

# FIELDS OF BLOOD

## The Book of War



d20  
system

# FIELDS OF BLOOD

## THE BOOK OF WAR

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AND EXCESSIVE PATIENCE IN ALLOWING ME TO GET AWAY WITH THINGS LIKE "NO, I CAN'T  
HELP CLEAN TODAY, I HAVE TO REBALANCE REALM ECONOMICS."

### TABLE OF CONTENTS

CHAPTER ONE: INTRODUCTION	2	CHAPTER SEVEN: HEROES	94
CHAPTER TWO: DEFINING REALMS	8	CHAPTER EIGHT: CAMPAIGNING	110
CHAPTER THREE: RULING REALMS	26	APPENDIX A: CORE MAGIC	118
CHAPTER FOUR: UNITS	46	APPENDIX B: BATTLE MAGIC	140
CHAPTER FIVE: BATTLE	62	APPENDIX C: REALM MAGIC	146
CHAPTER SIX: MAGIC	88	APPENDIX D: MONSTERS	150

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# CHAPTER ONE: TO WAR!

*There was a moment of quiet.*

*No, not really. Aylfred could hear a lot, if he relaxed and allowed himself to. There was the snorting of the horses to his left, the soft clink of metal on metal as the infantry men shifted position, tensing for the order, the soft drip of water, condensing from the morning fog, falling from armor onto grass. As he listened, more sounds filtered in. A whispered prayer, a creaking as a leather-clad fist clenched in anticipation, a jingling of spurs as a mounted knight kept his horse in place.*

*Across the field, Aylfred knew, the same sounds were being made, albeit in a slightly different tongue. The Northmen had been mere raiders and pillagers, a nuisance only, but their new lord had turned them into an army. They had already burned three cities, and now they sought to take a fourth—Aylfred's. He could hide behind the walls, walls the other cities had lacked, but with few supplies saved from the long winter, it would mean nothing but death by starvation. The only way to save his city was to meet them.*

*And so, here he stood. Listening to the small noises of waiting.*

*Aylfred had been a soldier for more than half his life, and this moment always affected him. It was a like a loose burlap sack being carelessly over-filled by a peasant, the bag growing ever more taut, straining, with seams beginning to fray, then, suddenly, shattering the tension in one great burst.*

*That moment was coming. The only issue was, who would go first. He could not see his counterpart, the Northman leader, in the vast throng waiting on the other side, but he could imagine him. A barbarian, yes, but a cunning one, one who knew enough of war to send his rabble against disciplined troops and have them win. He, too, was waiting for the moment.*

*Aylfred smiled. No sense giving his opponent the opening move.*

*He turned to look at Morgan, who had been staring at him. Aylfred nodded; Morgan did so in return. Then Morgan turned to look across the field, and took some powders from a belt pouch into his hands. He spoke words of incomprehensible sounds, in a language older than the world, and, across the field, fire blossomed, engulfing the first rank of the Northmen in a conflagration. As it happened, cries erupted from both sides, and they rushed together, to meet in a clash of metal and skill. Aylfred leapt to his waiting horse and began shouting orders; Morgan had vanished into his protective cluster of infantry, waiting for the next opportunity to call on his powers.*

*The Northmen shaman responded, and the very grass of the field tore at the feet of Aylfred's men, even as streams of arrow fire slowed the Northmen's own advance.*

*The waiting was over. The small sounds were gone. The sound of battle consumed all.*



## Welcome to the Fields of Blood!

*Fields of Blood* serves two purposes. First, it is a set of rules for running mass combat—vast battles involving hundreds or thousands of soldiers on each side, not simple skirmishes of a few dozen at most. With these rules, you should be able to run any land-based fantasy battle you wish, ranging from realistic conflicts between units of human soldiers to bizarre battles of high fantasy, where spider-mounted drow cavalry charge a gold dragon as the battlefield itself warps beneath the strain of potent magic. Lay siege to a great city, or send your ragtag army of peasant recruits, aided and abetted by a handful of powerful heroes, out to stop the disciplined orc armies that serve their dark lord.

But there is more. These rules expand a typical fantasy campaign in a new direction. No longer are players limited to being wandering sell-swords, spending their days poking around in some musty tomb, looking for another castoff trinket. *Fields of Blood* contains a complete realm management system, allowing players to become the rulers of kingdoms, with full control over the fate of their nation. Players can be enlightened rulers, seeking to develop small towns into great cities, open trade routes, and improve roads—or they can be despotic warlords, bleeding the peasants dry to fund their massive armies, turning an entire land into nothing more than a monument to their own power and ego.

From trying to keep a small duchy safe from rampaging goblins, to guiding the destiny of a globe-spanning empire, *Fields of Blood* provides the tools you need.

## OVERVIEW

In order to fully incorporate *Fields of Blood* into your campaigns, these rules contain three basic segments: Realm management, battle, and heroes of battle.

Realm management shows you how to run nations. Battle provides guidelines for what happens when nations clash. Heroes of battle contains a slew of new options to make PCs more effective in the areas of rulership and mass combat.

## OVERVIEW OF REALMS

*Fields of Blood* allows characters to take on the role of regents (rulers) of realms. They can raise taxes, order the formation of armies, construct roads, negotiate with ally or enemy nations, and so on. The game rules allow for a shifting of focus between realm-level activity and PC-level activity.

Each realm consists of provinces, and each province, in turn, has a population center, which can range in size from tiny hamlets to vast, walled metropolises. Provinces may also contain fortifications, resource gathering improvements, and so on. A province consists of a single 12-mile hex on the campaign map.

Realm-level play runs in terms of weeks and seasons. Most activity occurs on the seasonal scale; only a few activities are fine-grained enough so as to require weekly bookkeeping.

Each season, the regent collects the realm's wealth and then distributes it as he sees fit. He can choose to spend it on civic improvements, such as mines or irrigation, or on fortifications, or on raising troops, or dividing it among these, as needed. He also commands the armies of the realm to do his bidding—to defend a frontier town, or to launch an immediate assault on a neighbor.

## OVERVIEW OF BATTLE

The while the core entity of traditional d20 gaming is the individual character, the core entity in *Fields of Blood* is the *unit*. Although powerful individuals and monsters can have a significant, even overwhelming, effect on combat, the vast majority of a battle is fought by relatively weak individuals who are effective only when grouped together. At this level, individual skills and abilities matter little. When a thousand orcs charge across the field to engage hastily assembled peasant levies, it does not matter that Grubgrush the orc has a strength of 16 or that Tall John the farmer happens to be wielding a masterwork longsword gifted to him by his grandfather. In the swarming chaos of combat, where it's all you can do to tell friend from foe, it is the unit which matters. Can it stay together? Can it obey orders? Can it survive an assault and strike back? When the battle is over, is the unit still cohesive, or just a handful of scattered survivors wandering among the dead and dying?

As much as possible, battle between units has been designed to resemble combat between characters. Units have a bonus to hit, an armor class, and hit points, just as characters do. They roll to hit as normal. The main differences are mobility (a unit's ability to move is somewhat more limited than an individual's), scale (a unit of low level combatants represents roughly 100 individuals in a 50 x 50 foot square), and how damage is inflicted.

When a unit is struck in combat, the attacking unit makes a damage check, rolling its Power plus 1d20 against the defending unit's Toughness. Should the check succeed, the defending unit takes a wound. Most units have only two Wound Levels; when the unit is down to zero Wound Levels, it is destroyed.

For example, consider a unit of regular orkish medium infantry armed with medium weapons and wearing light armor, confronting a unit of irregular human light infantry equipped with light weapons and armor. For purposes of this example, all we care about is Melee Power and Toughness.

### THE ORCS

**Melee Power:** +11

**Toughness:** 22

### THE HUMANS

**Melee Power:** +5

**Toughness:** 20

The orcs attack first, and hit. Now they roll a damage check. The d20 roll is 14, which, added to their Melee Power of 11, is 25, or easily more than the human's Toughness of 20. The humans are wounded. They counter-attack, though, and roll an 17, which, with a Melee Power of 5, barely overcomes the orc unit's Toughness. Both units are wounded, and, next turn, one of them (most likely the humans) may die.

## COMMANDERS

Most units are commanded by a member of that unit who is otherwise indistinguishable from the rest. Powerful individuals, though, command some units—the player characters and their selected allies (and, on the other side of the field, their arch-foes and *their* allies.) Commanders increase the power of the units they command, and can use their special abilities, such as spell-casting and magic, to influence battle.

## Magic

Magic in *Fields of Blood* is similar to magic in the typical d20 campaign. The main difference is one of scale. A magic missile cast into a unit of goblins may fell several, but the unit as a whole will never notice. Only if a spell can impact a large number of creatures in a unit does it matter on the *Fields of Blood* scale. A large number of the core spells have been converted for use with *Fields of Blood*. Perhaps more importantly, an entirely new type of magic—battle magic—has been added. These potent spells have vastly increased areas of effect, and may only be used on the battlefield; the weakest of them can target an entire unit, while the strongest can affect many hundreds of men. Finally, another new form of magic called realm magic may be employed by magically advanced realms.

## OVERVIEW OF PLAY STYLES

*Fields of Blood* can be played in two ways, either with a GM or without.

A game incorporating *Fields of Blood* typically involves a Game Master. As with a standard d20 game, the GM sets up the starting conditions, makes all the crucial decisions when a dispute arises, and spins out events and scenarios.

In GMless play, the players themselves adjudicate all the rules. Usually, each player takes on the role of regent of his or her own kingdom, battling the others for supremacy in the land.

## Glossary of Terms

As you have noticed, *Fields of Blood* covers many subjects. In effect, it creates an entire new level of play for your d20 campaign. As such, it uses a slew of new terms. They are gathered here for easy reference. Each contains a (Battle) or (Realm) listing to show which aspect of play it involves.

**Army**—All the troops you field in a single battle. (Battle)

**Asset**—An improvement that increases the resources a province produce. Sample assets include Mines, Irrigation, and Lumber Mills. (Realm)

**Barbaric**—A type of realm that has permanent population centers, but which is not yet skilled at fully exploiting the land or maintaining a complex government. (Realm)

**Battle**—Conflict between armies as described in these rules. (Battle)

**Battle Magic**—Powerful spells used on a battlefield to affect mass numbers of troops. (Battle)

**Civilized**—A type of realm with advanced resource extraction and government. (Realm)

**Cleared**—Refers to the action of removing monsters and other impediments to settlement from a recently explored hex. (Realm)

**Colony**—An area controlled politically by a realm, but not connected to it by a road or a shipping route. If a governed province is cut off due to war, it becomes a colony until it is reconnected to the realm. (Realm)

**Combat**—Conflict between individuals as described by the standard d20 rules. (Battle)

**Command**—When referring to individual characters, Command is a charisma-based skill that adds its value in all Command and Morale checks. (Battle) When referring to units, this term is a statistic representing how skilled a unit is at following orders. (Battle)

**Cultured**—A realm with permanent population centers, good use of resources, and complex systems of government. (Realm)

# THE BOOK OF WAR

**Disband**—Send a unit home. Sometimes units are disbanded because you can't afford the upkeep; sometimes they're disbanded because the rules require it. (Battle)

**Elite**—A unit training level. In *Fields of Blood*, the main difference between an elite unit and a regular unit is that the former has a higher Command and Morale. (Battle)

**Explored**—Applied to a province, this means it has been cleared of any monsters or other dangerous elements, but is not yet under the control of a realm. (Realm)

**Formation**—A group of four, nine, or sixteen units, attached to each other to form a larger whole that moves and fights together. By grouping your units into formations, you can control huge armies without much less effort. (Battle)

**Garrisoned**—This refers to a governed province which can muster troops. (Realm)

**Governed**—This refers to any hex with a population center. Such a hex belongs to a realm and contributes resources to it. (Realm)

**Guild**—A term referring to any political entity with its own agenda, but which also serves the realm. Religious orders, arcane societies, and cabals of thieves are all considered guilds, and all offer some benefit to a realm. (Realm)

