ground. Usually they expand existing caves, but they have been known to dig entirely new ones.

Ogres are perfectly happy to use slave labor, in fact they prefer it.

HALF-OGRES CAVES

Half-ogres are often forced to live among humans, and aside from a need to stoop frequently, they fit in relatively well. When forced to dwell in structures designed for smaller creatures, they will have to sleep "outside", though they often get large tents more suited to their stature.

When they do live in their own prepared lairs, half-ogres congregate in caves that they build and expand. Such caves are generally more comfortable than those of true Ogres, but less so than most human cultures would prefer.

GIANTS' CASTLES

Giants' castles are, well, giant. They require massive amounts of resources, labor, and coin. Each unit for a giants' castle costs 4 times the listed amount and weighs 8 times more than the standard module. Each giant race has its own characteristic stronghold: Hill Giants build massive hill forts much like human-made strongholds only larger, while Cloud Giants build literal castles in the sky, Storm Giants build mountaintop retreats, Fire Giants live in or near volcanic areas. Obviously, much of this construction requires magic to be weaved in among the very stones of the castle itself.



Some races are simply too small to be of much use. Even if Man-sized creatures took the fort, there wouldn't be much they could do with it. Also, the smaller tunnels allow the defenders to get places the invaders can't go. At the very least, a large number of these creatures can usually escape a serious assault. This may be one reason why races that are smaller and weaker individually remain on Aldrazar in great numbers.

GOBLINS' FORTS

Goblins build forts as shoddy as Orcs, and but somewhat smaller. Enemies are often surprised to find just how many Goblins can be crammed into a structure.

Like Kobolds, Goblins would use slaves if they could find creatures weak enough for them to subject to such things. They succeed a bit more often than Kobolds.

HOBGOBLINS' REDOUBTS

Hobgoblin fortresses are so structured that some military experts say the designs lose value due to predictability. Others suggest that this may be the case, but that invading such a stronghold leads to a predictably high rate of attacker casualties. Every area inside and near the castle can be attacked from at least two points, and every defense has at least two tiers (a second wall, a trap on the arrow slit, and so on). One difficulty for hobgoblins is that they regularly use slave labor, and so the quality of construction may often be subpar.

KOBOLDS' KEEPS

Actually, Kobolds usually build warrens. These are extensive networks of caves. While many are passages large enough for humans and even half-ogres, they also dig a number of much smaller tunnels that even a starving gnomeling would find difficult to traverse. When threatened, the Kobolds use their size and these tunnels to move quickly around their enemies, circling around behind or leading them into traps.

At times, kobolds may build simple fortifications (tech level one or two) over the entrance to their warrens. This is usually an indication that a very large and perhaps marginally powerful clan dwells beneath.



Glossary

Abacus: A slab or flat portion topping the capital of a column.

Aisle: The space between an arcade and the outer wall.

Allure: A walkway along the top of a wall.

Ambulatory: A covered place for walking. The term is usually restricted to religious structures.

Apse: A semicircular or polygonal, usually domed, projection of a building.

Arcade: An arched, roofed building or portion thereof; a blind arcade is a "dummy".

Arch: A structural device, esp. of masonry, forming the curved, pointed or flat upper edge of an opening or support, as in a bridge or doorway. Can be round-headed, pointed, two-centered, or drop; ogee - pointed with double curved sides, upper arcs lower concave; lancet - pointed formed on an acute-angle triangle; depressed - flattened or elliptical; corbelled - triangular, peaked, each stone set a little further in until they meet, with a large capstone.

Arrow Loop: A narrow vertical slit cut into a wall through which arrows could be fired from inside; an arrow slit

Ashlar: A squared block of building stone.

Aumbry: A recess designed to hold sacred vessels; typically found in a temple.

Bailey: The ward or courtyard within the castle walls.

Baluster: A post or support for a handrail.

