WIZARD-PRINCE

MACHIAVELLI IN THE REALMS OF HIGH FANTASY

20GL

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Machiavelli In the Realms of High Fantasy
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Introduction

What follows is a set of Riginal Edition (Oed) role playing game rules for political maneuvering
and warfare in a high fantasy empire of the sort common to many Oed campaigns. While it is a
rather serious abstraction and a considerable departure from OGL in some ways, it makes for a
great campaign, and I hope others will like it. It is fully compatible with such systems as Swords
& Wizardry (Copyright Mythmere Games), Labyrinth Lord (Copyright Goblinoid Games) and any
version of Dungeons & Dragons. From 0ed to 4ed.

Character Creation and Campaign Type

Character Creation

As per your OGL system, but characters get some additional statistics, each of which starts at
zero. These are:

Status: A measure of the character's social standing within the empire. Level zero indicates a
commoner. A knight might have Status 1 or 2. A powerful noble might have Status 3 to 20 or
more. The Emperor's Status is at least 30. Negative Status is possible, indicating the character
is an outlaw or slave. Any player-character with Status 1 or greater also has a noble title, such as
count, baron, duke, marquis, earl, knight, viscount, archduke, or pretty much anything he wants
(other than king or Emperor). Though his title is important for role-playing purposes, it has no
effect on the mechanics of the game.

Wealth: This is an abstraction of the magnificent wealth available to imperial nobles, stretching
into the millions of gold pieces. Because the players in this game are the scions of great noble
houses, wealth is adjusted accordingly. Rather than worrying about individual gold pieces or
credits, Wealth levels represent massive investments and effectively infinite petty cash on hand.
This means that any Player Character Noble with a Wealth level of 1 or better can buy pretty
much anything that is available (other than magical items, that is what adventures are for) for his
personal use, and never needs to worry about money unless an adventure requires it (i.e., a
nobleman in hiding in an enemy realm might not have access to his treasury, etc.). However,
Wealth becomes important for expenditures on the political level, such as for recruiting fleets,
outfitting the legions, or giving valuable gifts to the Emperor at court.

Legions: Legions represent the armies in the player-character nobleman's service. Most such
legions will be regular quality troops, though a few elite legions might be present, and the most
powerful nobles will have guard quality legions as well.

Fleets: Similar to legions, fleets represent the warships in the nobleman's service.
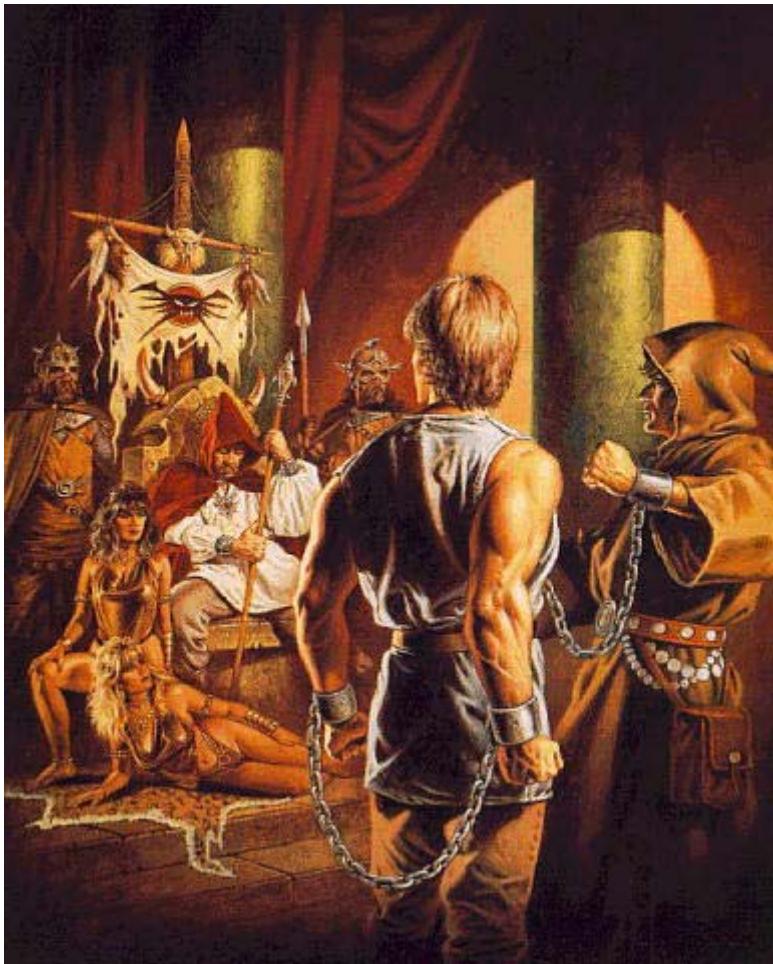
It is usually unwise to annoy the Emperor.

Alignment

Imperial nobles may be of any alignment. While the Empire rigidly devoted to its rules and traditions, any attempt at regulating the alignment of its nobles would probably result in endless war. As a result, a character of any alignment can obtain real power.

Note, however, that this does not mean that the citizens or nobles of the Empire are stupid. Evil is not trusted by anyone with sanity or sense. At least not obvious evil.

However, note that *all imperial nobles, of whatever alignment are bound by honor*, and must observe the rituals and punctilio of the Emperor's court. It is only because of this respect for the ancient traditions of the Empire that it has managed to survive so long. While nobles are capable of much backstabbing and double-dealing, they must observe the forms, at least on the surface.

Campaign Type

0ed Wizard Prince© assumes a massive and rather unwieldy Empire based on a feudal structure, with an Emperor who is capable of exerting only limited control over his nobility. These nobles, however, are bound by rigid codes of honor and punctilio, which must be observed. Enemies can be attacked with armies, cut down in duels, or verbally eviscerated before the Emperor, but the forms must always be observed, and no lord of the Empire would question these ancient traditions, or countenance anyone else breaking them.

0ed Wizard Prince© also assumes a world in which such things as magic items and spells exist. These do not come into play in the Imperial Banquet (see below), as it is assumed that any powerful noble -and certainly the Emperor- would have sufficient magicians at his disposal that any attempt to use such abilities to influence him politically would fail, and thus magic used for this purpose would largely cancel out. Fantastic races such as elves, dwarves and orcs exist, but their presence has only a very minor effect on these rules, noted within from place to place.

How the Campaign Works

Each campaign turn is one year. During this time, the players attend a great Banquet at the Imperial Court (which is really an abstraction of their yearly political activities). When this is completed, duels may be fought between nobles with recognized cause, large battles may be fought with miniatures, and adventures will take place.

The Imperial Banquet

Each year begins with a grand banquet at the Emperor's palace. This is represented by a chess board set up as per the illustration on page 7.

The white king represents the Emperor. The two white knights represent his Praetorian Guards. The white pawns represent various courtiers (whose exact type is unknown at the beginning of the banquet) who are in favor with the present regime. The black pawns represent various courtiers (whose exact type is unknown at the beginning of the banquet) who are out of favor with the present regime. Under each courtier (pawn) is placed a cardboard chit telling who that courtier is. These are drawn randomly from a cup and placed by the GM before play begins. If the courtier piece is moved at any time, the chit remains with it.

The remaining chess pieces are also necessary, but remain off the board at the beginning of the game.

Using These Rules With D&D 3.5

The only real change necessary is where these rules call for saving throws based on the 0ed system.

Where a level driven saving throw (Staff or Spell, Petrify or Paralyze, etc.) is called for, simply use the appropriate D20 save, and roll against a DC of 15. For example, the Droning Bore requires a Petrify or Paralyze save, which would translate in D20 3.5 terms into a Fortitude save against DC 15.

Where a statistic driven Where saving throw (intelligence, charisma, etc.) is called for, simply roll directly against that statistic on 1d20, with a score equal to or less than the statistic being a success.
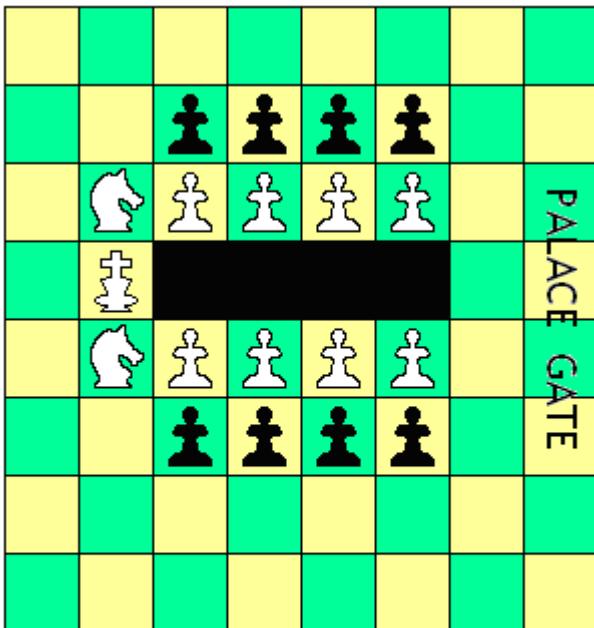
Set up for the Imperial Banquet

In addition, each Player Character Noble is represented on the board by a miniature figure. These must all enter the board at the palace gates, which are represented by the four center squares on the extreme right hand side of the chess board. The highest status character gets first pick of which square he occupies, and only one player can occupy one square at a time. Lower status players choose their squares in descending order. Players of equal status dice to see who gets first choice.