**Heavy**—A unit training form. Heavy troops focus on power, survivability, and close-in fighting. (Battle)

**Hex**—A hexagon on the campaign map. Generally called a province in *Fields of Blood*. (Realm)

**Income**—The excess resources, in gold pieces, a regent collects and keeps through taxing his realm. See Resources and Surplus. (Realm)

**Intersect**—Whenever two units are in physical contact on the battlefield (meaning, the counters representing those units are touching), the units are said to be intersecting. Intersecting is all-or-nothing; there is no partial intersection. (Battle)

**Improvement**—A addition that enhances a province. (Realm)

**Irregular**—A unit training level. Irregular troops are non-professional soldiers—farmers, peasants, woodsmen—who serve briefly, usually to defend their land. Irregular units are cheap since they require little training, but tend to break morale quickly because they have no training. (Battle)

**Light**—A unit training form. Light troops concentrate on quick movement and strikes. (Battle)

**Martial Action**—An action undertaken by a military unit or group thereof. Such actions include moving, fortifying an area, or razing a conquered city. (Realm)

**Martial Unit**—The normal unit in these rules, composed of a variable number of individuals depending on their power level (the default is 100 combatants). Most humanoid races field martial units even though some are more organized than others. See Special Unit. (Battle)

**Medium**—A unit training form. Medium troops are a balance between the light and heavy training forms. (Battle)

**Morale**—The tendency for a unit to stay together in the face of opponents, overwhelming odds, the collapse of units next to them, and magic used against them. (Battle)

**MPs (Movement Points)**—A number used in determining how far an army can travel in a week. (Battle)

**Muster**—See Raise. (Battle)

**Nomadic**—A realm with no permanent population centers, only a few camps. (Realm)

**Population Center**—Each governed province contains a single population center, representing the largest town or city in the province. The size of the population center is one factor in determining how many resources the province can produce. (Realm)

**Province**—A single hex in a realm. A realm may consist of only one province, or of many. A province is assumed to be 12 miles across at its widest point. Provinces are sometimes referred to as hexes, and vice-versa. (Realm)

**Raise**—Spend cash and buy troops. (Battle)

**Realm**—Any political entity with a discrete ruler. A realm can be a small duchy that is part of a much larger kingdom, or it can be a mighty empire. The term realm makes no assumptions about the nature of government or the beings who dwell in the land. (Realm)

**Realm Action**—An action ordered by the regent, but taken, effectively, by the realm, and paid for with those resources not taxed by the regent. Realm actions include things like building roads, ports, or guilds. (Realm)

**Realm Magic**—Powerful spells, castable only by a guild, that can impact an entire realm. Realm spells come in two types—arcane and divine. (Realm)



**Regent**—The ruler of a realm. The regent will almost certainly have a different title in-game: King, Baron, Emperor, Lord, Shogun, or anything else. For purposes of this supplement, all individuals who control realms are called regents, and all regents have similar control over their realms. (Realm)

**Regent Action**—An action taken by the regent and paid with by income he has collected from the realm. Regent actions include mustering troop and declaring war or peace. See Income. (Realm)

**Regular**—A unit training level. Regular troops are standard, professional soldiers. (Battle)

**Resources**—An abstract grouping of all the realm's wealth, including natural resources, trade, and money. Different terrain types yield different quantities of resources based on the race of the realm; elves can get more from forests than dwarves can, for example. (Realm)

**Season**—The length of a realm management turn, roughly three months. A season is the period of time it takes to collect resources. A season consists of 13 weeks, and certain actions can be taken on a weekly basis, such as moving troops. (Realm)

**Secund**—To attach a powerful individual, usually a PC or high-level NPC, to a unit, as its commander. (Battle)

**Secunded**—Attached to a unit as its commander, in reference to a specific individual. (Battle)

**Special Unit**—Typically a monster unit with anywhere from one to a dozen individuals of such power that they are equivalent to one martial unit. See Martial Unit. (Battle)

**Surplus**—The excess resources that the people and institutions of the realm get to keep, after upkeep and taxation. This money is used to perform realm actions. (Realm)

**Taxation**—The process of extracting the maximum amount of milk with the minimum amount of moo. More precisely, this is the transfer of wealth from the individuals and institutions of the realm to the coffers of the regent, where he uses it for regent actions. See Income. (Realm)

**Unit**—The basic unit of troops on the battlefield. See Martial Unit, Special Unit, and Formation. (Battle)

**Upkeep**—The cost of maintaining an army, city, or castle. Upkeep must be paid each turn, before any other expenses, or the assets of the realm begin to deteriorate. Troops will desert, cities will shrink as the population leaves, and so on. (Realm)

**Utility**—An improvement that provides a special function or benefit. Examples include hospitals and signal towers. (Realm)

## CHAPTER SUMMARY

*Fields of Blood* is comprised of the following chapters:

**Chapter One: Introduction**—This chapter briefly summarizes the key concepts of *Fields of Blood*, and provides a glossary of important terms.

**Chapter Two: Defining Realms**—This chapter discusses how to define realms, either by converting an existing campaign world, or starting from scratch.

**Chapter Three: Ruling Realms**—Raise taxes, build cities, muster armies, and declare war! This chapter discusses the realm management system, allowing players to rule everything from small duchies to great kingdoms.

**Chapter Four: Units**—Goblin Light Infantry. Human Heavy Cavalry. Ogres. Dragons. High-level fighters and wizards. All of these, and more, can be created using this chapter, which describes how to convert creatures from any d20 product into *Fields of Blood* terms, and send them to battle against your foes.

**Chapter Five: Battle**—The heart of the book, this chapter tells what happens when armies meet on the field of battle, offering full rules for movement and conflict. This chapter also includes rules for terrain. Archers snipe from the safety of deep forests, while cavalry charges down a hill to overrun the infantry below. Lastly, the tedious process of siege warfare is abstracted, so players can focus on the combat, not the rock-tossing.

**Chapter Six: Magic**—Fireballs incinerate oncoming units, while healing spells restore a battered group of infantrymen to full vigor, and a portal to other planes opens, gushing forth demonic allies to aid in the battle. This chapter discusses how core d20 magic works in *Fields of Blood*. It also introduces battle magic, magic on a scale rarely seen—exterminate armies with a word, turn your slain enemies into undead servants, or have the earth itself reach out to drag down flying opponents. Finally, it covers realm magic, requiring extensive rituals and many participants, that has the ability to affect entire realms.

**Chapter Seven: Heroes**—Learn the skills of tactics and command, or become a battle shaman or a warlord. This chapter includes new skills, feats, and prestige classes focused on *Fields of Blood* play. It also discusses how powerful magic items possessed by player characters can influence the battlefield.

**Chapter Eight: Campaigning**—This chapter details how to turn a standard campaign into a *Fields of Blood* campaign, including guidelines for “scaling up” the game to place the player characters in command of the realm—while still allowing them to adventure as they always have.

**Appendix A: Core Magic**—This list converts most of the core spells from d20 into *Fields of Blood* terms, explaining what happens when a *blade barrier* is materialized in the heart of a densely packed unit of infantrymen.

**Appendix B: Battle Magic**—This list details the powerful spells of battle magic, spells designed entirely for use in mass combat, which can affect multiple units or huge tracts of land.

**Appendix C: Realm Magic**—This list covers the intricate realm magic spells, able to reach to all four corners of a realm.

**Appendix D: Monsters**—From achaierai to zombie, this lists a wide assortment of core d20 creatures likely to be found on the battlefield, with their special abilities and powers converted to *Fields of Blood* terms.

## OPEN GAMING CONTENT

Eden Studios is very supportive of other products using *Fields of Blood* as their base realm management or mass combat system. Expanding, improving, and fine-tuning these rules are encouraged.

All chapters except **Chapter Three: Ruling Realms** and **Chapter Five: Battle** are deemed Open Gaming Content. All names, including spell, prestige class, skill, feat, magic item, population center, guild, asset, utility, fortification, seasonal event, regent action, realm action, martial action, movement action, full-turn action, free action, aerial combat maneuver, terrain names and unit condition names are Open Gaming Content. Finally, all text derived from other Open Gaming Content or the System Reference Document is Open Gaming Content.

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# THE BOOK OF WAR

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## CHAPTER TWO: DEFINING REALMS

*"So. This is Hoddenhill."*

*"M'Lord, you've been here before, many times. Last year, during Turning Festival, and . . ."*

*Jaspyr sighed. The slight breeze picked up again, becoming a wind, which tugged at his heavy purple cloak. He pulled it more tightly around him, and then kicked lightly at a cobblestone. It came loose easily, revealing red clay soil beneath.*

*"I know that, Baron Merrick. There was that tavern girl I... talked with. Lisa, Alys, something like that? Hmm. I wonder if she's still around . . ." Suddenly invigorated, Jaspyr began to scan the street in front of him with interest, looking for the Drunken Ox tavern.*

*"Alissa, daughter of Jacob the Miller? She died last autumn of the burning chills. As did . . ."*

*"My father. Thank you, Baron Merrick. I'd completely forgotten he was dead." The dead flatness of his voice gave no clue as to whether he intended the comment to be sarcastic, bitter, or even sincere. He pursed his lips, looked down at the cobbled path again, then glanced up. He turned to Merrick, his face an unreadable blend of feelings. "And that's why I'm seeing Hoddenhill anew. It's mine now, isn't it?" He gestured expansively. "All mine . . . much sooner than I'd ever thought." Jaspyr paused again, his brow furrowed, as a thought formed almost of its own accord forced its way to the forefront of his mind. "Baron Merrick. How did you know about . . . Lissa?"*

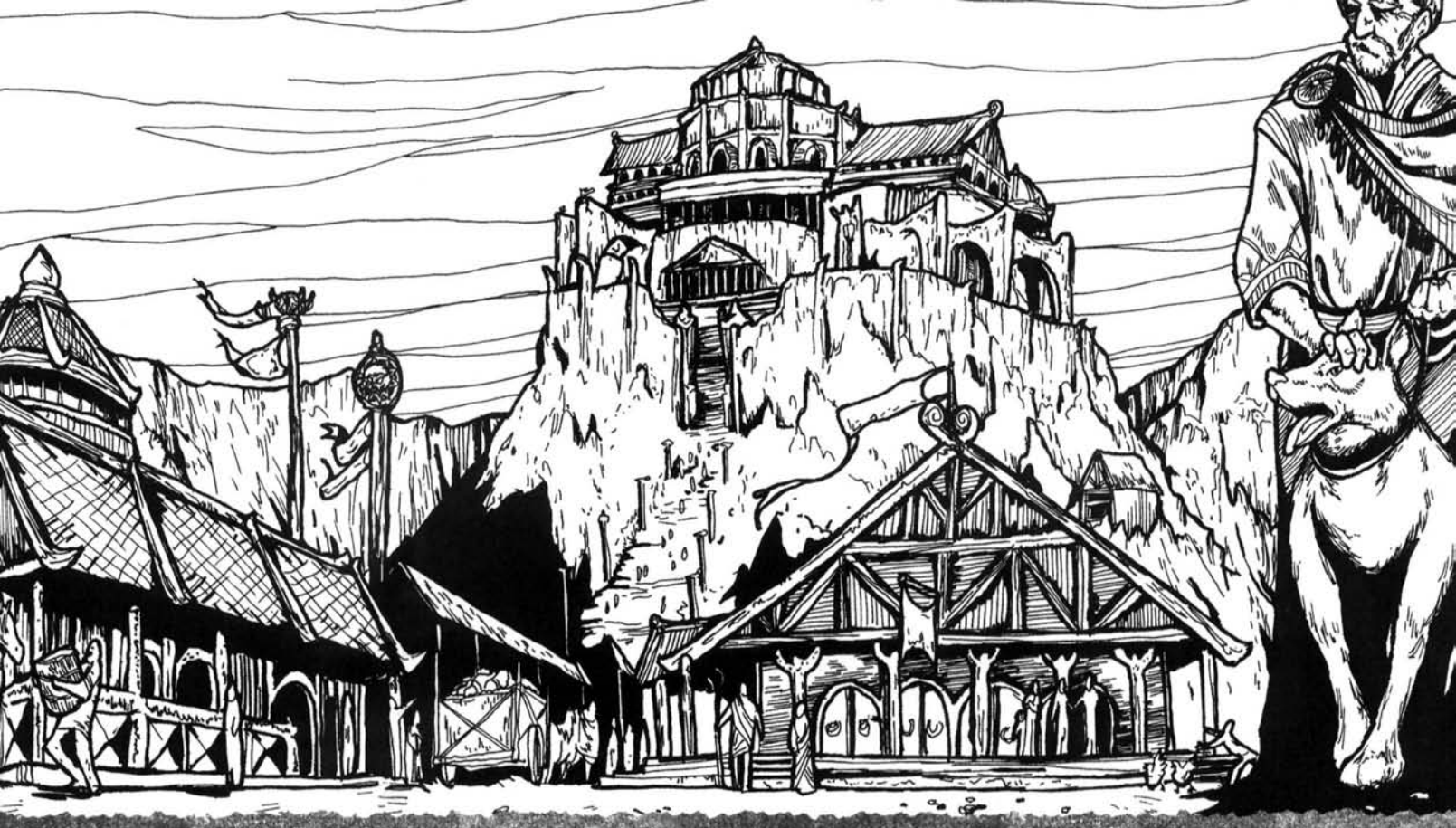
*"Alissa, M'Lord." Merrick's face twisted wryly. "And do you mean, M'Lord, how did I know of your dalliance, or of her death?"*