Balustrade: A railing (ie. the rail and the posts that support it) typically found alongside a path or stairway.

Barbican: The fortification or outworks that protect the gate or draw-bridge.

Bar hole: A horizontal hole allowing a timber bar to be used as a door-bolt.

Barrel vault: A cylindrical arched roof.

Bartizan (also Bartisan): An overhanging battlemented corner turret.

Bastion: A projecting part of a rampart or other fortification. It may take the form of a small tower at the end of a curtain wall or in the middle of the outside wall.

Batter: A slope, as of the outer side of a curtain wall, that recedes from bottom to top. A sloping part of a curtain wall. May also be referred to as a talus.

Battlement: A narrow wall built along the outer edge of the wall walk with indentations or embrasures for protection against attack. Shielded raised portions (merlons) alternate with crenelations.

Bay: The internal division of building marked by roof principals or vaulting piers.

Belvedere: A raised turret or pavilion situated so as to command a view.

Berm: The ledge between the base of a curtain wall and the inner edge of a moat; level area separating ditch from bank.

Bivate: A hillfort ringed by two concentric ditches.

Blockhouse: A small square fortification with a projecting upper story. Usually constructed of timber bond overlapping arrangement of bricks in courses.

Boss: The central stone of arch or vault; a key stone.

- Brattice:** A timber tower or projecting wooden gallery; hoarding.
- Breastwork:** A heavy parapet slung between two gate towers, typically the defense work over the portcullis.
- Bressumer:** A support beam for a projection.
- Broch:** A freestanding tower with interior court, no external windows (which face into the court) and spiral stair inside the wall.
- Buttery:** A room next to the kitchen where wine is dispensed.
- Buttress:** A supporting wall projection. The flying buttress is a narrow, arched bridge against the structure while the pilaster gradually recedes into the structure as it ascends.
- Capital:** The distinctly ornamented upper end of a column.
- Carotid:** Heart-shaped. Sometimes referred to as "jellybean" shaped.
- Cesspit:** An opening in a wall through which the waste from one or more garderobes is collected.
- Chamfer:** A flat surface made by beveling the angle between two stone faces.
- Chancel:** The space surrounding the altar of a church.
- Chemise wall:** A wall formed by a series of interlinked or overlapping semicircular bastions.
- Chevron:** An inverted 'V' shaped pattern used as a kind of fret in architecture.
- Choir:** The portion of a cruciform church east of the crossing.
- Clunch:** A hard chalky material.
- Cob:** Unburned clay mixed with straw.
- Column:** The circular section of a pillar.
- Concentric:** A design having two sets of walls, one inside the other.
- Coping:** The top part of a wall or roof.
- Corbel:** A bracket of wood, brick or stone projecting from the face of a wall used to support a cornice or arch.
- Cornice:** A decorative projection along the top of a wall.
- Counter guard:** A long, near-triangular freestanding fortification within the moat.
- Counterscarp:** The outer slope of ditch.