The Imperial Banquet represents a "mixer" in which the characters mingle, attempting to secure important political contacts for themselves, while steering harmful ones toward their enemies. The objective is to meet and greet potentially helpful courtiers while dodging potentially harmful ones, make your way to the square occupied by the Emperor, and present the courtiers with you to him. Once this is done, the player reaps the benefits of those courtiers, and is removed from the Banquet for the rest of that session.

The four blackened squares before the Emperor represent the Banquet Table. They are impassable to all pieces and Player Character Nobles.

Turns at the Banquet

Player-characters roll randomly for initiative each turn. At the beginning of his turn, each character can each take ONE of the following actions:

Emperors come to power in strange ways. Some at the heads of armies, and a few on their knees.

MINGLE: A player-character who chooses to mingle may move his figure up to two squares vertically or horizontally. Diagonal moves are not allowed. He may not enter a square occupied by another Player Character Noble, Emperor of any color, or Praetorian guard of any color. A player-character may move through or land in a square occupied by a courtier of any color, and then the controlling player takes the chit located beneath the courtier (pawn), with effects as per the section entitled "Moving the NON-Player Character Noble Pieces at Court", below.

SNOOP: A player-character who chooses to snoop may pick up any chit from beneath any courtier piece and look at it, to see what it is. He does not show it to the other players, though he may do so if he wishes, and only to those other players whom he chooses. He must then replace the chit under the pawn, and cannot look at it again without taking another snoop action.

INTERFERE: A player-character who chooses to interfere may move any one courtier, Praetorian guard, or the Emperor up to two squares vertically or horizontally. Diagonal moves are not allowed.

Off-Board Player Character Nobles

In a situation in which there are more than four Player Character Nobles participating in a given Banquet, some must start off the board (as the palace gates are only four squares wide). A Player Character Noble not yet on the board can use the MINGLE action only to enter the board when a square becomes open. Such a character can still use the SNOOP or INTERFERE actions during his turn, presumably through low level agents at the Banquet.

Moving the Non-Player Character Pieces at Court

The Emperor may not move through or land on any courtier, Praetorian guard, or other Emperor (see below), and none of these pieces may move through or land on the Emperor. The Emperor may move through or land on a Player Character Noble, or be landed on (but not moved through) by a Player Character Noble. In any case where the Emperor and a Player Character Noble come into contact all of that character's courtier-chits are presented to the Emperor (in any order desired by the player, each chit taking effect in the order presented), and they (as well as the Player Character Noble) are removed from the Banquet for the rest of that session. When this happens, any courtier chits in that Player Character Noble's possession take immediate effect.

The Praetorian Guards may not move through or land on any Emperor of any color, other Praetorian guard of any color, or courtier of their own color. A Praetorian guard can move through or land on any courtier of opposite color, which is then removed from the Banquet, along with the chit beneath it. A Praetorian Guard can move through or land on any Player Character Noble, who then loses all of his accumulated courtier-chits and is removed from the Banquet for the rest of that session. Praetorian Guards cannot be moved through or landed on by Player Character Nobles.

Courtiers of any color may not move through or land on other Courtiers, Praetorian Guards or the Emperor. A Courtier can enter a square occupied by any Player Character Noble. When this happens, or when the player-character enters a square occupied by a courtier, the pawn is removed from the board and the courtier-chit beneath it is revealed to all players. This chit then takes effect immediately (if a negative chit) or (if a positive chit) remains with the player until he either presents himself to the Emperor (by landing on, or being landed on by the Emperor) or if the player is killed or removed from the Banquet in some way, in which case the chit is removed from the Banquet for the rest of the session.

Note that it is possible to acquire multiple courtier chits in a single turn, if the player-character enters multiple spaces occupied by courtier-pawns. Each takes effect (if it requires an immediate effect, see below) in the order in which it is encountered, immediately when encountered.

The Courtier Descriptions

Each of these chits (in the numbers listed) is put into a cup by the GM and drawn randomly, one to be placed under each pawn before the Banquet begins. Each has a different effect when encountered by a Player Character Noble. There are sixty four total courtier chits, but only sixteen will come into play in any particular Banquet.

BUTLER (negative, 2) **This chit takes effect immediately when encountered.** The Butler announces that the Emperor is retiring to his chambers. The Banquet ends immediately, and any courtier chits that have not yet been presented to the Emperor are lost.

DRONING BORE (negative, 6) **This chit takes effect immediately when encountered.** The droning bore begins talking endlessly with the Player Character Noble regarding his various ailments, romantic conquests, and last year's vacation. The Player Character Noble immediately stops moving on encountering this character. At the beginning of each of his succeeding turns, he must make a successful Petrify or Paralyze save to dodge the droning bore; if he fails, he spends another turn unmoving. This continues until the save is successful or the Banquet ends.

DRUNKEN BOOR (negative, 6) **This chit takes effect immediately when encountered.** The drunken boor loudly and rudely accosts the Player Character Noble and anyone with him. Any courtiers accompanying the Player Character Noble make hurried excuses and leave. All courtier chits not yet presented to the Emperor are lost and removed from the banquet.

LORD MARSHAL (positive, 3) This chit must be presented to the Emperor to take effect. The

Lord Marshal gives the Player Character Noble a writ of battle, allowing him to attack the holdings of one other Player Character Noble in the upcoming year, provided that no barbarian invasions or civil wars take place in that same year (see below).
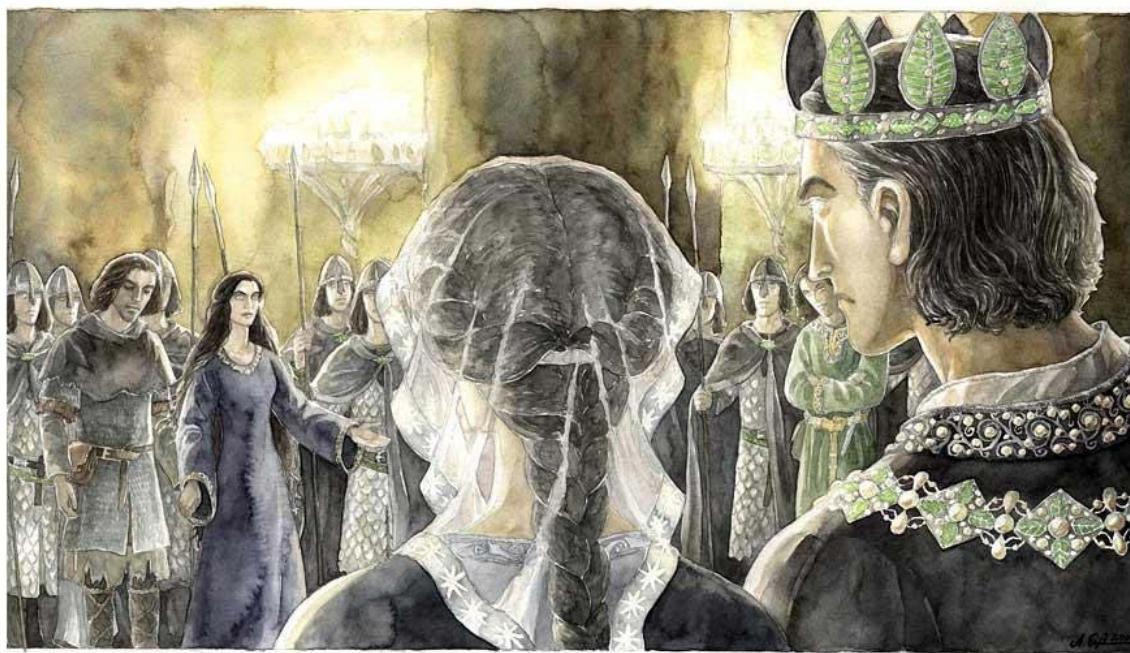
Imperial Banquet in an elven court.