*Jaspyr suddenly realized he wasn't sure which he meant, and he had the odd feeling Merrick was testing him. He didn't like being tested, especially by an underling—and wasn't everyone his underling now? He kept his face calm. "Both."*

*Merrick nodded. "As to the first, I was with you that night, keeping an eye on you and that cluster of layabouts and rogues you call your friends . . . I mean, M'Lord, your current Privy Council. It doesn't take much skill to see what you wanted, or how willing a miller's daughter might be to seek the love of a prince . . ." Not that you ever had much love to give anyone, Merrick thought bitterly. "As for the rest, as the plague took so many, it was my duty to oversee the updating of the tax rolls, and her father had requested an abeyance of tax due to hardship." He paused. "Your father granted it."*

*Jaspyr nodded, a faraway look in his eyes. "My father was a kind man." Again, the flatness came to his voice, and Merrick wished he could tell what thoughts brewed behind those dark eyes.*

*At long last, Jaspyr spoke again. "Back to Hoddenhill. Tell me of it. Tell me of my great town of Hoddenhill!" There was no need to strain to see the sarcasm now.*



*"Hoddenhill has a population of nearly 2,000. It thrives on local trade and logging. The swamps to the northeast are home to the Glistening Fang clan of orcs, but they've not been a threat for a decade or more, and most of them have turned to trapping and selling furs. The Church of the Twelve True Gods maintains a shrine here but the priest is only in town part of the year. Their are some druids in the hills as well. Taxes last year totaled . . ."*

*Jaspyr waved him to silence. He pointed down the street, to a squat stone building. "Tell me of that."*

*"Hoddenhill Fort. Built by the High Lor . . . by your father's grandfather to train soldiers. It's been unused since your father decided to move troop training to Yeoman's Market so as not to anger Baron Aramyth to the east. I believe a large smithy remains in the building. It's no doubt in ill-repair . . ."*

*"I thought so. Yes. This will have to do. Come on, Merrick. I wish to inspect that fort." He began walking towards it, then turned, "Oh, and tell that miller he's had long enough to mourn, and to start paying his fair share. I'm going to need every copper I can get."*

## What is a Realm?

With *Fields of Blood*, players can take on the role of the leaders of a kingdom, or realm. A realm is any group of provinces governed by the same ruling body. For purposes of *Fields of Blood*, the leader or leaders are all referred to simply as the regent. Whether the regent is a monarch by divine right, a baron appointed by a king, a council of Elders, or an elected body of representatives has no mechanical impact on the game; for all game purposes, the realm is ruled by the regent.

This chapter discusses the following concepts:

**Resource Points:** The "gold pieces" of *Fields of Blood*—an abstract measure of the realm's material wealth, labor, and trade.

**Provinces:** Each realm consists of one or more provinces, and each province is dominated by a single population center.

**Civilization:** How technologically and culturally sophisticated is the realm? Is it the home of simple nomads, or does it sport mighty cities and advanced agriculture?

**Governing Style:** Is the realm ruled by a tyrannical despot, or an enlightened king?

**Terrain:** What sort of land composes the realm, and how can it be worked most effectively?

## RESOURCE POINTS

All items in the *Fields of Blood*—population centers, fortifications, troops—have their cost expressed in Resource Points. The terms points, Resource Points, and RPs are all interchangeable.

Resource Points are an abstraction of monetary wealth, resources such as grain and iron, time, and labor. The "gold piece" economy of standard d20 works well for adventurers, where gold is a means of "keeping score" and can be used to help balance power levels, but it doesn't represent all games or the non-monetary nature of middle ages fantasy settings. In order that PC regents can invest their adventuring gains in their realms—or turn their realm's productivity into hard coin for themselves, you can convert between RPs and GPs at a 1:100 ratio. That is, 100 gold pieces is roughly equal to one Resource Point, and vice-versa.

# FIELDS OF BLOOD

There are other options, however. The GM can set almost any ratio he desires—10 gp to an RP, or a 1,000 gp to an RP—depending on the needs of the campaign (and the amount of gold “floating around”). He can also rule there’s different “exchange rates;” it may be a lot easier to turn gold into RPs (representing the purchase of raw materials, the hiring of laborers, and so on) than it is to turn Resource Points into gold. You can pay a peasant a silver piece and get 8 hours of labor out of him, but you can’t tell the peasant to not work for eight hours and expect a silver piece to appear. If this option is used, it’s recommended that the RP to gold ratio be about half of the gold to RP ratio.

## The Nature of Realms

Provinces in *Fields of Blood* are represented by hexes on the map of your campaign world. The two terms—province and hex—are interchangeable. Province is used because it allows a player to speak of his realm or the rest of the campaign world while in character. “This province is in rebellion!” sounds better than “This hex is in rebellion!”

Provinces produce resources based on their terrain type, the race inhabiting them, the size of the provinces’ largest population center, and possibly realm improvements located there.

A province measures 12 miles across at its widest point.

There’s no rule for naming groups of provinces or determining what constitutes a county or a barony. That’s up to you. In one campaign, a barony might consist of two provinces within a small kingdom. In another, five provinces might comprise a single barony in a sprawling empire. Different cultures use different terms and, even in the real world, cultures using the same terms often use them to mean different things.

Only a handful of attributes actually describe a realm: Race, civilization level, and governmental style. Other attributes, such as the name of your realm, whether it’s a county or a duchy, have no game effects.

## REALM RECORD SHEET

At the back of this book (see p. 172), a blank realm record sheet is provided for keeping track of a realm’s provinces, terrain, population centers, and so forth. A smaller version is provided nearby for easy reference as its various terms are discussed.

## RACE

Most realms are populated primarily by one race, although they often contain some smaller percentage of other races. An elven kingdom might contain a small population of gnomes and halflings, for example, while a realm dominated by ogres could possess a significant population of humanoid slaves.

One of the things you must determine about your campaign world is how different races associate with each other. This determines the cost of mustering units of other races and allying with their realms (see Table 3.15: Racial Attitude Modifiers, p. 38). Do dwarves and elves view each other with animosity (as is typical for many fantasy worlds) or are they allied as “elder races” against young upstarts like humans and orcs? Table 2.1: Racial Attitudes is a sample of how various fantasy races typical to most campaign worlds get along (which you can use as a generic table). Sahaugin and Kuo-Toa are provided as examples of unusual, evil races. Each campaign should have its own Racial Attitude Table to reflect the racial politics in your world.

Table 2.1 is read from top to bottom, not left to right. One race can have one attitude toward a second, while the second race could have a different attitude toward the first. Gnomes, for instance, are friendly toward elves, while elves are neutral toward gnomes.

The designators Allied, Friendly, Neutral, Unfriendly, and Hostile are average attitudes across all members of the race. While individuals vary in attitude, realms usually have populations large enough to force the average attitude to the fore. An elven regent may be friendly toward dwarves in general or a dwarven realm in particular, but the average elf—and therefore most of the regent’s populace—considers the average dwarf an alien outsider.

While the exact politics of a realm are up to the GM, the following guidelines can be used:

**Allied:** The races work well together, and have done so historically many times. It is assumed that if one race goes to war, others of the Allied race will march alongside them. The races may well share cities and land, as well.

**Friendly:** The two races trade peacefully with each other and tend to see enemies of one as enemies of both. They are more culturally separate than Allied races, however, and while there will be enclaves in each others lands, they do not act as one people.

**Neutral:** The history of the races is mixed—at times, peaceful co-existence and trading, and, at other times, war. The conflicts have been spurred more from economics and politics, however, and less from innate dislike.

**Unfriendly:** The races view each other with suspicion and distrust, at best. Such trade as occurs is done out of a sense of necessity. There is perennial animosity and low-level skirmishes are common, and often flare into outright war.

**Hostile:** The two races cannot live together in peace for any length of time, unless some truly powerful force keeps them in line. Even casual contact between members of the two races at a pub or a crossroads is likely to result in immediate and undeclared violence, and nations of the two races spend their time either in war or in tense cease-fires, which last only long enough for the sides to lick their wounds and regroup.

Name: \_\_\_\_\_  
Player: \_\_\_\_\_ Type: \_\_\_\_\_ Regent: \_\_\_\_\_  
Race: \_\_\_\_\_ Civilization: \_\_\_\_\_ Governing Style: \_\_\_\_\_  
Governed Provinces: \_\_\_\_\_ Explored Provinces: \_\_\_\_\_

Province	Terrain	Population Center	Production	Total Production	Upkeep
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(Terrain Modifier\*Size Modifier\*250)

Total Production: \_\_\_\_\_ Upkeep: \_\_\_\_\_

# THE BOOK OF WAR

Table 2.1: Racial Attitudes

	Elf	Dwarf	Gnome	Halfling	Orc	Ogre	Human	Sahaugin	Kuo-Toa
Elf	—	Hostile	Friendly	Friendly	Hostile	Hostile	Friendly	Hostile	Hostile
Dwarf	Hostile	—	Friendly	Allied	Unfriendly	Unfriendly	Friendly	Hostile	Hostile
Gnome	Neutral	Friendly	—	Allied	Unfriendly	Unfriendly	Friendly	Hostile	Hostile
Halfling	Neutral	Allied	Allied	—	Unfriendly	Hostile	Friendly	Hostile	Hostile
Orc	Hostile	Hostile	Neutral	Hostile	—	Friendly	Unfriendly	Hostile	Hostile
Ogre	Hostile	Hostile	Neutral	Hostile	Friendly	—	Unfriendly	Hostile	Hostile
Human	Hostile	Hostile	Friendly	Allied	Allied	Hostile	—	Hostile	Hostile
Sahaugin	Hostile	Hostile	Hostile	Hostile	Allied	Hostile	Hostile	—	Neutral
Kuo-Toa	Hostile	Hostile	Hostile	Hostile	Allied	Hostile	Hostile	Neutral	—

## MIXED-RACE TROOPS

It is possible for a realm to contain more than one dominant race (see Mixed Race Realms, p. 16). When this is the case, it is possible to muster troops of multiple races *without* paying extra due to racial attitude (see p. 38); however, there are some additional issues. Using Table 2.1: Racial Attitudes, if the race being mustered is Neutral to the race of the regent, all such units suffer a -1 to Morale; if the race is Unfriendly, the units suffer a -2 to Morale, and if the race is Hostile, the units suffer a -4 to Morale. The Morale penalty doesn't apply to troops when the racial cost modifier is paid, as those troops have been well-paid for their service. Troops recruited from the regent's own realm, who belong to races hostile to the regent, are paid the same as any other soldier and thus nurse considerable grudges.

Once you know the racial composition of a realm, many of its qualities—such as how many resources it gets from each type of province, and what kinds of units it can field—fall into place.