- Course:** A level layer of stones or bricks.
- Crenel:** The 'low' portion of a battlement from which a defender is capable of launching attacks. Partial cover is afforded the defender.
- Crenelation:** Battlements at the top of a tower or wall.
- Crocket:** A curling leaf-shape.
- Cross-and-orb:** Modified cross slits to accommodate firing.
- Crosswall:** An interior load-bearing dividing wall.
- Crownwork:** The freestanding bastioned fortification in front of the main defenses.
- Cupola:** A small dome which allows light to enter.
- Curtain Wall:** A connecting wall between two towers surrounding the bailey.
- Cushion:** A capital cut from a block by rounding off the lower corners.
- Cusp:** Curves meeting in a point.
- Cyclopean:** Ancient drystone masonry employing huge blocks.
- Daub:** A muddy clay mixture applied over wattle to strengthen and seal it.
- Dead-ground:** Area close to the wall where the defenders can't target; a dead zone.
- Diaper work:** A decoration of squares or lozenges.
- Diaphragm:** A wall running up to the roof-ridge.
- Dog-legged:** Featuring right-angle bends.
- Dogtooth:** A diagonal indented pyramid.
- Donjon:** A great tower or keep.
- Dormer:** A window placed vertically in a sloping roof.
- Double-splayed:** An embrasure whose smallest aperture is in the middle of the wall.
- Drawbridge:** A heavy timber platform built to span a moat between a gatehouse and surrounding land. It can be raised as needed to block an entrance.
- Dressing:** Carved stonework around openings.
- Drum Tower:** A large, circular, low, squat tower built into a wall.
- Drystone:** Unmortared masonry.
- Dungeon:** The jail, historically found in one of the towers of a castle.
- Embattled:** battlemented or crenelated.
- Embrasure:** The low segment of the altering high and low segments of a battlement.
- Enceinte:** The enclosure or fortified area of a castle.
- Fascine:** A huge bundle of brushwood used to fill in ditches.
- Fillet:** A narrow flat band.
- Finial:** A slender piece of stone used to decorate the tops of merlons, spires, towers, and balustrades.
- Fluting:** Concave moldings in parallel.
- Foliated:** Carved with leaves.
- Footings:** The bottom part of wall.
- Forebuilding:** An extension to the keep that guards its entrance.
- Fosse:** A ditch.
- Freestone:** High quality sand- or lime-stone.
- Fresco:** A painting made on wet plaster walls.
- Fret:** An ornamental design featuring repeated symmetrical designs contained within a band or border.
- Gable:** A delta shaped wall section at the ends of a pitched roof, bounded by the two roof slopes and the ridge pole.
- Gallery:** A long passage or room.
- Garderobe:** A small latrine built into the thickness of the wall or projected out from it. In the later case, it projects out from the wall as a small, rectangular bartizan.
- Gate House:** The complex of towers, bridges and barriers built to protect each entrance through a castle or town wall.
- Glacis:** A bank sloping down from a castle that acts as a defense against invaders. On this broad, sloping naked rock or earth the attackers are completely exposed.
- Great chamber:** The lord's solar or bed-sitting room.