BLACK MAGIC (negative, 5) **This chit takes effect immediately when encountered.** An evil spell set prior to the Banquet is triggered. All Player Character Nobles within one square of the spell take 1d6 x 1d6 damage (Spell save for half). Armor is no help, as it is not allowed at court. Any courtier, Praetorian guard or Emperor within one square of the spell must roll 4+ on 1D6 or be slain. If the Emperor is slain, the Empire is plunged into Civil War (see below). Any Player Character Noble who saves successfully and survives the black magic spell gains 10% of the experience points needed to rise one level immediately.

AMBASSADOR (positive, 2) This chit must be presented to the Emperor to take effect. This courtier concludes a treaty with the Empire (through its representative, the player-character noble), who can immediately add a Province to his dominions. The player can choose which Province within the following parameters: The Province must not be one controlled by any other player, and must be connected by a chain of uninterrupted friendly Provinces to the player's capital Province, unless he has no Provinces, in which case this newly acquired Province becomes his capital.

GUILD ASSASSIN (negative, 5) **This chit takes effect immediately when encountered.** An assassin attacks the Player Character Noble. He must make a successful Death or Poison save or is immediately slain. Armor is no help, as it is not allowed at court. Any Player Character Noble who saves successfully and survives the assassin gains 10% of the experience points needed to rise one level immediately

DWARF MINE MASTER (positive, 2) This chit must be presented to the Emperor to take effect. The dwarf miners are immensely wealthy. On presentation the Emperor, the Player Character Noble immediately gains one Wealth level.

POWERFUL SENATOR (positive, 2) This chit must be presented to the Emperor to take effect. This courtier has vast political influence. On presentation the Emperor, the Player Character

Noble immediately gains one Status level.

WOUNDED RANGER (positive, 2) This chit must be presented to the Emperor to take effect. The Wounded Ranger informs the Emperor that an invasion of barbarians is pouring over the border. A Barbarian Invasion takes place (see below).

MERCENARY GENERAL (positive, 5) This chit must be presented to the Emperor to take effect. This officer joins the player-character's army. On presentation the Emperor, the Player Character Noble immediately gains one Legion.

MERCENARY ADMIRAL (positive, 5) This chit must be presented to the Emperor to take effect. This officer joins the player-character's navy. On presentation the Emperor, the Player Character Noble immediately gains one Fleet.

GRAND HERALD (positive, 4) This chit must be presented to the Emperor to take effect. The Grand Herald recognizes that the Player Character Noble has cause to fight a duel with any other Player Character Noble of his choosing, and sanctions the duel. See Duels below.

USURPER (negative, 1) **This chit takes effect immediately when encountered.** The black Emperor and black Praetorian guards are placed anywhere on the board (player's choice, but not occupied by any other player or piece). The Usurper has announced his claim to the throne, and there are now two Emperors. Each of these has the same effects as the white Emperor and Praetorian guards, and courtiers can be presented to either Emperor. At the end of the Banquet, Civil War erupts (see below) unless one of the Emperors is first killed by a black magic spell.

IMPERIAL APPOINTMENT (positive, 2) This chit must be presented to the Emperor to take effect. The Player Character Noble is given appointment to high office within the Empire, provided he has high enough status to accept the position, as determined when the player-character first encounters the courtier and the chit is revealed. If his status is not high enough, the chit is simply lost. When this courtier is first encountered, roll 1d20 on the table below to determine which appointment is available:

1-2 <u>Minister of State</u>: At the beginning of each year during which this appointment is held, the Player Character Noble can add one to his Status or Wealth (not both). A minimum Status of 15 is required for this position. If Status drops below this level for any reason, the appointment is lost.
3-5 <u>Chancellor of the Exchequer</u>: At the beginning of each year during which this appointment is held, the Player Character Noble can add one to his Wealth. A minimum Status of 10 is required for this position. If Status drops below this level for any reason, the appointment is lost.
6-10 <u>Imperial Guard Captain</u>: Each turn of the Banquet, the Minister can, in addition to his ordinary actions, move one Praetorian Guard as per the normal rules. A minimum Status of 6 is required for this position. If Status drops below this level for any reason, the appointment is lost.
11-15 <u>Lord Chamberlain</u>: Each turn of the Banquet, the Minister can, in addition to his ordinary actions, move the Emperor (or one Emperor, if two are on the board) as per the normal rules. A minimum Status of 7 is required for this position. If Status drops below this level for any reason, the appointment is lost.
16-18 <u>Lord Chancellor</u>: At the beginning of each year during which this appointment is held, the Player Character Noble can charge any other Player Character Noble with embezzlement. They then each make an charisma check, with the one succeeding by more or failing by less being the winner at trial. If the Minister wins, the other player is convicted, and loses one Wealth level, which is added to the Minister's Wealth. A minimum Status of 8 is required for this position. If Status drops below this level for any reason, the appointment is lost.
19-20 <u>Master General of the Empire</u>: At the beginning of each year during which this appointment is held, the Player Character Noble can add one Legion or Fleet to his fleets/legions. A minimum Status of 12 is required for this position. If Status drops below this level for any reason, the appointment is lost.

Once a Player Character Noble gains an appointment, he only loses it if he dies, drops below the minimum Status requirement, or the same appointment is given to another Player Character Noble. Only one appointment can be held by any Player Character Noble at a time. A Player Character Noble can choose to relinquish one appointment for another, if he gets the opportunity to do so.

The Master General before a battle.

EMPRESS (negative, 2): **This chit takes effect immediately when encountered.** When the empress is encountered, she immediately has a brief liaison with the noble who encounters her. He gets gifts in the form of one wealth level, but is immediately hustled out of the Banquet by the Praetorian guards to avoid embarrassing the Emperor. The Player Character Noble is removed from the Banquet for the rest of the year, and loses all courtiers not presented to the Emperor.

The empress, however, remains in play. Replace her pawn with either the white or black queen (determine which randomly, as the empress may be either in or out of favor with the Emperor). She then counts as any other courtier of her color for all purposes (i.e., she can be moved with INTERFERE actions, can be removed by Praetorians of opposite color, slain by a black magic spell, etc.). Any noble who encounters the empress also has a liaison with the same results as the first noble who met her.

CROWN PRINCE (negative, 2): **This chit takes effect immediately when encountered.** When the crown prince is encountered, roll 1d6: On a 1-3 he immediately challenges the Player Character Noble noble to a duel (he's the crown prince, he can get away with it). The prince is a fighter of level 2d6, with a standard chance of magic items based on his level, but always at least a +2 magic sword. Losing to him in a duel brings the usual consequences (see duels, below). Beating him can be a mistake, for though the Player Character Noble gains Status as usual, he loses one Wealth level (the merchant families are skittish about people who fight the Imperial heir). However, on a 4-6, he instead drinks and carouses with the Player Character Noble, and comes to support him in his next battle (only), with 1d3 elite legions or fleets, as desired.

Once encountered, the crown prince remains in play. Replace his pawn with either a white or black rook (determine which randomly, as the prince may be either in or out of favor with the Emperor). He then counts as any other courtier of his color for all purposes (i.e., he can be moved with INTERFERE actions, can be removed by Praetorians of opposite color, etc.). Any noble who encounters the crown prince has the same chance of dueling or drinking as the first noble who met him.
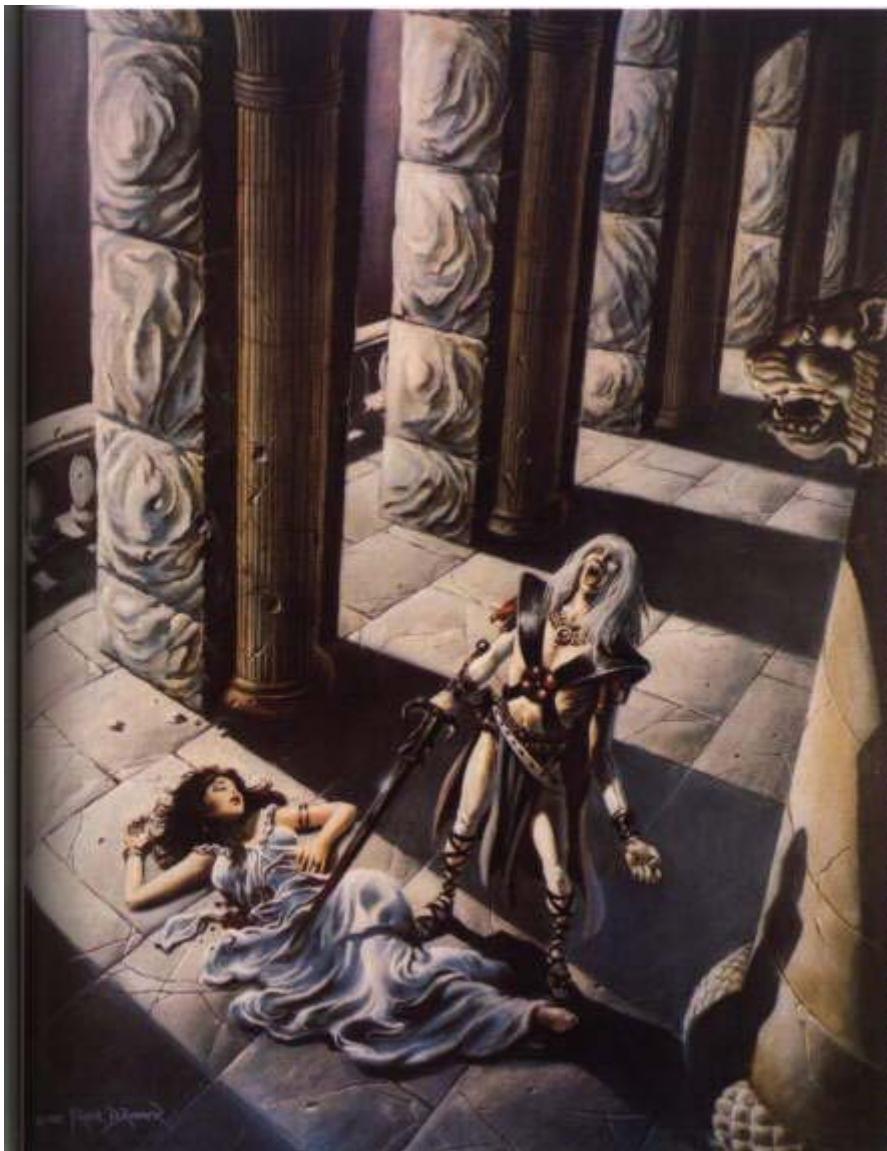
Death of an empress.