## CIVILIZATION

A realm's civilization determines a host of information about realm, from the type of population centers it can build and their production to the cost to muster troops. For example, a Nomadic realm is limited to impermanent settlements (rather than permanent communities like hamlets and villages) and muster units more cheaply than a Civilized realm.

There are four levels of civilization: Nomadic, Barbaric, Cultured, and Civilized. Your campaign may contain realms of any combination of these elements, for each race, such as an elven Nomadic realm as well as an elven Civilized realm.

## NOMADIC

Nomadic realms are primarily hunter-gatherer cultures that follow their food around, rather than staying in one place and raising cattle or planting crops. Nomads don't build population centers the way other realms do. Instead, they have camps or settlements they carry with them as they move across the countryside. At the beginning of Spring, Summer, and Fall (but not Winter), a Nomadic realm can pick up all of its settlements and move them to any explored province. Each settlement's statistics are listed on Table 2.2: Nomadic Camps.

Table 2.2: Nomadic Camps

Nomadic Settlement	Production	Cost
Small Camp	1	100 RPs
Medium Camp	1.5	300 RPs
Large Camp	2	900 RPs

Nomads can sack a fixed population center, like a thorp or city, and occupy it. Doing so nets the realm half the normal production of the occupied population center, and every season thereafter, the population center automatically degrades one level; a thorp controlled by nomads eventually degrades to a small camp, for example. Nomads cannot upgrade fixed population centers.

Nomadic realms buy regular units for the cost of irregular units, and elite units for the cost of regular units. This represents the fact that, in nomadic cultures (as in barbarian cultures, see below) there are no irregular troops. All able bodied men are warriors as well as hunters. All Nomadic units also gain the Scout subtype for free.

Because Nomads do not build population centers, they cannot build guilds, assets, or utilities, except for druidic circles.

## BARBARIC

Barbaric realms grow some food and tend some livestock, but they haven't mastered the technique yet. Since they don't move around seasonally to obtain their food and supplies, like Nomadic realms, they rely heavily on raiding nearby cultures (usually when they run out of stuff they need, sometimes for fun). To reflect this, Barbaric realms extract only 75 percent of the possible RPs from a hex.

Like Nomadic realms, Barbaric realms buy regular units for the cost of irregular units, and elite units for the cost of regular units. Large barbarian population centers are more expensive than their more civilized neighbors, as barbarian societies are less able to efficiently use resources or divide labor—the same continuous training which means barbarians can muster regular units for the same price as irregular means there is less time for purely civic work and few pure craftsmen or laborers. All Barbaric population centers of large town or larger cost 25 percent more to upkeep or upgrade.

## CULTURED

Cultured realms have mastered the basics of living off the land, keeping livestock, and planting crops. They are not tied to the movement of deer herds or salmon spawning times, and so can devote more of their time to other pursuits, like improving the realm. They produce more food and supplies, which allow their population centers to grow large (though most of a Cultured realm's population still lives in rural areas). Most realms in medieval fantasy campaigns are Cultured.

Cultured realms get 100 percent of a province's production, suffer no penalties or bonuses to unit production or management, and can Bank Income (see p. 35).

## CIVILIZED

Civilized cultures take advantage of technology and specialization to exploit resource production. They take the benefits of a Cultured realm and expand on them. They can more effectively exploit their land, through irrigation and animal husbandry, to provide themselves with more food and supplies. A plains province governed by a Cultured realm might only have 80 percent as actual farmland, whereas that same province governed by a Civilized realm could exploit the entire land area. This promotes the formation of larger cities, as fewer people are needed to work the land, they move into town, and set up shop as butchers, bakers, and candlestick makers; most people in a Civilized realm live in cities. The people in the cities trade goods with the farmers for food.

Province production is increased by 25 percent for Civilized realms. Because most people migrate to Civilized realms to enjoy the benefits of city life, building and upgrading any population center smaller than a large town is doubled. Civilized realms that Bank Income (see p. 35) may earn interest for the realm's treasury, at a rate determined by the GM.

## GOVERNING STYLE

The particular form of government a realm employs is not a factor in *Fields of Blood*. Rather, the rules are concerned with the government's attitude toward its people and its military presence. It is quite possible (though unlikely) for that representative democracy to turn its power towards world domination, or for the council of elders to rule benevolently. There are four different governing styles: Despot, Warlord, Noble, and Neutral.

Governing style affects the amount of money which must be spent on maintaining the government, as well as how large the realm can grow and still be efficient.

## DESPOT

Despotic governments rule with an iron fist. They are not particularly interested in their realm's well-being, but desire to extract every last resource from the people, and often devote much of their military might to conquest. Maintaining such a draconic grip on the people often requires leaving large chunks of military might at home to prevent the populace from rebelling. While often associated with tyrants and evil necromancers and their ilk, it's possible for a well-meaning elven queen to govern ruthlessly in the name of defending the forests.

**Effects:** Despotic realms produce more resources (either through ruthless efficiency or a highly motivated work force) and their troops have higher Morale (the result of the importance the regent places on his soldiers, propaganda, or fear). All units raised

by Despots gain +2 Morale. Despots gain 25 percent more RPs from the provinces they control. They must, however, keep units stationed in every population center. If, at the beginning of any season, a population center doesn't have the minimum number of units of regular or elite troops within it (as shown on Table 2.3: Despot Unit Requirements), it automatically downgrades one step. This represents the province rebelling, either covertly through work slow-downs or openly, and the people fleeing.

**Table 2.3: Despot Unit Requirements**

Population Center Size	Units
Thorpe, Hamlet, Village	1
Small Town, Large Town	2
Small City, Large City	4
Metropolis	8

## WARLORD

Governments with a Warlord at its head concentrate their realm's excess production on a robust military, though the regent need not be a tyrant or particularly warmongering. A Lord need never wage war to be a Warlord, simply plan, constantly, for war. The elven queen struggling to protect her forest realm could simply devote much of her resources to a strong, vigilant defense force, for example, but otherwise govern in relative peace. In general, the populace enjoys living in a realm with a large standing army for the degree of security this affords.

**Effects:** Warlords gain 10 percent more RPs from the provinces they control due to the increased efficiency of their tax collectors. Units mustered by Warlords gain +2 Command, representing the constant training and campaigning in a Warlord's realm.

## NOBLE

The term Noble, used in this context, refers to a sense of high ideals or morals, not the presence of an actual noble like a prince or baron. A realm governed by a council of wise elders would be considered Noble (as long as they ruled wisely). Noble realms are more concerned with the welfare of the people than with waging war. When they raise armies, it's almost always because of the threat of invasion from another realm.

**Effects:** These realms tend to experience population influx as people flock to rulers who genuinely care for their well-being (and often support policies of freedom). The cost to upgrade a province is 75 percent that of normal. Noble realms experience no additional production bonus. Because Noble realms tend to have larger populations with more people idle, irregular troops mustered cost 25 percent less than normal. Whenever a Noble regent Declares War (see p. 36), he automatically gains a free unit of irregular troops in every garrisoned population center.

## NEUTRAL

Neutral realms are run without any particular focus; they are most often older, settled lands with a well-established government. The leader is not particularly power-mad, but neither is he especially enlightened; war is always a possibility, but it isn't a focus of the regime. A realm of halflings, for example, could be considered Neutral.

**Effects:** Neutral realms gain no bonuses or penalties.

# THE BOOK OF WAR

## CULTURE AND GOVERNMENT SUMMARY

Civilization	Benefits	Liabilities
Nomadic	May relocate camps; recruit regular units for the cost of irregular and recruit elite units for the cost of regular	Does not construct population centers
Barbarian	Recruit regular units for the cost of irregular and recruit elite units for the cost of regular	75% resource extraction; increased cost of population center upkeep
Cultured	Full resource exploitation; can Bank Income	None
Civilized	125% resource exploitation, interest on Banked Income	Greater cost to upgrade smaller population centers

Governing Style	Benefits	Liabilities
Despotic	25% more RPs	Must keep troops in population centers to quell rebellion
Warlord	10% more RPs, bonus to Command.	None
Noble	Irregular troops cost less; province upgrade cheaper	None
None	No province upkeep; +2 Morale when fighting in governed provinces	Only one standard action per season; cannot raise troops from non-allied races
Neutral	None	None

**Note:** Resource modifiers for civilization type and rulership type both apply, so a Barbaric society with a Despotic ruler first multiplies total productivity by 75% (for Barbaric) and then increases the remainder by 25% (for Despotic).

## NO CENTRALIZED GOVERNMENT

Some realms have no real government. It's difficult for a loose confederation of humanoid tribes, for instance, to have any kind of governing style at all. Realms without a centralized government tend to react violently to incursions, but make little progress in any other sense. In some ways, they behave like any other realm, in other senses they do not.

**Effects:** Realms without a centralized government get only one standard action per season, and must take two seasons to perform a full season action (see p. 35). They cannot raise troops from non-allied races. They have no realm upkeep, and their units have their Morale raised by +2 when fighting in governed provinces.

## REALM NATURE AND PLAY

By combining the elements of civilization and government style, you can develop a host of fantasy realms (and often, ones that can only exist in fantasy). GMs could use this as a springboard for new campaign ideas. For example, imagine what a Barbaric Noble kingdom might look like. Perhaps they fight for the rights of their oppressed, more civilized neighbors in the realm next door (a Civilized Despotic realm). Combine Neutral and Civilized with elves, and imagine the result.

## Provinces

Once you've determined the race, civilization level, and governmental style of your realm, its time to figure out what's actually in it.

Realms are made up of provinces. It is important to remember that a province represents only one hex on a map. Provinces contain population centers and produce resources, which regents use to manage the realm. A province's terrain type, population center, and race determines how many resources it produces.

## TERRAIN

Terrain refers to the kind of land found in the province. There are eight terrain types: Aquatic, desert, forest, hill, marsh, mountain, plains, and underground.

**Aquatic:** Terrain that is mostly water, with only a small bit of land—either an island or a shoreline. The population center depends on the water for its productivity, most commonly in the form of fishing. Building a Port in a population center in aquatic terrain costs 50 percent less. Whether a province is aquatic or another terrain type depends on whether or not the bulk of the terrain in the hex is water.

**Desert:** Desert hexes do not need to be hot, but they are dry. Desert hexes are hard for many races to survive in, as they tend to lack easily accessible resources. If there is a population center of any size, it is most likely there for military reasons, and may not be self-supporting (i.e., its upkeep is greater than the province's productivity).

**Forest:** Forest hexes are wooded, and depend on the forest for economic survival. While some farming might go on, hunting, trapping, and logging are the primary income sources. Forest provinces include light and dense forests, as well as rain forests.

**Hill:** Hill terrain consists of lightly wooded or grass covered hills, capable of supporting some agriculture, but mostly a good source of mineral wealth.

**Marsh:** Marsh terrain describes any largely swampy area or one with dense, but not tall, vegetation. Marshes are difficult for most races to extract resources from, but semi-aquatic races, such as lizardmen, might come to build great cities, which are half-floating and half-sunken.

**Mountain:** This terrain consists of tall mountains, much larger than hills. It is often used primarily for mining, though some mountain areas have fertile river valleys that can support some populations by farming.

**Plains:** Broad, flat expanses that receive regular rainfall, plains are ideal for agriculture, and can sustain large populations of humans.

# FIELDS OF BLOOD



**Underground:** These provinces exist literally under other terrain, and it counts as a second province existing in the same place as the overland province. Searching only reveals the presence of an underground province if there's a cave or other entrance in the province. On the realm record sheet, note both the aboveground and underground aspects of a province as two provinces, with different population centers, enhancements, and so on.

## MIXED PROVINCES

Many provinces contain more than one type of terrain. These provinces count as whichever type the governing regent desires, and can change from season to season as desired. Thus, a province with both forests and plains would be valuable to elves because of the forests and humans because of the plains. Such mixed terrain provinces should be noted when laying the realms out.