- Great Hall:** The building in the inner ward that houses the main meeting and dining area for the castle's residence; also known as the throne room.
- Groined:** A roof with sharp edges at intersection of cross-vaults.
- Half-shaft:** Roll-molding on either side of an opening.
- Half-timber:** The commonest form of medieval construction in which walls were built of a wood frame structure and then filled with wattle and daub.
- Hall:** The principal room or building in a complex.
- Herringbone:** Brick or stone laid in alternate diagonal courses.
- Hillfort:** An earthwork defense of concentric ditches and banks.
- Hoarding:** The upper wooden stories on a stone castle wall often used as the living area. Also, a temporary wooden balcony suspended from the tops of walls from which missiles can be dropped.
- Hood:** An arched covering; when used as umbrella it is called a hood-mold.
- Hornwork:** A freestanding quadrilateral fortification in front of the main wall.
- Impost:** A wall bracket supporting an arch.
- Inner Curtain:** The high wall the surrounding the inner ward.
- Inner Ward:** The open area in the center of a castle.
- Jamb:** The side posts of arch, door, or window.
- Joggled:** Keyed together by overlapping joints.
- Joist:** Timber beams hung between walls used to support floor boards.
- Keep:** A strong stone tower; main tower; donjon; stronghold.
- Keystone:** The center wedge in the top of an arch.
- Lancet:** A long, narrow window with a pointed peak.
- Lantern:** A small structure with open or windowed sides located on top of a roof or dome. It is used to let light or air into the enclosed space below.
- Lattice:** Laths or lines crossing to form a network.
- Lias:** Greyish rock that splits easily into slabs.
- Light:** Glazing divided by mullions and transoms; a component of a window.
- Lintel:** A horizontal stone or beam bridging an opening.
- Loophole:** A narrow, tall opening. A slit in the wall for light, air or to shoot through.
- Louvre:** An opening in the roof (sometimes topped with a lantern) to allow smoke to escape from a central hearth.
- Lozenge:** A diamond shape.
- Machicolations:** A projecting gallery on brackets, on the outside of castles or towers, with holes in the floor for dropping rocks, shooting, etc.
- Mantlet:** A detached fortification that prevents direct access to a gateway; a low outer wall.
- Merlon:** The high segment of the alternating high and low segments of a battlement that provides full cover to the defender.
- Meurtriére:** An opening in the roof of a passage where soldiers can shoot into the room below. See also "Murder Holes".
- Moat:** A deep trench usually filled with water that surrounds a castle.
- Moline:** Ends curling outward.
- Mortar:** A mixture of sand, water, and lime used to bind stones together as opposed to drylaid masonry.
- Motte:** A mound of earth on which a tower is built. An artificial conical earth mound for the keep.
- Motte & Bailey:** An earthen mound with a wood or stone keep that is surrounded by a ditched and palisaded enclosure (or courtyard).
- Molding:** Masonry decoration.
- Mullion:** The vertical division of windows.
- Murder Holes:** A section between the main gate and a inner portcullis where arrows, rocks, and hot oil can be dropped from the roof through holes. Provides good cover for the defenders.
- Nailhead:** Pyramid molding.
- Narthex:** The enclosed passage between the main entrance and nave of a temple; vestibule.
- Nave:** The principal hall of a temple, extending from the narthex to the chancel.
- Necking:** An ornament at the top of a column, below the capital.
- Newel:** The center post of spiral staircase.
- Nookshaft:** A shaft set in the angle of a jamb or pier.
- Offset:** A ledge marking the narrowing of a wall's thickness.
- Oilette:** A round opening at the base of a loophole.
- Olite:** Granular limestone.
- Open joint:** The wide space between faces of stones.
- Oratory:** A private in-house chapel; a small cell attached to a larger chapel.
- Order:** One of a series of concentric moldings.
- Oriel:** A projecting window in a wall; originally a form of porch, usually of wood; may be employed as a side-turret.
- Orillons:** Arrowhead bastions.
- Oubliette:** A dungeon reached only by a trap door; starvation hole or simply "the hole".
- Outer Curtain:** The wall the encloses the outer ward.
- Outer Ward:** The area surrounding and adjacent to the inner curtain.
- Palisade:** A sturdy wooden fence usually built to enclose a site until a permanent stone wall can be constructed.
- Palmette:** Looped like a palm-leaf.
- Parados:** A low wall on the inner portion of the main wall.
- Parapet:** A low wall on outer lip of main wall.
- Pediment:** A low-pitched gable over porticos, doors, windows.
- Peel:** A small tower; typically a fortified house on the border.
- Pellet:** A circular boss.
- Petit appareil:** Small cubical stonework.
- Pier:** A support for arch, usually square.
- Pilaster:** A shallow pier used to buttress a wall.
- Pinnacle:** An ornamental crowning spire.
- Piscina:** A hand basin with a drain, usually set against or into a wall.
- Pitch:** The slope of a roof.
- Pitching:** Rough cobbling used in courtyards.