HIEROPHANT (negative, 2): **This chit takes effect immediately when encountered.** A mighty and secretive spellcaster whose powers seem to go beyond mere sorcery, the character encountering the Hierophant will be given some quest to perform by the game master, which he will discuss privately with the player. If the task is performed according to the Hierophant's instructions, the noble will gain some major advantage, such as a Wealth level, Status level, legion, etc. If this is not done, the player will suffer a similar loss. Note that these things are not caused by the political power of the Hierophant, but events nonetheless seem to conspire to make them happen. Often this will be a rather simple sounding quest (take this box to the village of Xend, and deliver it to a man wearing a green scarf in the Golden Eagle Tavern), sometimes less so (Bring us the head of Tolgar, the red dragon).

Once encountered, the Hierophant remains in play. Replace his pawn with either a white or black bishop (determine which randomly, as the Hierophant may be either in or out of favor with the Emperor). He then counts as any other courtier of his color for all purposes (i.e., he can be moved with INTERFERE actions, can be removed by Praetorians of opposite color, etc.). Any

noble who encounters the Hierophant after the character he came here to meet simply loses all his collected courtiers (they are nervous about the presence of the Hierophant) but gets no special task to perform nor any benefit. However, the Player Character Noble remains in play and is not removed from the Banquet.

KNIGHT CASTELLAN (positive, 2): This chit must be presented to the Emperor to take effect. This grizzled officer is a proven trainer of warriors. After presentation to the Emperor, he will accompany the noble back to his capital and upgrade one of his regular legions or fleets to elite status, or upgrade one of his elite legions or fleets to guard status.

COUP D'ETAT (positive 2): This chit must be presented to the Emperor to take effect. This courtier represents a plot to replace the present Emperor in a (nearly) bloodless palace revolution. If there is one Emperor on the board when this courtier is presented, both he and his Praetorians are replaced by the same pieces of opposite color. If there are two Emperors on the board, the Emperor to whom this courtier is presented and his Praetorians are both removed, and civil war is avoided.

The Player Character Noble who presents this courtier to the Emperor immediately gains one Wealth level, one Status level and one Legion from the newly crowned ruler. However, if he encounters a Praetorian guard while accompanying this courtier, before he is presented, roll 1d6 on the table below for the result:

1. The noble's Wealth drops to zero.
2. The noble's Status drops to zero.
3. The noble loses all fleets.
4. The noble loses all legions.
5. The noble is exiled. He is removed from the Banquet with all courtiers lost, and can take part in no future Banquets until the present Emperor is replaced.
6. The noble is executed outright (roll up a new character).

FOREIGN TRADER (positive, 2) This chit must be presented to the Emperor to take effect. This wealthy merchant is newly come to the land at the head of a great caravan, and wishes to trade. After presentation to the Emperor, he adds a permanent bonus of +1 to the production roll of any Province desired by the player.

The Courtier Chits

AMBAS-SADOR	WOUNDED RANGER	POWERFUL SENATOR	DWARF MINE MASTER	MERC. ADMIRAL	MERC. GENERAL	GRAND HERALD	GRAND HERALD
BLACK MAGIC	BLACK MAGIC	BLACK MAGIC	IMPERIAL APPOINT-MENT	GUILD ASSASSIN	GUILD ASSASSIN	GUILD ASSASSIN	GUILD ASSASSIN
DRUNKEN BOOR	BUTLER	BLACK MAGIC	LORD MARSHAL	USURPER	IMPERIAL APPOINT-MENT	GUILD ASSASSIN	GRAND HERALD
DRONING BORE	DRONING BORE	DRONING BORE	DRONING BORE	DRONING BORE	DRONING BORE	DRUNKEN BOOR	BUTLER
DRUNKEN BOOR	AMBAS-SADOR	WOUNDED RANGER	POWERFUL SENATOR	DWARF MINE MASTER	MERC. ADMIRAL	MERC. GENERAL	GRAND HERALD
EMPRESS	EMPRESS	KNIGHT CASTELLAN	KNIGHT CASTELLAN	HIERO-PHANT	HIERO-PHANT	CROWN PRINCE	CROWN PRINCE
COUP D'ETAT	COUP D'ETAT	FOREIGN TRADER	FOREIGN TRADER	DRUNKEN BOOR	DRUNKEN BOOR	DRUNKEN BOOR	BLACK MAGIC
MERC. ADMIRAL	MERC. GENERAL	MERC. ADMIRAL	MERC. GENERAL	MERC. ADMIRAL	MERC. GENERAL	LORD MARSHAL	LORD MARSHAL

Copy these onto card stock, or mount them on vinyl floor tile to make them a bit sturdier:

Duels

After the Banquet, any duels (which have been recognized by a Grand Herald) are resolved. The duel is fought to first blood, or to the death as decided by the challenger. Each Player Character Noble can fight with whatever weapons he possesses, including magic items and spells. An ordinary (personal) combat is then fought out.

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The winner gains one point of Status, and the loser loses one point of Status (which can go into negative numbers, indicating he has just become the winner's slave). Each Player Character Noble may bring up to two seconds, who enter into the combat only if cheating takes place, or if the rules of the duel are not followed (such as continuing the fight beyond first blood in a duel to first blood). Note also that unsanctioned dueling is prohibited, and will result in the loss of one Status point, or execution if the Player Character Noble has less than one Status level.

Player Character Nobles (both those participating and those not) may agree to wager magic items, Wealth or Provinces on the outcome of the duel. Anyone attempting to Welsh on such a wager loses 1d3 Status immediately.

A duel in the northern provinces.

War

There can be a maximum of one major war and any number of feudal wars fought each year. This major war is a Civil War, if the Banquet ends with either two or zero Emperors in play. If there is one Emperor, and if the Wounded Ranger was presented to the Emperor, the major war is a Barbarian Invasion. After the major war (if any), and if one or more Lord Marshals was presented to the Emperor, then one or more Feudal Wars take place. If none of these situations occurs, the Empire is at peace that year.

This system is set up for a relatively small empire; one that contains about 30-50 Provinces. Note that these must have clearly defined borders on the game map.

Fighting the War

The opposing commanders in chief (Player Character Noble or Non-Player Character Noble) each roll an Intelligence check. The one who succeeds by more or fails by less is the winner. The winner gets to decide whether the critical battle of the war is fought land (with legions) or at

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sea (with fleets).

Exception: If it is only possible for the armies to reach each other (based on the relative postion of the noble's lands) by a land route, a land battle must be fought, and if only a sea route is possible, a sea battle must be fought.

Large Battles

The battle itself is fought using any fantasy miniatures game or board game decided upon by the game master and players, provided that it has a point value system, and that the player characters can be converted to the game Province. The battle is fought out with a point value on both sides equal to a ratio of the attacker's fleets or legions to the defender's fleets or legions (depending, of course, on whether it is a land or naval battle). Elite and Guard fleets or legions are worth 1.5 and 2 ordinary fleets or legions respectively, and points from these can be spent on elite troops. Points from regular legions or fleets can only be spent on ordinary forces, such as levies, regulars or mercenaries. The point value of any player characters present should not be greater than about 10% of the point value of both armies.

A wizard's power can make even armies hesitate.