Improvements, such as Mines or Sawmills (see p. 19), do not function when the underlying province type is changed, as such a change represents the people exploiting a different aspect of the province. For example, a sawmill benefiting elves in a hills/forest hex wouldn't benefit the humans using it as plains. If an improvement exists but is not being used, an upkeep charge of 10 percent of its base cost is charged. If this is not paid, the improvement is destroyed; if it is paid, the improvement remains, but has no effect until the terrain type is changed again.

## STATUS

The status of a province refers to the amount of control the realm exercises over it. Each province is either wild (nothing is known of the province), explored (the province has been charted, but remains ungoverned), or governed (the province is controlled by a realm).

## WILD PROVINCES

Wild provinces don't belong to anyone, and no player character really knows what's in them. The terrain may be known, but that's about it. A regent may choose to annex a wild province. This often spawns a roleplaying adventure as the province is explored. Once this is completed, the province becomes explored, and the regent who ordered the annexation of the land can build a thorpe there. If a province is left ungoverned for 5 years, it becomes wild again. The GM may change this number if desired, or players in a GMless game may agree to shorten or lengthen the time before an explored, but ungoverned, province reverts to wilderness.

**Chapter Three: Ruling Realms** (see p. 35) covers annexation in more detail. It includes rules for random encounters in GMless play, for annexation sans encounter, and for conflicts between regents who both wish to annex the same province.

## EXPLORED PROVINCES

Explored provinces exist as an intermediary step between wild and governed. They don't belong to anyone and contain no population centers, but a thorpe can be built in an explored province (by the regent who successfully explored the wild province in the first place). Once a thorpe is built in an explored province, it becomes governed and begins producing resources.

Fortifications (see p. 20) can be built in provinces that have been explored but are not yet governed. This represents a kingdom forti-

**Table 2.4: Production**

	Human	Elf	Dwarf	Orc	Hobgoblin
<b>Aquatic</b>	3	3	1	2	1
<b>Desert</b>	2	2	2	2	2
<b>Forest</b>	4	8	1	5	2
<b>Hill</b>	4	2	5	3	3
<b>Marsh</b>	2	2	1	3	1
<b>Mountain</b>	2	1	8	3	6
<b>Plains</b>	6	3	2	2	4
<b>Underground</b>	1	3	4	4	5

fying the wildlands or frontier around its borders. To do this, the realm must conduct a Build Permanent Fortification action in that hex (see p. 40). In addition, a unit with the combat engineers subtype (see p. 55) must be present in that province.

## GOVERNED PROVINCES

A governed province is one in which a population center has been built. These hexes produce resources for the realm. The King (or Senate or what have you) has planted his flag and encouraged peasants to tame the land. Perhaps he has even sent in his troops to fortify it. It is now, for all intents and purposes, a functioning part of the realm, can be improved or upgraded and can purchase realm buildings. To convert an explored province to governed, the regent must first build a thorpe, the smallest type of settlement; fortifications do not count. This is done via the Build Thorpe realm action (see p. 40).

## REGIONS

Groups of connected provinces form regions within your realm. Regions consist either of sovereign provinces, or colonies with no direct connection to your capital. These distinctions impose restrictions on development.

## SOVEREIGN

A province is considered sovereign if it is connected to a regent's capital either by other governed provinces or by a road. If the regent can't move from a governed province to his capital using only other governed provinces or roads, the province is part of a colony. Sovereign provinces can be upgraded, in steps, all the way to metropolis.

## COLONIES

Colonies are groups of provinces that are not connected to the rest of a realm. In order to move from a colony to the regent's capital, provinces that are not governed must be crossed. Population centers within colonies cannot be upgraded past large town. Note that Ports (see p. 40) can connect provinces to the motherland, making them sovereign.

## RESOURCES

A province's terrain type indicates the base Resource Points it provides. Different races exploit terrain types in different ways. Elves get more out of forests than humans or dwarves, dwarves get more out of mountain provinces than elves or humans, and humans depend largely on plains.

Table 2.4: Production details the base resources generated given on the province's race and terrain. Humans, for example, gain a base 3 from an aquatic hex (through fishing or overseas trade), while dwarves only net a measly 1 in the same area.

While the table covers five common races found in most campaign worlds, ultimately the GM should include a column for each race in his setting. If all the values in one column are added, the total is 24 points. Knowing this, new or additional races in any campaign world can be assigned resource values with ease. Simply consider how well the race exploits each terrain type. How likely are populations of the race to be found in a desert? A forest? Is it a seafaring (aquatic) race? No race should get more than eight points from one terrain type, and one is the least that should be allowed. The total, 24, is basically arbitrary and used for balance—it makes all races equal. Should it be so desired, some races could be superior to others in exploiting resources across a variety of terrains. As with the other economic numbers, the numbers provided here are baselines that can and should be tweaked to best model the desired campaign.

## Population Centers

Population centers represent clusters of habitation, from tiny thorpes to sprawling metropolises. Each province can contain one population center. Realistically, a 12-mile diameter area could have other settlements, but these are ignored for simplicity's sake.

Population centers allow resources to be extracted. The larger the population center, the more resources the province generates. This is expressed by a multiplier between 0.25 and five. Table 2.5: Population Centers lists the types of population centers found within a realm, and their production modifier. Multiply the province's production base (from Table 2.4) by the population center multiplier and 250 to find the hex's total production in Resource Points (more detail on collecting resources may be found on p. 32).

For example, a human village in the plains has a base production of six (for humans and plains) times one (for its population center); this becomes 1,500 RPs after multiplying again by 250. An elvish small city located in the forest has a base production of eight (for elves and forest) times three (for small city), for a total of 24 x 250, or 6,000 RPs.

**Table 2.5: Population Centers**

Type	Production Modifier	Max Units (Optional)
Thorpe	0.25	5
Hamlet	0.5	8
Village	1	12
Small Town	2	16
Large Town	2.5	24
Small City	3	36
Large City	4	50
Metropolis	5	100



## RESOURCES MULTIPLIER

The number 250, by which we multiply to arrive at the total Resource Point production for a realm, is one of the major “dials” in the campaign. Setting it higher will greatly increase available cash, especially as upkeep costs remain set where they are. Setting it lower can make money tight, and require that cities be carefully nurtured in nearly ideal terrain before any profit will be shown.

Cities grow and attract populations over time, starting out as tiny thorpes. Even the great city of London was once a small village along the Thames. A thorpe is the smallest population center, and is the only one that can be constructed outright. All population centers begin as thorpes; larger population centers must be upgraded from smaller ones. Thus, a regent cannot elect to construct a small city in an explored hex; he must first build a thorpe, and then upgrade it during the course of play. Naturally, GMs can ignore this when converting an existing campaign map to *Fields of Blood*.

The Max Units column of Table 2.5 is optional, and details the total number of martial units that can be produced from a population center over the course of a typical game. Quite simply, there are only so many able-bodied potential soldiers that can be recruited from a province whose largest settlement has a population of a few hundred or less, total. Once this number is reached, that’s it. No more can be recruited because there’s almost no one left to fight (unless the campaign spans generations). Any more recruitment and there won’t be anyone left to run the population center.

For ease of recordkeeping, simply tally the total units you can muster—if your realm contains one large city, two small cities, and four villages, then you can muster 170 total units. Special units and individuals do not count against this total, and neither do mercenary units. You may also recruit a number of martial units equal to half the total number of units allowed by population from other races which exist within your realm. Thus, if you are allowed 170 units of the realm’s main race, up to 85 additional units can be recruited from other races (in total, not per race), which are presumed to exist within the realm.

In short, the total standing army possible for the realm in the example above is 170 units. The exact source of each soldier is not relevant; it does not matter if the troops come from the Hamlet of Aldershire or the great Metropolis of Turnak. (Troops can only be mustered in garrisoned provinces, however; see Garrison Population Center, p. 40).

## OVER-MUSTERING

It may be possible to over-muster, to start forcing old men, young boys, and “essential civilian personnel” into battle. This may be necessary if, for example, an evil wizard has an army of fifty thousand orcs approaching your last fortress (not that any specific example comes to mind). This reduces the productivity of the realm, with total resources dropping by 5 percent for each such over-mustered unit, returning at a rate of 5 percent per season.

## STANDING ARMIES

When a regent takes over a realm, the odds are good that there are some units already in existence. Unless explicitly noted otherwise, it can be assumed that one-tenth of a typical year’s resources already exist in the form of normal units, and the same amount in the form of realm buildings.

## MIXED RACE REALMS

The default rules assume a realm is comprised of all one race; that any units not of the dominant race are recruited from elsewhere. This is not required, however. A realm could include members of many races. For example, a realm could be predominantly human, but have an elven village in the forest and dwarves living in the nearby mountains.

Each province is still home only to a single race and each province produces resources based on the race inhabiting it. Thus, a forest hex in the Weald would be home to the elven village, and produce resources based on its terrain and population center. Since a single government rules the realm, there is no additional cost to muster troops of any race represented within the realm; however, there are issues of compatibility, which are noted in the section on racial modifiers (see p. 11).

A mixed-race realm can be extremely powerful, as it allows different province types to be exploited fully.

## Realm Improvements

Population centers aren’t the only features of civilization that can be found in a province. Guilds provide their services, lumber mills increase production, and trade fairs improve commerce. There are many different types of realm improvements. Each offers some special benefit, or allows the regent access to troop types, unit feats, or unit subtypes he would not otherwise have access to. All improvements that are not located on a campaign map when converting over to a *Fields of Blood* game are built using the Buy Improvement realm action (see p. 39).

Usually only one improvement of a specific type can be built in a given province. For example, you cannot have two Sawmills or two Gangs in the same province. Exceptions are noted in the individual improvement description entries. Some improvement types may only exist if there is a minimum—or a maximum—population center size in the province.

Improvements are divided into three types:

**Guilds** are places where trained professionals can meet. Guilds offer valuable services to realms, but they also represent an independent power structure of their own. A powerful guild is a wonderful thing, until an enemy realm subverts it (see pp. 36-37).

**Assets** are improvements that enhance resource extraction, such as waterwheels, lumber mills, and so on.

**Utility** improvements are a catch-all that includes several different structures.

Assets modifications to RP generation are applied after Civilization and Governing Style.

## GUILDS

There are many kinds of guilds, from the familiar thieves’ guild to cabals of wizards. Each provides specific benefits to your realm.

Guilds come in different sizes. For example, churches range from small Chapels to grand Cathedrals. You can have only one church in a province, but it can be upgraded as the province develops. The Chapel can be replaced by a Temple, and then by a Cathedral, but you cannot have two Chapels, or a Chapel and a Cathedral, in the same province at the same time. Different guild types can be built in a province as time and resources permit—a church and a wizard’s tower, for example, can be in the same city.

**Appendix D: Monsters** lists a number of monsters which have a prerequisite of a wizard's tower or various churches. The individual monster listing tells the level of the appropriate guild type needed. Each guild can summon only one unit per season. Multiple guilds in the same province (an Arcane Tower and Chapel, for example), or guilds in different provinces (two provinces, each with an Arcane University) can all summon units, if the resource points permit it and if there aren't any limits on the total number of special units which can be summoned.

## CHURCHES

Churches are centers for worship, where orders of clerics see to the religious needs of the community. As their allegiance is first to their gods, they represent a potential rival center of power within the realm. A regent with religion on his side can accomplish a great deal; those who make enemies of their clergy can find themselves opposed by a powerful force. Churches come in three sizes: Chapels, Temples, and Cathedrals. Chapels are the smallest, Temples the largest.

Churches are dedicated to the gods, so when you purchase a church for a province in your realm, you must pick two domains representing the sphere of influence of the church's God. This depends on the gods in your campaign. You might select War and Sun, for instance, because one of the gods in your world, popular in your realm, has War and Sun as his domains. The regent always decides which church is dedicated to which god, at the time of construction, representing his patronage of the deity.

Apart from granting domain-specific powers and the ability to cast realm magic, churches also grant the following abilities:

**Spiritual Health:** Churches involve themselves in the daily lives of those who live in the province, thus making it a more attractive place to live. The cost to upgrade a province with a church is reduced by 25 percent.