- Plinth:** The projecting base of a wall.
- Portcullis:** A heavy timber or metal grill that protects the castle entrance and can be raised or lowered from within the castle. It drops vertically between grooves to block a passage or barbican or to trap attackers.
- Postern Gate:** A side or less important gate into a castle; usually for peacetime use by pedestrians.
- Prow:** An acute-angled projection.
- Puddled:** Waterproofed.
- Putlog:** Beams placed in holes to support a hoarding; a horizontal scaffold beam.
- Putlog Hole:** A hole intentionally left in the surface of a wall for insertion of a horizontal pole.
- Quadrangle:** The inner courtyard.
- Quirk:** A 'V' shaped nick.
- Quoin:** Dressed stone found at the angles of buildings.
- Rampart:** A defensive stone or earth wall surrounding a castle.
- Rath:** Low, circular ringwork.
- Ravelin:** An outwork with two faces forming a salient angle; a star-shaped fort.
- Rear-arch:** The arch on the inner side of a wall.
- Redoubt:** A small self-contained fieldwork used as a refuge for soldiers outside the main defenses.
- Reeded:** Parallel convex moldings.
- Re-entrant:** Recessed; opposite of Salient.
- Refectory:** A communal dining hall.
- Relieving arch:** An arch built up in a wall to relieve stress on another opening.
- Respond:** A half-pier bonded into a wall designed to carry an arch.
- Retirata:** Improvised fieldwork intended to counter an imminent breach.
- Revetment:** A retaining wall emplaced to prevent erosion; to face a surface with stone slabs.
- Rib:** Raised molding dividing a vault.
- Ringwork:** Circular earthwork of bank and ditch.
- Roll:** Molding of semi-circular section.
- Roofridge:** The summit line of a roof.
- Rubble:** Fill; unfinished stone not laid in courses.
- Rustication:** Worked ashlar stone with the rough faces.
- Salient:** A wall projection, arrowhead.
- Saltire:** A diagonal, equal-limbed cross.
- Sally-port:** A small heavily fortified door from which the defenders can rush out, strike, and retire.
- Scaffolding:** The temporary wooden framework built alongside a wall to support both workers and materials.
- Scappled:** Cut to a smooth face.
- Scarp:** The slope on the inner side of a ditch.
- Shaft:** A narrow column.
- Shell-keep:** A circular or oval wall surrounding the inner portion of castle.
- Sill:** The lower horizontal face of an opening.
- Sleeper:** The lowest horizontal timber in a wall.
- Soffit:** The underside of an arch, hung parapet, or opening.
- Solar:** The upper living room, often over the great hall. Typically the lord's private living room.
- Spandrel:** The area between the top of a column or pier and the apex of the arch springing from it.
- Splay:** A chamfer or sloping face.
- Spring:** The level at which the springers (voussoirs) of an arch rise from their supports.
- Squint:** An observation hole in wall or room.
- Stepped:** Recessed in a series of ledges.
- Steined:** Lined (as in a well).
- Stockade:** A solid wall or fence of heavy timbers.
- Stringcourse:** The continuous horizontal molding on a wallface.
- Tau cross:** A plain 'T' cross with equal length limbs.
- Tooth-in:** Stones removed (or omitted) to allow another wall to be bonded into it.
- Tracery:** The intersecting ribwork in the upper part of a window.
- Transom:** The horizontal division of window; crossbar.
- Trefoil:** Three-lobed.
- Truss:** A timber frame used to support a pitched roof.
- Tufa:** Cellular rock; porous limestone.
- Turning bridge:** A drawbridge that can pivot in the middle.
- Turret:** A small tower, usually round or polygonal; typically a lookout.
- Tympanum:** The space between a lintel and an arch over a doorway.
- Vault:** Stone roofing.
- Vitrified:** Material made into glass through heat fusion.
- Volute:** A spiral scroll at the angle of a capital.
- Voussoir:** Wedge-shaped stones in an arch.
- Wall-plate:** Horizontal roof-timber on the top of a wall.
- Wall-stair:** A staircase built into a wall.
- Wall-walk:** A passage, sometimes roofed, along the top of a castle wall.
- Water-leaf:** Plain broad leaf molding.
- Wattle:** A mat of woven (willow) sticks and weeds; used in wall and dike construction.
- Wave:** Sinuous molding.
- Weathering:** A sloping surface to channel rainwater.
- Wicket:** A man-sized door set into the main gate door.
- Wing-wall:** A wall projection that shields a stairway.
- Yett:** An iron lattice gate.

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