Victory Determination

Use the standard victory conditions for the miniatures game chosen to determine the results of the battle.

Experience for Player Character Nobles in Mass Combat

Each Player Character Noble receives experience for enemies destroyed by him personally. All commanders on the winning side also divide among them 10% of the experience total for the entire opposing army.

Determining Losses

At the end of a battle, determine for each army the percentage of troops lost (by point value) and apply this same result to the commanding noble's legions or fleets as appropriate, rounding to the nearest whole. Note that many miniatures battle games have rules for unit recovery after battle,

and any such should be applied to determine the ultimate strength of the surviving legions. Armies with elite and guard legions must figure their losses separately for those forces.

Losses are also determined separately for forces purchased with Wealth points before the battle, as those forces are lost completely at the end of the year anyway, but may be needed if more than one war is fought in the same year (See The Effects of Wealth, below).

Using Magic in Battle

Player Character Noble wizards, clerics, and other users of mystical power can bring these abilities to bear in battle, as per the miniatures gaming system employed.

Even a battle between champions must always have a winner and a loser.

The Outcome of War

Other outcomes of the battle are based on the type of war which was fought.

Civil War

A Civil War is fought between rival Non-Player Character Noble claimants to the throne. Each Emperor is the commander of 3d6 regular fleets, 1d6-1 elite fleets, 1d4-1 guard fleets, 3d6 regular legions, 1d6-1 elite legions, and 1d4-1 guard legions. Player Character Nobles can join either the Imperial or Usurper force or remain neutral. However, they will not know the strength of either claimant's fleets/legions or his skill as a general before the battle, unless a successful intelligence check is made (one for each statistic).

Note that each Player Character Noble commands his own fleets/legions. The Master General is commander in chief if he is present, and also commands the Imperial fleets/legions. Otherwise

supreme command goes to the character with the highest Status.

If no Player Character Nobles side with one of the Imperial claimants, then that Emperor acts as his own commander in chief. Roll him up a barbarian chieftain (see under Barbarian Invasion, below).

When the battle is fought to its conclusion, the losing Emperor is captured and atomized. Each Player Character Noble who backed the losing side now loses one Province from his dominions; he can choose which (the defeated commander in chief loses two). Each victorious Player Character Noble gets to add one neutral Province to his dominions (the victorious commander in chief gets two). Any Province gained must not be one controlled by any other player, and must be connected by a chain of uninterrupted friendly jump routes to the player's capital Province, unless he has no Provinces, in which case this Province becomes his capital.

Barbarian Invasion

Orcs, skeletons, or nomad riders are pouring over the border, and the Player Character Nobles must halt the invasion. The barbarian chieftain is the commander of 3d6 regular fleets, 1d6-1 elite fleets, 1d4-1 guard fleets, 3d6 regular legions, 1d6-1 elite legions, and 1d4-1 guard legions. He is a fighter of level 2d6 and has Intelligence 3d6. Player Character Nobles can fight him or remain neutral, they cannot join the barbarians. No Imperial fleets/legions are committed to the fight (not our problem, let the border yokels handle it). The Player Character Nobles will not know the strength of the chief's fleets/legions or his skill as a general before the battle, unless a successful Intelligence check is made (one for each statistic).

Note that each Player Character Noble commands his own fleets/legions. The Master General is commander in chief is he is present. Otherwise supreme command goes to the character with the highest Status. The barbarian chieftain is his own commander in chief and is played by the GM, or by any player not participating in this war.

War of men and ghouls.

If the Player Character Nobles lose, each Player Character Noble who fought the barbarians now

18

loses one Province from his dominions; he can choose which (the defeated commander in chief loses two). If the Imperial fleets/legions win, each victorious Player Character Noble gets to add one neutral Province to his dominions (the victorious commander in chief gets two). Any Province gained must not be one controlled by any other player, and must be connected by a chain of uninterrupted friendly Provinces to the player's capital Province, unless he has no Provinces, in which case this Province becomes his capital.

Feudal War

One Player Character Noble has been given a writ of battle by the Lord Marshal, to attack the fleets/legions of another Player Character Noble. Each player can choose to invite allies to fight with him or not as he chooses. These other players can accept or not as they choose. Nobody can come in uninvited. No Imperial fleets/legions are committed to the fight.

Note that each Player Character Noble commands his own fleets/legions. The character with the writ of battle is the commander in chief of the attacking fleets/legions. The character under attack is the commander in chief of the defending fleets/legions. No Imperial fleets/legions will become involved in a feudal war.

If the defender loses, he loses one Province of the attacker's choice (but not his capital, unless the defender has no other Provinces). This Province is added to the attacker's holdings if it is connected by a chain of uninterrupted friendly Provinces to the Player's capital Province, unless the attacker has no Provinces, in which case this Province becomes his capital. If the attacker loses, there is no additional effect.

Note that allied players do not directly gain anything by joining a feudal war, but the principal attacker and defender can make payments of Wealth levels, legions, fleets, personal possessions (such as magic items) or promises of aid of some type to secure allies, if desired.

The Effects of Provinces

Provinces have resources and populations, which generate Wealth. At the beginning of each year, each player rolls D20 for each Province he controls. On a roll of 11+, that Province generated one Wealth for the ruling noble.

The GM can give Provinces a +1 or +2 bonus to the production roll, for such things as: industrial capacity, high population, valuable resources, or good positioning as a trade center. Similarly, Provinces with few resources, low population, or backwaters get a -1 or -2 penalty to this roll.

In addition, each time a Province changes hands directly because of a war, a -1 penalty is imposed on its production roll, caused by battle damage.

The only way to improve a Province's production roll is with the FOREIGN TRADER courtier, or by a province upgrade (see below).

Note that the control of Provinces is thus extremely important. It is also important to note that a Player Character Noble can possess no more than one Province per Status level he holds. If his Status drops below this level, he must lose Provinces (his choice which) until the two are equal.

Note also that all of the player's Provinces must be connected by a chain of uninterrupted friendly Provinces to the player's capital Province. If at any time the loss of a Province causes other Provinces to be broken off from this chain, these are lost as well. Thus, it is important to build up a relatively compact dominion. Becoming too attenuated can turn a single lost battle into a devastating defeat.

Province Upgrades

Whenever a PC Noble who rules at least one province ends a banquet having presented any positive courtier to the Emperor, he can, instead of taking the benefit associated with the courtier, choose to purchase an upgrade for one province he presently rules (not any he gained in the same year). The ruler can choose one province to receive any single upgrade from the list below for each point of Wealth so spent and each positive courtier not otherwise used. Each province can receive any single upgrade once only (exception: garrison). Multiple different upgrades to the same province can be made.

Note that whenever a ruler loses any provinces for any reason, all upgrades associated with that province are destroyed.

Tradesman's Guild: This gives the ruler the ability to convert Wealth to treasure at full value; i.e. 1 Wealth converts to 100,000 g.p. instead of 1 Wealth to 75,000 g.p. Also, the business generated by the guild allows the local banks to loan at interest to other realms, wealthy merchants, etc. At the beginning of each year after a tradesman's guild is created, the ruler rolls 1d20 for each Wealth point he presently holds. Each 20 rolled translates into another Wealth point added to his treasury. The same rolls are made for each tradesman's guild within the realm.

Watchtowers: A system of guard posts, dispatch riders and fast ships is created throughout the province, making it difficult to attack by surprise.   The ruler of any defending province with watchtowers always determines whether a war will be fought by legions or fleets. Note that this upgrade is ineffective if the opposing realms are connected *only* by land or *only* by sea. Note also that when one ruler attacks another realm that has watchtowers in any province, the attacking ruler must declare if he intends to conquer a province containing watchtowers, and, if so, which province. This is an exception to the normal rules.

Syndicate: All provinces contain thieves and assassins guilds, and other such nefarious organizations, however, creation of a syndicate indicates that the realm's ruler has effective control over those underworld organizations in a particular province. The ruler gets an annual free assassination attempt (takes place immediately after the banquet, by an assassin of level 1d6+3) against any person, anywhere in the empire except the Emperor. This upgrade also halves the chances that any assassination attempt against him will be successful, while he is in the province controlled by his syndicate.

Grand Temple: Dedicated to the ruler's favorite divinity, the Grand Temple grants the ruler up to two free cleric spells per year (any level) and a bonus to the province decided upon by the game master, as based on the preferences of the god in question. It should be a useful benefit, but not overwhelming. For instance, a grand temple devoted to a war god might give a bonus of 1 point to all of the local troop's morale, while defending. One dedicated to a god of prosperity might give a 25% chance of gaining the ruler one Wealth point per year, one dedicated to an evil god of terror might give a penalty of 1 point to the morale of any invading forces, etc. Multiple Grand Temples to different gods cannot be created by the same ruler. The gods tend to be jealous.