**Increased Morale:** Units fighting in a province with a church have their Morale increased by one, as the soldiers fight harder to defend the church and believe they battle with god on their side. This only affect units controlled by the regent who governs the province.

### Chapel

**Cost:** 1,500 RPs per level, up to level 3

**Minimum Population:** Thorpe

**Maximum Population:** Village

**Time to Build:** 5 weeks

**Time to Upgrade:** 1 week

A Chapel represents a small spiritual center where the priests tend to the needs of a small community. A beginning Chapel can cast first level divine realm magic spells. A Chapel can be upgraded to be able to cast up to third level spells.

### Temple

**Cost:** 3,000 RPs per level, up to level 6

**Minimum Population:** Village

**Maximum Population:** Large City

**Time to Build:** 10 weeks

**Time to Upgrade:** 2 weeks

A Temple represents a medium-size building, or several smaller buildings, capable of tending to the needs of an average community. It can be upgraded to be able to cast sixth level realm magic spells. A newly constructed Temple is capable of casting fourth level spells.

### Cathedral

**Cost:** 6,000 RPs per level, up to level 9

**Minimum Population:** Small City

**Maximum Population:** Metropolis

**Time to Build:** 20 weeks

**Time to Upgrade:** 4 weeks

A Cathedral represents a massive building (or many smaller buildings) capable of tending to the needs of a large city. It can be upgraded to be able to cast ninth-level realm magic spells. A newly constructed Cathedral is capable of casting seventh level realm magic spells.

### Special Church Types

There are two special options that can be applied to churches. These increase the cost of the church by 50 percent.

**Bleak Sanctuary:** This church must have, as one of its domains, Evil or Death. A dark church of any size can be used to create units of skeletons or zombies. Dark Temples and Dark Cathedrals may also be able to create units of powerful, evil, outsiders.

**Blessed Sanctuary:** This church must have, as one of its domains, Good or Healing. Such a church can summon good outsiders of various types, depending on its size.

### WIZARD'S TOWER

Much as with churches, groups of wizards (or sorcerers for that matter) can be either a powerful ally or a terrible foe. They represent an independent power center within the realm, and can be subverted by a rival regent. Wizard's towers come in three basic types—Arcane Tower, Arcane Guild Hall, and Arcane University. The presence of a wizard's tower allows for the casting of arcane realm magic spells and the mustering of certain special units.

### Arcane Tower

**Cost:** 1,500 RPs per level, up to level 3

**Minimum Population:** Any

**Maximum Population:** Any

**Time to Build:** 6 weeks

**Time to Upgrade:** 1 week

A Tower is the home of a few low-level spellcasters. It can exist in any province, even one with no population centers (as wizards often like seclusion). A beginning Tower can cast first level arcane realm magic spells. A Tower can be upgraded to be able to cast up to third level spells.

### Arcane Guild Hall

**Cost:** 3,000 RPs per level, up to level 6

**Minimum Population:** Small Town

**Maximum Population:** Any

**Time to Build:** 12 weeks

**Time to Upgrade:** 2 weeks

An Arcane Guild Hall is a place where a good number of medium level arcane casters can gather. It can be upgraded to be able to provide up to 6th level arcane realm magic spells. When first constructed, the Arcane Guild Hall begins with the ability to cast 4th level spells.

## Arcane University

**Cost:** 6,000 RPs per level, up to level 9

**Minimum Population:** Small City

**Maximum Population:** Any

**Time to Build:** 25 weeks

**Time to Upgrade:** 3 weeks

An Arcane University is a massive center dedicated to arcane knowledge. It can be upgraded to be able to provide 9th level arcane realm magic spells. When first constructed, it starts with the ability to cast 7th level spells.

## Scrying

Large groups of wizards and sorcerers provide their regent with powerful abilities in the world of statecraft, notably when conducting espionage. Espionage is covered in greater detail in **Chapter Three: Ruling Realms** (see pp. 36-37). Arcane Guild Halls or Arcane Universities allow a regent to scry on his enemies and see what they are up to. This can be used in three ways:

**Better Spying:** If there is a thieves' guild in the province as well, an Arcane Guild Hall or Arcane University increases its effective level by +3 when using the Espionage (Spying) action, and by +1 when using the Espionage (Infiltrate Guild) action. It has no effect on Espionage (Disrupt Trade) actions.

**Replacement Spying:** If there is no thieves' guild, an Arcane Guild Hall or Arcane University can act as a thieves' guild of one half its own level, for the purposes of Espionage (Spying) only. It may not infiltrate guilds or disrupt trade.

**Counter-scraying:** An Arcane Guild Hall or Arcane University may declare it is casting counter-scraying spells; this negates any scrying bonus an enemy realm may gain from its own arcane guilds.

## DRUIDIC CIRCLE

Druidic circles are places where druids congregate to commune with nature. The presence of a druidic circle allows for the casting of druidic realm magic spells.

Druidic circles are found primarily in Nomadic or Barbaric realms. These are the only guilds that Nomadic realms may construct. Civilized and Cultured realms must pay twice the cost for these guilds, as druids tend to disdain such communities and rarely settle in them in any numbers.

## Druidic Grove

**Cost:** 1,500 RPs per level, up to level 3

**Minimum Population:** Any

**Maximum Population:** Village

**Time to Build:** 6 weeks

**Time to Upgrade:** 1 week

A Druidic Grove is sacred to priests of nature. The term grove should not be taken literally. Dwarven druids find solace in deep caverns, while orcish druids like barren, windswept rocks. The game effects are identical regardless of the natural terrain. A newly created druidic grove may cast 1st level druidic realm magic spells; it may be upgraded to be able to cast up to third level spells.

If the realm is Nomadic, any province with this guild produces 25 percent more resources.

## Stone Circle

**Cost:** 3,000 RPs per level, up to level 6

**Minimum Population:** Any

**Maximum Population:** Small Town

**Time to Build:** 12 weeks

**Time to Upgrade:** 2 weeks

A Stone Circle is a large construct used by druids for advanced and powerful rites. Usually built in such a manner as to be aligned with important astrological signs, it can greatly focus the power of the druids who worship there. A Stone Circle begins with the ability to cast 4th level druidic realm magic spells. The Stone Circle may be improved to the point of casting up to 6th level spells.

If the realm is Nomadic, any province with this guild produces 50 percent more resources.

## Sacred Mound

**Cost:** 6,000 RPs per level, up to level 9

**Minimum Population:** Any

**Maximum Population:** Large town

**Time to Build:** 25 weeks

**Time to Upgrade:** 3 weeks

A Sacred Mound is the most powerful ritual site available to druids. Such a location is a place of great power, and must be chosen with care—no more than one sacred mound can exist per 10 provinces in a realm. A newly consecrated sacred mound allows druids to cast 7th level druidic realm magic spells; it can be expanded and enhanced to allow the casting of 9th level spells.

If the realm is Nomadic, any province with this guild produces 75 percent more resources.

## THIEVES' GUILDS

Thieves' guilds tend to be found in any realm, whether the ruler wants them there or not. By paying to fund such a guild, the ruler is, in essence, establishing clandestine relationships with the underworld, setting up a system whereby the guild will perform some useful services for the realm, while the realm will tolerate a certain level of criminal activity. Furthermore, Thieves' guilds can help a regent by providing information on his neighbors and enemies (see Espionage (Spy), p. 37) and keep a city alive during a siege (see p. 82).

## Gang

**Cost:** 1,000 RPs per level, up to level 3

**Minimum Population:** Village

**Maximum Population:** Any

**Time to Build:** 3 weeks

**Time to Upgrade:** 1 week

A Gang is the smallest type of organized crime that can present a united face to the ruler of a realm. It consists of a large gang, often with many subordinate gangs, which controls most of the crime in a province.

A Gang can add its guild Level to defense against Espionage rolls, but it is too small yet to help spy on neighbors.

## Mob

**Cost:** 2,000 RPs per level, up to level 6

**Minimum Population:** Large town

**Maximum Population:** Any

**Time to Build:** 6 weeks

**Time to Upgrade:** 2 weeks

A Mob is an alliance of multiple gangs, operating under a strong leader. Mobs often have ties beyond their home province, and even in neighboring realms, making them much more useful to a ruler. A Mob adds its guild level to defense against Espionage rolls targeted against its province, and 1/2 its level to rolls targeted against an adjacent province in the same realm. It can also add its level to the Spy and Disrupt Trade espionage actions. A Mob begins at 4th level.

## Cartel

**Cost:** 4,000 RPs per level, up to level 9

**Minimum Population:** Large City

**Time to Build:** 12 weeks

**Time to Upgrade:** 4 weeks

A Cartel is a powerful criminal syndicate, with many fingers in many pies. As with a Mob, it adds its level to defense against Espionage rolls targeted to its home province, and 1/2 its level to those targeting neighboring provinces. It can also add its level to all Espionage actions. A Cartel starts at level 7.

Cartels can also reduce the cost of hiring mercenaries. Each cartel can halve the cost of the Mercenary subtype, for a number of units equal to its level - 4. (Thus, a seventh level Cartel can halve the mercenary cost for three units.) These units must be of the same race as the race in the province where the cartel is located; this rule models the cartel calling in favors.

## ASSETS

Assets improve productivity, allowing a realm to extract more from a province than it would otherwise be able to. An asset may only be constructed in a province that contains a water source, or is adjacent to an ocean hex.

Assets are designed to pay for themselves in roughly one year, assuming there are no other modifications to the province's productivity. This number can be adjusted easily by changing the base cost of the asset.

Base Cost	25% improvement time to pay-off	50% improvement time to pay-off
Season's Production	1 year	2 years
2 seasons' Production	2 years	4 years
Year's Production	4 years	8 years

Varying the base cost of the asset from RPs equal to one season's production in the province to two season's production or even a year's production should be tailored to the economy of the campaign. The cost of an asset is based on the *base* production of a province, and not the production modified by any other factors, such as Civilization, Governing Type, assets, and so on.

For example, in a mountain province with a seasonal production of 1,000 Resource Points, a mine is built. The cost matches the production, or 1,000 RPs. The asset increases production by 25 percent, so beginning the next season the province produces 1,250 RPs. After a full year has past, the mine has produced as many bonus RP as it cost to produce in the first place, and now becomes a source of profit.

## Mine

**Cost:** Equal to province's base seasonal production

**Benefit:** Province produces 25 percent more resources

**Restriction:** Mountain or hill hexes only

**Special:** Dwarven realms may construct Mines in mountains without water access.

## Smelter

**Cost:** Equal to twice province's base seasonal production

**Benefit:** Province produces 50 percent more RPs

**Restriction:** Mountain or hill hexes only; must already have a Mine

**Special:** Dwarven realms may construct Smelters in mountains without water access.

## Logging Camp

**Cost:** Equal to province's base seasonal production

**Benefit:** Province produces 25 percent more RPs

**Restriction:** Forest hexes only

**Special:** Elven realms may construct logging camps without water access.

## Sawmill

**Cost:** Equal to twice province's base seasonal production

**Benefit:** Province produces 50 percent more RPs

**Restriction:** Forest hexes only

**Special:** Elven realms may construct sawmills without water access.

## Crop Rotation

**Cost:** Equal to province's base seasonal production

**Benefit:** Province produces 25 percent more RPs

**Restriction:** Plains hexes only

## Irrigation

**Cost:** Equal to twice province's base seasonal production

**Benefit:** Province produces 50 percent more RPs

**Restriction:** Plains hexes only

## Fishmarket

**Cost:** Equal to province's base seasonal production

**Benefit:** Province produces 25 percent more RPs

**Restriction:** Only in hexes directly adjacent to the ocean

## Fishing Fleet

**Cost:** Equal to twice province's base seasonal production

**Benefit:** Province produces 50 percent more RPs

**Restriction:** Only in hexes directly adjacent to the ocean

## UTILITIES

Utilities are those buildings that do not fit into other categories. In many cases, they are not actually single buildings, but represent features or facilities that can be added to a province or population center.