Garrison: This is the only upgrade that can be made to the same province multiple times. A garrison indicates drilled units of local irregulars will take up arms in the defense of their province, but that cannot be mustered for foreign wars. Each garrison gives the ruler an extra legion or fleet (his choice) for the defense of a single province, and these troops are not lost to attrition after battles (just don't count them when determining losses) as more locals can always be called up. Unlike regular fleets and legions, garrisons can never be raised to elite or guard level.

Salon: By opening a Salon, the noble becomes a great patron of artists and musicians. Roll 1d20 at the beginning of the year for each Salon. On a 20, the noble's Status rises by one.
Mercenaries' Guild: Patronizing the sell-swords can bring many great fighters under the noble's banner.   At the beginning of each year after a mercenaries' guild is created, the ruler rolls 1d20

for each Legion and Fleet serving the noble. Each 20 rolled increases a regular legion or fleet to elite level, or an elite legion or fleet to guards level. The same rolls are made for each mercenaries' guild within the realm.

University: By creating a university, the ruler becomes a patron of the sage's and magician's guilds. Each University grants the ruler up to two free magic-user spells per year (up to seventh level) or two free queries of the sages or one of each.

Supporting the mages by establishment of a university can put great power at the ruler's disposal.

Tax Gatherers: These fellows are private entrepreneur who collect the taxes for the province on a contractual basis. Because they tend to use rather brutal methods, the Tax Gatherers can greatly increase the Wealth generated by production, but also make the locals resentful. This upgrade gives any province a 4 point bonus to its production roll, but, on any natural roll of 1 or 2 on the production roll, the locals rebel, and the province is lost. If there is at least one garrison in the province, the chance of losing it drops to a natural roll of 1. There is a 40% chance that any province that rebels will beseech another (random) PC or NPC noble for his protection. If this happens, and the noble so besought assents, he gains the province for his realm, along with all its upgrades. This is an exception to the general rule that province upgrades are destroyed when the province is lost.

Public Works: Such things as aqueducts, irrigation and firehouses are built by the noble, improving public safety and the business climate. Public works add a permanent 2 point bonus to the province' production roll.

Raze Province: This "upgrade" operates in reverse. When a province is razed, any or all of the province's upgrades are permanently lost.

Evil army of the frozen north.

The Effects of Wealth

Money can do pretty much anything, as long as you are willing to pay out enough of it. The actual exchange of wealth at this level of the game is abstracted. The players are assumed to employ various lackeys who try to get the best deals possible for them in the marketplace, or to browbeat or connive for what their master requires. Sometimes this works, sometimes it doesn't.

As far as game mechanics are concerned, Wealth can be used to bolster any of the following advantages on a temporary basis: Legions, Fleets, Reputation and Status.

At any time, the player can decide to boost one of the above statistics by expending one or more Wealth levels. Each Wealth level boosts the statistic by one. All such increases last for one year, though the Wealth loss is permanent.

Converting Wealth and Gold

Player character nobles who win great stores of gold, silver and other treasure in dank dungeons are free to convert this into Wealth. However, this is expensive. 100,000 g.p. converts into one

All hail the Emperor! Long may He reign!

Wealth point. Wealth points can also be converted back into personal gold pieces, but, because of banking costs, the conversion in the other direction costs the character money. Each Wealth point that he converts into pocket money only gives him 75,000 g.p.

The Effects of Status and Winning the Campaign

As stated earlier, a minimum of one point of Status is required per Province controlled. In addition, the Imperial Appointments each require a certain minimum Status level. However, the real importance of Status is outlined below.

Status is the single most important statistic in the game, as it allows a player to ultimately win the game. It is good to be a noble, but being Emperor is even better, after all.

Once a Player Character Noble's Status reaches a level equal to the total number of Provinces in the Empire, he can declare himself Emperor and challenge the present Non-Player Character Noble Emperor for the throne. Such a character need not make this ultimate gambit immediately, but can do so at any time as long as his Status remains at the necessary level or higher.

The battle is worked out as per Civil War (above), except that the player must rely on his own fleets and legions; he does not get to roll up 3d6 of these as the Non-Player Character Noble Emperor does. If the Player Character Noble loses, he is executed (or might be able to flee the Empire, if the GM allows). If he wins, he is Emperor, and the campaign ends.

Attending the Banquet

Generally, attendance is mandatory for any person of standing within the empire, and impossible for anyone else. The reason it is mandatory for people of standing is that, as stated before, the Banquet is an abstraction of the yearly political activities of a noble, who will tend to be approached by those seeking power, even if he does not seek it himself. For the same reason, those of no standing are excluded. They just have no connections which will get them in.

So what is a person of standing? Generally this includes anyone with Status, Wealth, Fleets or Legions of 1 or greater.

However, it also includes –on a one time basis- any character who the GM has determined to have performed some great service to the state, such as saving a noble's life, being a great war hero, etc. This basically indicates that some great man has been willing to temporarily sponsor this character, and give him an opportunity to secure himself a position. Such a character gets one year at the Banquet. If, during this period, he manages to secure himself at least one point of Status, Wealth, Fleets or Legions, he can continue to attend the Banquet on a yearly basis.

Note also that any character who drops to zero or below in Status, Wealth, Fleets AND Legions is no longer a man of any standing, and can no longer attend the Banquet, unless he first performs a great service as listed above.

Adventuring

After the Banquet, and any duels and war are worked out, the GM can run a single adventure for that year, as per the OGL rules. This adventure should be one fitting the noble's station in life. E.g., a noble might be on a pleasure barge on the way to an Imperial conference that sinks near a haunted island, and have to fight his way out. He might find himself the target of a guild of assassins, and have to chase them through his palace, enchanted sword in hand and wearing his bedroom slippers. He might be outfitting an expedition to a newly discovered ruin containing an ancient underground city. He most certainly will not be in the local tavern down on his luck and trying to buy a treasure map.

Obviously, adventuring remains the center piece of any role playing game, and it should always be possible to modify the rules given herein based on adventures. Perhaps a Player Character Noble finds some ancient alien weapon that wipes out enemy legions in Mass Combat. Perhaps he discovers some secret of a thieves guild, and gains some leverage over that organization, forcing them to aid him, or maybe just leave him alone. Maybe he discovers a lost culture of super-warriors that can give him elite or guard legions. The possibilities are endless,

A Sample Campaign

Here is a sample campaign map with a few brief notes, and a typical log sheet. This represents the beginning of the campaign, and so no players yet control Provinces. As Provinces come under the control of this or that noble house, the log sheet can be noted to reflect this, though it is also important to mark the map in some way, usually with tokens representing the House' coat of arms, as position can be critical.

Note that 0ed Wizard Prince© was written specifically to allow intricate campaigning without a lot of math and paperwork.

Province Log Sheet: Empire of Great Velkar

Name	Controlling House	Production	Notes
Athak		+0	First city of ancient Velkaria
Barony of Frostwall		+0	Holy order of knights
County of Rosethorn		+0	Steppes and haunted desert
Desert of Yndaka		-2	Chariot riders
Duchy of Grakk		+2	Rival of Great Velkar
Earldom of Thel		+1	Elves in northern woods
Enlyor		+0	Land of Oliphant riders
Ghostmoor		+0	Lizard men in marshes
Great Velkar		+2	Imperial Capital
Hills of Zynn		-1	Rebel tribesmen
Ice Demon Glacier		-2	Haunted by frost devils
Kingdom of Rhiscontar		+1	Huge trading city
Kril Highlands		+1	Dwarf iron mines
Kulvor		+1	City of the Hundred Statues
Orlu		+0	Finest vineyards of Velkaria
Peaks of Kur		+0	Volcanoes and salamanders
Pinehold		+0	Lumber exporter
Snowcrowns		-1	Yetis and white dragons
Stahl		+0	Exports famed mercenaries
Wolfsclaw Mountains		-1	Werewolves and orc tribes
Zoonura		+0	Land of nomad horsemen
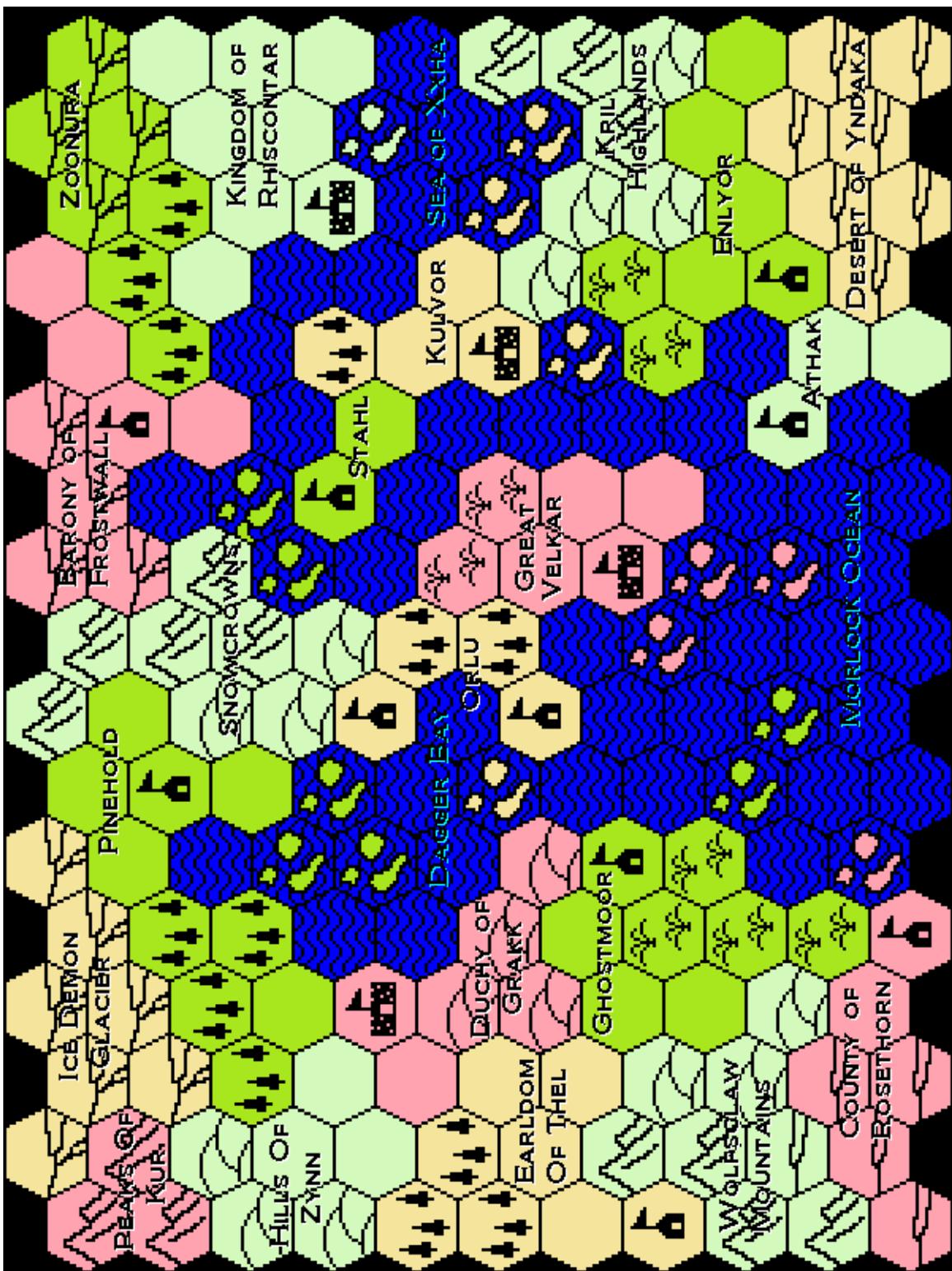
Optional Rules: Chariot Racing

A chariot race is well in keeping with the atmosphere of 0ed Wizard Prince, and is usually played out before the annual Banquet, as a celebration of the peace of the Imperium, or after the Emperor has won a war, in celebration of his power. Chariot races can be held at any point at the discretion of the game master.

Objective

The object of the game is to be the first to complete three laps around the circus. Surviving the race is also a plus.

Equipment Needed

Dice, a circus maximus, and pieces of some type representing charioteers. Make a circus maximus in the pattern of the one below:
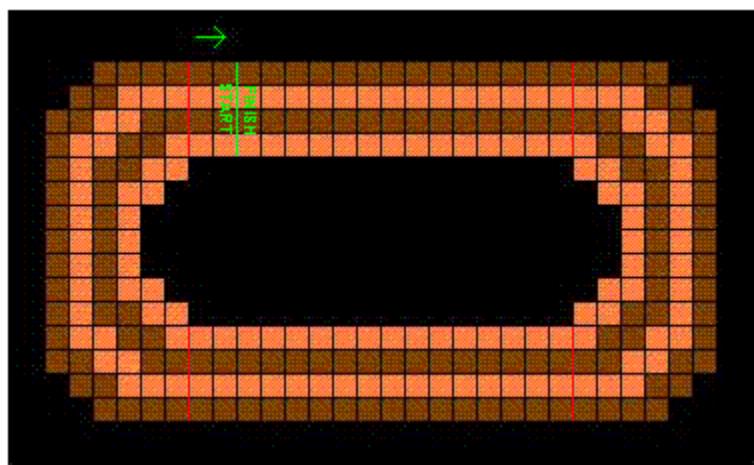
It should probably be made large enough so that each square is 1 inch by 1 inch. You will also need four pieces to mark chariots, painted in different colors. Possibilities include miniature chariots, ordinary D&D miniatures, or simply four chess knights, each painted a different color.

Rules of the Race
No charioteer can wear armor, nor carry any weapon other than an ordinary whip (the small knives carried to cut a driver free from the reigns of a wrecked chariot are useless as weapons). Each chariot starts in one of the four lanes immediately behind the starting line (the green line surrounded by the words "START" and "FINISH"). Poll position (i.e. which lane each chariot starts in) is determined randomly. The innermost lane is the most advantageous. All chariots move in the direction of the green arrow marked on the board.

No magic item, spell, or spell like ability.is allowed in the race. The crowd wants to see a good race, not the effects of horseshoes of speed on a chariot. It is assumed that the Emperor is wise to such tomfoolery, and has wizards stationed around the arena. These will cast Hold Person on any charioteer cheating in this way if the Emperor is only mildly annoyed, or fireballs if he is more than mildly annoyed (reaction roll).

Initiative and Movement
All players roll initiative at the beginning of each round. The highest rolling charioteer can move first, or defer until another charioteer completes his turn before moving.

Each turn, each chariot must, at a minimum, move forward at its maximum speed in its own lane (the lanes are marked in alternating colors of light and dark brown on the board). Backward moves are not allowed, and chariots can only change lanes as listed below under Free Actions. Diagonal moves are not allowed. The maximum speeds are: Heavy chariot=15 spaces. Light chariot=18 spaces. The only exception to this is that a chariot which is blocked by another chariot directly in front of it must stop movement, unless it can use change lanes actions to get around the other chariot. No chariot can move through another chariot, the wall of the circus, or the spina (the dark, center area).

Charioteers unfortunate enough to be dismounted can be run over by other chariots, the dismounted figure then takes 4d6 automatic damage.

Free Actions
In addition to the mandatory forward movement, each charioteer can take one free action each turn from the list below. These actions can be made at any point during the move, and the remaining move completed afterwards (example: Marcus, in a heavy chariot, can move three spaces forward, change lanes, and then move his remaining 12 spaces to complete the turn):

1. Change Lanes: Move laterally one lane. The chariot can move to any square in a lane bordering its present lane that is adjacent to its present square (vertically or horizontally only, never diagonally) as long as that square is not occupied by another chariot.

2. Scythe Attack: This action can be made by heavy chariots only. The driver can attempt to use the sharpened blades attached to the hub of his chariot's wheels to destroy the wheel of another chariot. The attacker and defender both make a charioteering check (see below under Risky Actions). The attack is successful if the attacker succeeds at the check, and the defender fails. If the attack is successful, roll 1d20 on the table below for the result. Add +2 if the defender is driving a light chariot:

Scythe Attack Table (D20)

> 1-4   **Wheels Locked:** Both chariots may be damaged. Roll again on this table for each chariot.
> 5-8   **Driver stunned:** The defending chariot can take no action next round except normal forward movement.
> 9-12   **Chariot Out of Control:** The defending chariot moves randomly one space in a random direction. Nominate each of the four surrounding sides as 1-4, a roll 1d4 to see where it lands. If this would cause the chariot to move into another chariot, the walls of the circus, or the spina, see Crashes, below. The defending chariot can take no action next round except normal forward movement.
> 13-16   **Wheel Damaged:** The chariot takes no immediate damage, but place a marker on it indicating that the spokes on its wheel are partially cut through. At the beginning of each of the chariot's succeeding turns, roll 1d6. On a roll of 6, the wheel is destroyed and the chariot wrecks, as below.
> 17+   **Defending Chariot Wrecked:** The chariot wrecks. The driver remains tied to the reigns, and is pulled along by his horses at maximum speed each turn, taking an automatic 1d8 hit points of damage per turn, until he can cut himself free of the reigns by rolling a Death or Poison saving throw (+1 if dexterity 13+), roll this before the chariot moves each turn.