## Armory

**Cost:** Equal to 1/5th the upkeep cost of the population center, +1/4 the cost of the Armory each season for upkeep

**Benefit:** An Armory provides for the rapid armament of citizens in case of war. If war is declared, irregular units can muster in a province with an Armory when the season would otherwise not permit it; however, these units may not leave its province. This is often vital during times of siege, as it provides a means to rapidly produce "warm bodies" with which to man the ramparts.

## Signal Tower

**Cost:** 50 RPs; +10 RPs per season for upkeep

**Benefit:** A Signal Tower can be placed in any explored, but not governed, province. It allows the regent to know of the arrival of armies in the province, and to immediately move any armies in any adjacent provinces, which have sufficient movement points remaining, into that province and initiate an attack.

## Hospital

**Cost:** 500 RPs per unit it can treat, +1/4 the cost in RPs per season for upkeep

**Benefit:** A Hospital increases the rate at which units can heal. Any wounded units in a province with a Hospital heal at twice their normal rate.

## Supply Cache

**Cost:** 200 x population center's RP multiplier per week of stored supplies; maximum is 13 weeks

**Benefit:** A population center with a Supply Cache is harder to starve into submission during a siege, as it maintains warehouses of salted meats, stored grain, jugs of water, and so on (see Sieges, p. 82).

## Marketplace

**Cost:** 100 x population center's RP multiplier squared

**Benefit:** A Marketplace allows local merchants to sell their goods in a central location, as well as encouraging farmers from outlying villages (which are assumed to exist in most provinces) to come and sell food. This increases the overall efficiency of the population center, reducing upkeep costs by 10 percent.

Only villages and larger can have Marketplaces.

## Menagerie

**Cost:** 100 x (Maximum CR squared); 1/4 base cost each season for upkeep

**Benefit:** A Menagerie is a location dedicated to the raising and training of wild beasts, usually magical in nature. If a regent wants a flight of griffins to bear his elite knights into aerial combat, or wishes to direct a purple worm at his foes, he needs one of these.

Menageries are rated by the Challenge Rating of the largest creatures they can safely handle. Each Menagerie must be in a governed province, but, since no one really wants to be too near anyone raising hippogriffs, the maximum population center size is small town.

A Menagerie can only tame one type of creature per season (defined by the regent at the beginning of the season). Optionally, if more recordkeeping is not a burden, assume a time of 1 week per point of CR of training, with the creatures being available for mustering in the week following their last week of training. They will muster at the Menagerie and can then move normally from there.

The GM must approve the choice of creatures raised; some creatures may not be available. Note that only non-intelligent creatures can be trained at a Menagerie; free willed creatures must be bargained with.

## Trade Fair

**Cost:** 100 x population center's RP multiplier

**Benefit:** Trade Fairs may be held during Spring, Summer, or Fall, but are usually held in the Fall. A Trade Fair is a chance to dramatically increase the wealth of the province by inviting traders and merchants from other provinces, and surrounding realms, to come and trade. There are some restrictions on which provinces can hold Trade Fairs, however, as follows:

- The realm must be Civilized or Cultured;
- The province must have either two roads leading into it, or a road and a port;
- One unit of elite troops must be stationed in the province, to allow for the protection of the merchants;
- The province must be garrisoned;

- The province must contain a small city or larger.

Once a Trade Fair has been constructed, it occurs once a year, provided the above conditions are met. The province produces 50 percent more resources during the season in which the Trade Fair is held. Only one in five provinces in a realm can have a Trade Fair.

**Note:** The cost of the Trade Fair is incurred only once, when the Fair is first announced. It is not paid each time the Fair is held.

The regent determines the season of the trade fair, and it is held that season every year.

## PERMANENT FORTIFICATIONS

Permanent fortifications can also be found in provinces. They range from crude wooden walls surrounding a small village to massive fortifications that can withstand months of determined assault. Unlike battlefield fortifications (see p. 78), these constructions represent weeks or months of labor by hundreds.

Permanent fortifications can only be placed in explored or governed hexes. Some are designed to stand alone; others may either stand alone or be placed with a population center.

Most permanent fortifications are rated in unit size. This is the number of units that can shelter within them. As a rule, a structure has a physical size equal to three times its unit size—that is, if a fortification can hold a single unit (one inch square) it actually occupies three square inches on the battle map.

## TYPES OF FORTIFICATIONS

**Hill Fort:** Hill forts are rings of earthworks, consisting of little more than ramparts made of packed dirt. They are called hill forts because they are usually built on raised ground, forcing attackers to charge uphill. Compared to wood and stone fortifications, hill forts are not terribly effective. But they are relatively cheap and easy to construct, and they are the only type of basic permanent fortification Barbaric civilizations can build.

**Palisade:** A palisade is a simple wooden fortification, usually made of stacked logs. They offer less protection than a stone fortification, but they are cheaper to build. In remote areas where there are plenty of trees but no access to stone quarries, they may be your best option. For Nomadic civilizations, palisades are the most advanced type of fortification available, and they cost twice the usual amount. Palisades are vulnerable to fire.

**Castle:** In a strict, functional sense, a castle is building with solid, stone walls meant to protect its defenders, no more and no less. In war, they serve as fortified points that can slow the progress of an advancing enemy, and in peace they dominate the surrounding countryside, letting everyone know that the castle's owner is the boss around these parts. Usually, they consist of a keep (which must be added as an additional feature, see p. 22) and a large open courtyard, or bailey. The keep provides living quarters for the garrison and a center for military operations, while the bailey serves as a refuge for people from the nearby village or surrounding lands during crises.

**Fortress:** A fortress is a larger and more imposing version of the castle. They usually incorporate a few more buildings and larger baileys.

**Citadel:** A citadel is a truly imposing fortification. Only the wealthiest civilizations could afford to build one . . . and only the wealthiest civilizations have something worth so much treasure and trouble to defend. Citadels may only be built in provinces containing a large city or a metropolis.

## Table 2.6: Permanent Fortifications

Type	Cost (RPs)	Time (Week)	Capacity	Toughness	Wounds	Effect
Hill fort	100/unit	12+1	Any	22	2	1/2 Cover
Palisade	125/unit	18+1	Any	24	3	1/2 Cover; +1 to AC
Castle	200/unit	30+1	5+ units	30	5	1/2 Cover; +3 to AC
Fortress	400/unit	60+2	10+ units	35	10	1/2 Cover; +4 to AC
Citadel	800/unit	90+2	20+ units	40	15	1/2 Cover; +5 to AC

If not found in a province at the start of campaign, permanent fortifications may be built through a Build Permanent Fortification realm action (see p. 40). The cost, time to construct, capacity, and other rules information for each type of permanent fortification can be found on Table 2.6: Permanent Fortifications.

When a construction time is given as A+B, the first number is the base time, and the second is time per unit of capacity above the first. A hill fort, for example, with a time of 2+1, takes a minimum of two weeks to construct, plus an additional week for each unit of capacity over the first.

The size of a fortification must be established before construction begins, and a partially completed fortification is of no use. If a regent orders the construction of a fortress which will hold 20 units, and enough time has passed to construct a 12-unit fortress when the orc army approaches, this does not mean he can put 12 units in the fortress; it means he has no fortress, just some half-completed walls and towers. (These might well count as useful redoubts, however, see p. 78.)

## Table 2.7: Additional Features

Type	Cost (RPs)	Time	Capacity	Toughness	Wounds	Effect
Moat	1/10th basic structure	4 weeks/ 3 units of base structure capacity	N/A	N/A	N/A	See text
Motte	1/10th basic structure	4 weeks/ 4 units of base structure capacity	N/A	N/A	N/A	See text
Glacis	1/10th basic structure	4 weeks/ 3 units of base structure capacity	N/A	N/A	N/A	See text
Exterior Wall, Primitive	100 RPs/inch	4 weeks/2 inches	N/A	20	2	Impassable except to flying or burrowing units
Exterior Wall, Basic (1)	125 RPs/inch	6 weeks/inch	N/A	28	4	Impassable except to flying or burrowing units
Exterior Wall, Advanced (2)	175 RPs/inch	8 weeks/inch	N/A	32	5	Impassable except to flying or burrowing units
Curtain Wall	1/5th basic structure	1 week/ 4 units of base structure capacity	N/A	23	3	As per parent structure
Bastion	1/10th basic structure	6 weeks	1	As parent	As parent	Three-quarters cover; same bonus to AC as parent basic structure; also, see text
Keep	1/5th basic structure	2 weeks per unit of base structure capacity	50% of base structure	As parent	As parent	Three-quarters cover; same bonus to AC as parent basic structure; also, see text
Aerial Defenses (2)	50 RPs/ unit shielded	2 weeks per unit shielded	1 per each built	10	1	A unit with ranged weapons gains a 3/4 cover bonus to AC versus flying units and +2 to hit flying units. It cannot attack, or be attacked, by ground units.

(1) Can be built by Civilized or Cultured realms

(2) Can be built by Cultured realms

## ADDITIONAL FEATURES

A regent can add additional features to his permanent fortifications. Table 2.7: Additional Features (see p. 21) details the cost, time to construct, Toughness, effects, and other game statistics associated with particular additions.

**Moat:** Moats are deep ditches that surround basic structures, sometimes filled with water (and perhaps nasty water critters). A unit attempting to swim through a moat must move through deep water terrain (see p. 76). Defending troops gain a +4 RAB and a +2 Power when attacking. In many cases, there is no area on the other side of the moat for a unit to emerge onto.

**Motte/Glacier:** A motte is an earthwork mound erected before a basic structure is built, so that the fortification stands higher than the surrounding ground. A glacis is a polished stone ramp leading to a basic structure. Each stretches six inches from the structure.

Attacking units on a motte or glacis are treated as if ascending steep terrain (see p. 77). Units on a glacis must also make a Reflex save (DC 15) or reduced movement by half and AC by two.

**Exterior Wall:** Exterior walls are thick, imposing stone barriers. They usually link bastions or small keeps. Exterior walls are impassable to units that cannot fly unless they are breached or the unit is equipped with scaling ladders. Exterior walls may be also built around any garrisoned population center (see p. 40).

**Curtain Wall:** A curtain wall is an extra, inner wall that makes it more difficult to conquer a basic structure. It adds another line of defense to which the defenders can retreat if the outer defenses are broken. It adds the same defensive bonuses and sheltering effects as the basic structure of which it is a part. There is no limit to the number of curtain walls that a basic structure may have, although having too many will prove expensive and impractical.

**Bastion:** Bastions are towers built into a basic structure's walls. They grant missile troops +4 to RAB and a +2 to Power when attacking any unit within two inches of the bastion, and +2 to RAB and +1 to Power when attack any unit within four inches. Bastions accommodate only one unit.

**Keep:** The keep is the inner tower of a castle. It serves as a heavily walled place where the defenders may make a last stand, if it comes to that. Missile units firing from inside a keep gain the same benefits as if they were inside a bastion.

**Aerial Defense:** This is a fantasy element that might not be permitted in some games, but if flying units are allowed, this should be as well. Aerial defenses are complex tilted and wheeled structures that can be rapidly turned and angled, to allow archers inside them to fire up at flying units while not being exposed.

**Gates:** Gates allow people in and out of a fortification. They are the most vulnerable part of any fortification, and the most heavily defended. Table 2.8: Gates lists the Toughness, Wound Levels, and cost of various gate types. All gates take one week to construct.

Hill Forts may have only standard wood gates. Palisades may have standard or heavy wood gates.

If exposed to a fire-based attack of greater than Power 15, a wooden gate has a 15 percent chance per point of Power over 15 to catch fire, which inflicts one wound per turn.

A single gate has a unit capacity of one—that is, one unit can move in or out per combat turn. This means that getting a large army out of a city with only one gate can be slow. More gates allow for faster deployment of garrisoned troops, but also means more relatively easy points of entry.