3. Whip Horses: The driver whips greater speed out of his horses. The chariot gains a bonus of 1d6 spaces to normal forward movement. ALL OF THIS ADDITIONAL MOVEMENT MUST BE TAKEN (which may not be a good thing, if it puts him over maximum speed in the turnaround, or causes him to crash into another chariot).

4. Whip Opponent: Make an ordinary whip attack against one opponent. In addition to normal damage (1d2 + strength bonus), a successfully whipped opponent must roll a saving throw (+1 if constitution 13+), or he is temporarily blinded by blood flowing into his eyes, and can take no action next turn, other than normal forward movement.

Risky Actions

This is where the race becomes strategic. Any free action can be taken again, any number of times, as a risky action. However, as the name says, this is risky. Each risky action requires a charioteering check (equal to a Death or Poison saving throw, at +1 if dexterity 13+, +1 if strength 13+, -1 per each risky action previously performed this turn). After the round has been completed, the count for risky actions starts over again.

A successful roll means that another action (from the free actions list) can be performed normally. A failed roll means the chariot wrecks, as result 17+ on the Scythe Attack Table, above.

A glamorous, but dangerous, way to make a living...

The Turnaround

Centrifugal force makes the turnaround (the curved area between the two red lines at each end of the track) the most dangerous place in the circus. If a chariot is moving at over maximum speed (as a result of whipping horses) at any point while it is in the turnaround, the driver must make an immediate charioteering check (Death or Poison saving throw, +1 if dexterity 13+, +1 if strength 13+) at -1 for the 4th (outermost) lane, -2 for the 3rd lane, -3 for the 2nd lane, and -4 for the 1st (innermost) lane.

This check is always made at the end of the turn, even if the driver has already exited the turnaround. A failed check means the chariot wrecks, as result 17+ on the Scythe Attack Table, above.

Crashes

If a chariot crashes into another chariot, the walls of the circus, or the spina, roll on the Scythe Attack table, above.

A chariot which crashes into the wall of the circus or the spina remains in its own space, and further movement is allowed (if any remains), unless the results of the Scythe Attack Table say otherwise.

If a chariot crashes into another chariot, both are moved one space randomly, as result 9-12 on the Scythe Attacke Table, above, in addition to other results.

Note that multiple crashes can occur if several chariots are bunched up, and a crash causes one chariot to move into another

Winning the Game

Victory goes to the chariot which moves into the space past the finish line first, after three laps have been completed, or to the remaining chariot if all others have been eliminated.

Charioteers

Each NPC charioteer is level 1d8, and has 3d6+1 each for strength, dexterity and constitution.

Low Stakes Gambling

Each charioteer will have 1d12 x 1,000 g.p., bet on him. +1d4 for the highest level charioteer, +1d4 for the charioteer with the highest strength, and +1d4 for the charioteer with the highest dexterity. Odds can be figured from the gold pieces bet. Player characters may bet the odds with their own gold pieces, or may make side bets among themselves as desired. To keep things simple, the odds are not re-figured unless any single player character bets more than 2,000 g.p. on a single race.

There is a 10% chance that any race is a famous race. In this case, charioteers will be level 1d6+4h level, with 3d6+2 each for strength, dexterity and constitution (maximum 18 in each). PCs of less than 5th level cannot drive in such a race. In a famous race, ten times the normal bets are made, and the odds are refigured for PCs only if they bet more than 20,000 g.p. on a single race.

High Stakes Gambling

Noblemen are free to bet Wealth levels in side bets against each other, though bets for other things (such as provinces, legions, fleets or status) are considered crass, and will not be honored. A nobleman can bet a maximum of one Wealth level against the house. However, the odds stand as figured under Low Stakes Gambling and, if the payout would be higher than 1 to 1, the house will not accept the bet only at 1 to 1.

Throwing the Race

PCs are not allowed to bet against themselves, or make other arrangements that would result in financial advantage to them by purposely losing. the Emperor takes a dim view of this, and the crowd might well tear apart a character that threw off the results of the race in this shabby fashion.

Optional Rule: NPC Nobles

Generating NPC Nobles

Adding NPC nobles into the game can create additional color and chaos, and are also useful for solitaire games.

Statistics for an NPC Noble: All personal characteristics are generated on 3d6. Class: Based on highest personal characteristic: Strength, Constitution or Charisma=Fighter, Wisdom=Cleric, Intelligence=Magic User, Dexterity=Thief. Alignment: 1-3=Law, 4-5=Neutral, 6=Chaos. Level=1d6+6. Possessions=1d3 random magic items (usually not brought to court, as detailed in the rules, must be items that the character class can use). For political characteristics, Status, Wealth, Legions and Fleets are all generated on 1d4, but if any of these statistics is 4, roll 1d4 again and add 4 to this roll to determine the final result.

NPC Noble Actions

NPC nobles can, theoretically, act in any manner that a player-character noble can. However, since much of Wizard-Prince© is devoted to secrecy and skullduggery, and each player acting on his own knowledge of events, rules for making NPC nobles act in such a manner would be difficult if not impossible to create. So, we instead assume fairly powerful but unimaginative and brutal NPC nobles, so that they can still be challenging opponents without overcomplicating the rules.

Therefore, each NPC noble's actions will be randomly generated each turn. Roll 1d6: 1-2=INTERFERENCE, 3-4=MINGLE, 5-6=SNOOP. The player then takes the role of the NPC noble for that turn, as show below:

INTERFERENCE or MINGLE: The NPC noble will use these actions exactly as a player character would, however, he will always seek thwart or harm player character nobles, rather than NPCs.

SNOOP: An NPC noble is, as we said, somewhat direct and brutal, and does not possess the savoir faire of a PC noble. Therefore, any courtier viewed by the NPC noble in a SNOOP action will be exposed to all players (set the courtier chit off to the side of its pawn, but in the same square, and leave the chit face up). Therefore, he will SNOOP only the courtier closest to his own piece. If two or more are equally close, he will SNOOP the one farthest from any other character, PC or NPC.

The Banquet ends when all PC nobles have exited the board.

NPC Nobles Outside the Banquet

Any NPC noble who gains the ability to attack (by duel or feudal war) a character as a result of the Banquet will attack a player character noble. He will do so randomly, unless he has lands bordering those of a weaker PC noble (measure strength by total legions and fleets), in which case he will attack that PC noble in a manner seen as most advantageous to him, considering the strategic situation. Roll 2d6 each year (after the Banquet ends) for the results of the actions of any NPC noble still alive:

    2   Dies. All lands, titles, etc., are lost.
    3-4 Adventures and gains an experience level.
    5   Adventures and gains a random magic item.
    6   Life saved by a commoner, who he then raises to the peerage. Create and add a new
         NPC noble to the game.
    7+ Idles. No effect.

NPC nobles can act as any other noble does, acquiring Status, Wealth, Fleets, Legions, lands, appointments, etc. They should be maintained throughout the game as NPCs.

Optional Rule: Tumultuous Empire

For a really chaotic political situation, roll 5-6 on 1d6 each year to determine if a random event takes place. Many of these events are ongoing, and all take place before the Banquet begins. If there is an event, roll 1d6 on the table below:

1. Horde of Brigands: 1d6 legions appear in a randomly determined province. If the province is ruled by a noble, he must fight and defeat them, otherwise they will reduce the province' production roll by 1 each year. At the beginning of each year, roll 1d6, on a 1-2, the brigands stay where they are and pillage the province again, otherwise, they go to a bordering, randomly determined province. The horde cannot cross island or ocean hexes.

2. Pirate Fleet: 1d6 fleets appear in a randomly determined coastal province. If the province is ruled by a noble, he must fight and defeat them, otherwise they will reduce the province' production roll by 1 each year. At the beginning of each year, roll 1d6, on a 1-2, the brigands stay where they are and pillage the province again, otherwise, they go to a bordering, randomly determined province. The horde cannot enter a land-locked province.

3. Plague/Famine: Breaks out in a randomly determined province. Each year, roll 1d6 for each of the province' upgrades, on a 1, the upgrade is lost. If any 6 is rolled, the plague ends. Stop rolling.

4. Dacoits: An assassination attempt takes place against a random PC noble, but a level 1d8 Assassin. Note that the Syndicate upgrade will effect this event.

5. Pasquinade: An insulting play is written, lampooning a random PC noble. Nobles who maintain one or more salons can save vs. death/poison, +1 bonus per salon maintained, to avoid the effect. Otherwise, pay the playwright off with 1 Wealth, or lose one Status.

6. Servants of Chaos: A monstrous evil, beyond the power of any army to contain, has infested a random province. The province will lose one from its production roll each year, until it falls to zero, and becomes a wasteland. After this, the province will generate one Horde of Brigands or Pirate Fleet, each year, in addition to other events. Only by adventuring in the province and rooting out the evil (dungeon level 2d4) can this event be ended.

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