Table 2.8: Gates

Gate Type	Toughness	Wounds	Cost
Standard Wood	18	1	100 RPs
Heavy Wood	20	2	200 RPs
Super Heavy Wood	23	3	300 RPs
Standard Iron	20	2	200 RPs
Heavy Iron	24	3	400 RPs
Super Heavy Iron	28	4	600 RPs

## Elbion

Now that we have an idea of the elements that define a realm, it's time to put these into practice. Tom and his group have been adventuring for months, and he feels it's time to kick things up a notch. In this section, we see how Tom prepares his game world for use with *Fields of Blood*. **Chapter Eight: Campaigning** has a number of pointers for making such a conversion work.

The hand drawn map of Elbion (see p. 23) shows three kingdoms along the periphery of an unexplored and unclaimed territory. Tom has been using the map to keep track of where things are, like the Red Hand orc tribe and the location of various ruins. These may come into play during a *Fields of Blood* campaign, but for now Tom focuses on the land's politics and geography.

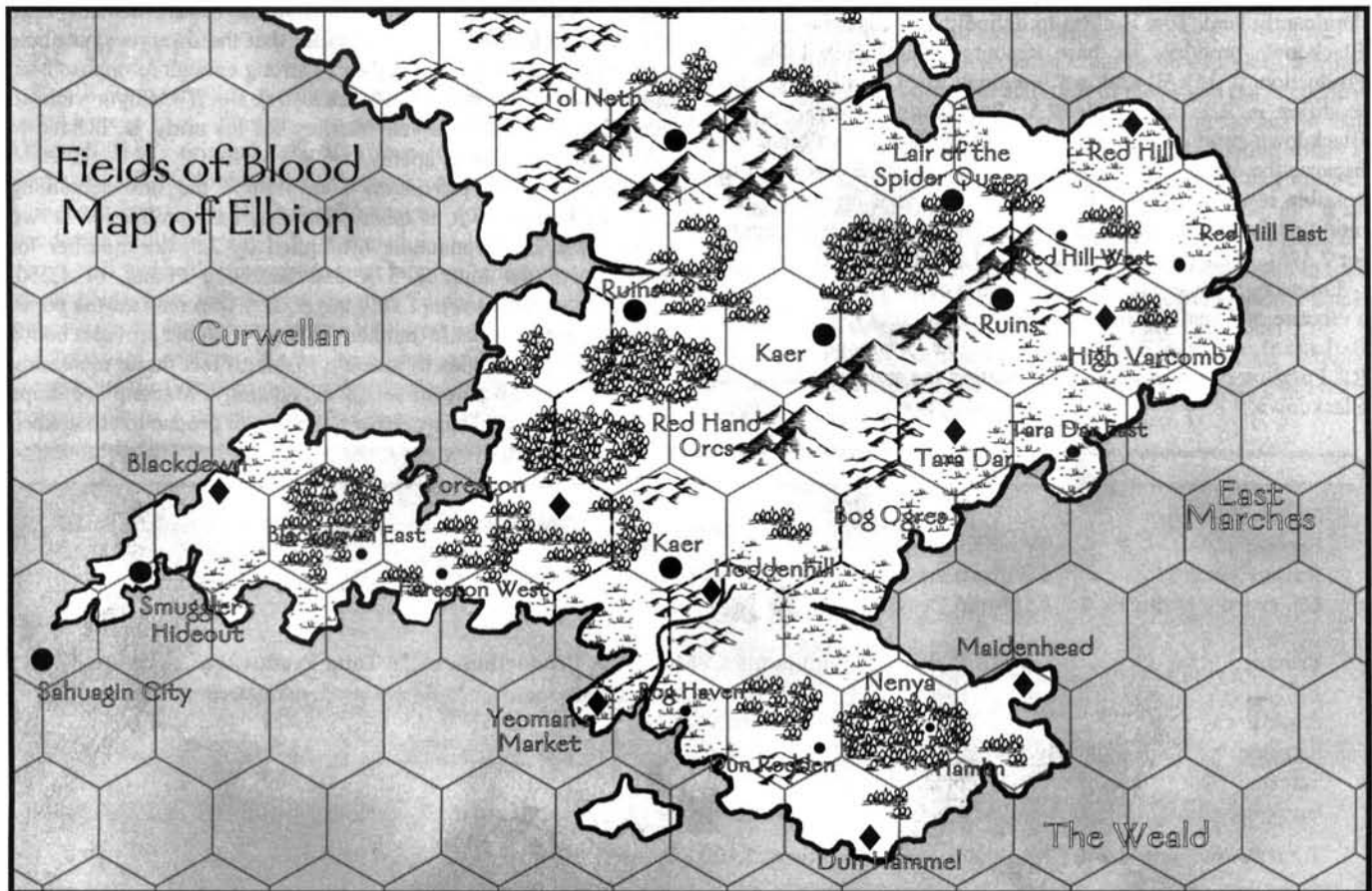
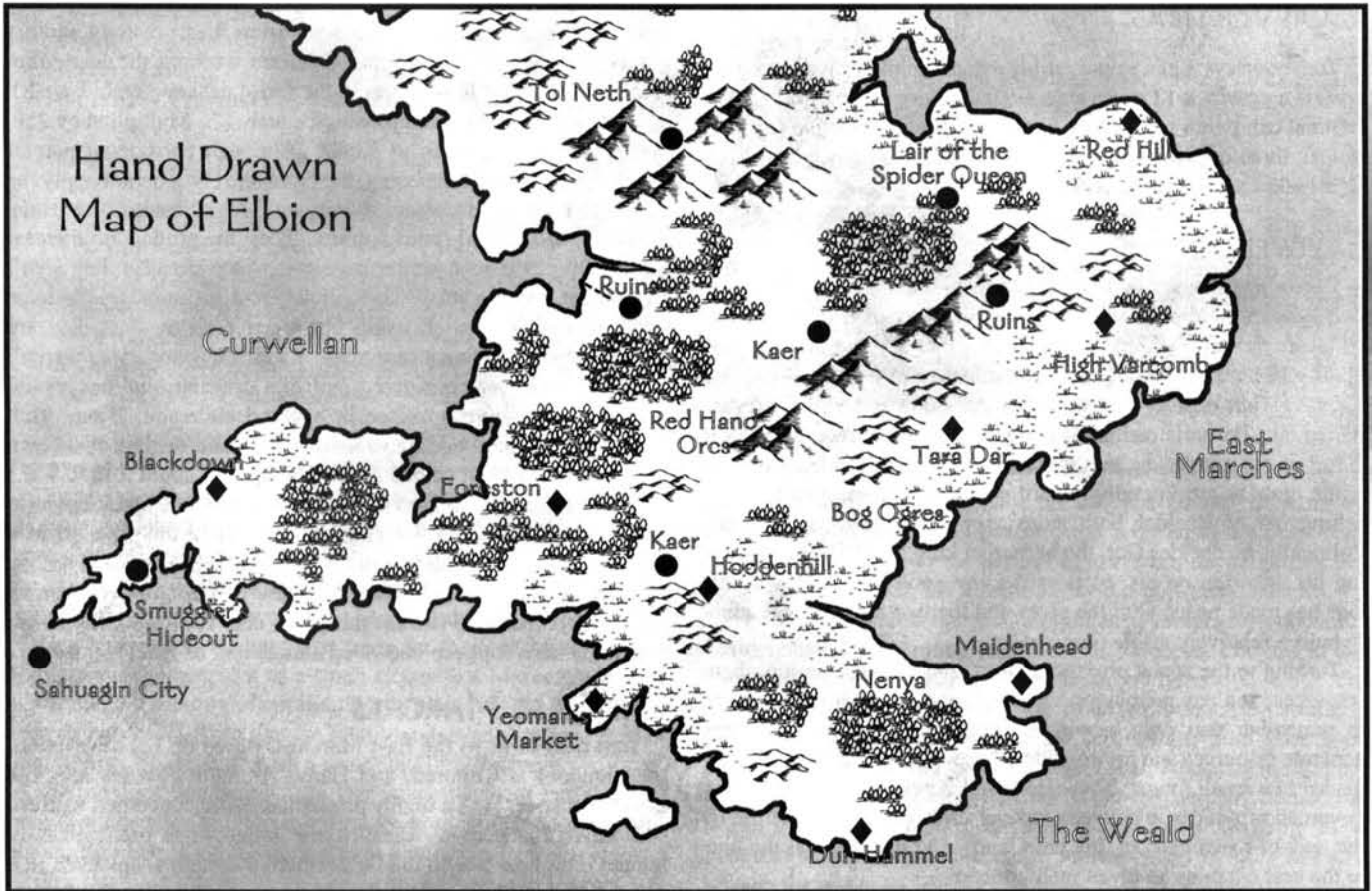
Curwellan is a wild land to the far west, with a mixture of wood elf and human populations. The humans are primitive, having given up their nomadic ways in favor of cultivating land only a few decades ago. They live in scattered settlements across the land, led by their barbarian chieftain Gor. The wood elves maintain their nomadic ways, traveling from forest to forest with the change in seasons to better follow game. The two sides have battled in the past but a wary peace has arisen due to some careful diplomacy from Gor. Neither thinks of Curwellan as a "kingdom," and both have a fuzzy concept of borders.

The East Marches have long been settled, and the kingdom boasts three large population centers connected by a network of roads and smaller settlements. The people devote much of their time to specialized activities, like mining rich veins of iron found under their hills and mountains, and turning out various metal goods (like pots, farm tools, and so on). The population is predominantly human, though a few small dwarven settlements lie under the northernmost mountains. Baron Aramyth is concerned mostly with maintaining his subjects' high standard of living and culture. He claims the lands between the western mountains and the sea as his own. Historically, there have been conflicts with the Weald over the southernmost boundary, but things have been relatively quiet since High Lord Corwyn assumed power in the south.

The Weald is perhaps the most advanced kingdom in Elbion. It is certainly the most prosperous, with no less than four large settlements in the realm. Predominantly human, the kingdom extracts iron from the hills, while farming extensively. Corwyn, the old High Lord, a man of wisdom and judgment, maintained agreements with his neighbors to ensure the kingdom's prosperity and security. Will his son, Jaspur, follow in his dead father's footsteps?

Between the three kingdoms lie unexplored tracts of land. Somewhere to the north lies Tol Neth, the citadel of a powerful wizard's council. The kingdoms to the south have little to do with this mythical council; no one has seen an emissary of the wizards in generations. They have established, unknown to anyone, two watchtowers (called Kaers) to keep an eye on things, however.

# THE BOOK OF WAR





# FIELDS OF BLOOD

## CONVERTING

Tom overlays a hex grid over his campaign map. Each hex represents a province 12 miles across. Had he used a hex grid for his original campaign map where each hex equaled a league (or 3.45 miles), three original hexes would fit inside a province hex. Tom next makes some decisions about his world.

## CURWELLAN

Curwellan is basically two kingdoms in one. For the humans, it is a Barbaric realm, based on their stable way of life. The wood elves are definitely Nomadic. Perhaps some day the humans and elves will have to duke it out for dominance in the kingdom. But for now, Tom decides the two sides get along and will form one mixed race Barbaric realm. Looking at the issue of race, and Table 2.1: Racial Attitudes, he sees that elves are Hostile toward humans, while humans are Friendly toward elves. This doesn't suit Tom's setting, so he decides both sides view each other as Neutral. Politically, he decides Gor, the barbarian king, is a Warlord, focusing his attention on his warriors (as any good barbarian would). Gor has made peace with the elves and the two races have actually built a relatively stable peace of late.

Turning to the actual provinces, Tom considers the terrain, their resources, and any population centers they contain. It is important to remember that only provinces containing population centers generate resources and are considered governed. Tom has already placed two small towns: Blackdown and Foreston. He places two governed provinces in between to keep the realm a whole (little in the way of roads exist in this wild land), and decides that the one to the east contains an elven medium camp.

The hex containing Blackdown is partially coastline, but predominantly land. Tom decides to define it as plains. For humans, Blackdown produces six base Resource Points (see Table 2.4: Production, p. 15). Blackdown is a small town, so its production modifier is 2.5 (see Table 2.5: Population Centers, p. 15). Blackdown produces  $15 \times 250$ , or 3,000 Resource Points. But because the realm is Barbaric, they extract only 75 percent of the possible resources from a hex (or 2,250). That number is then modified for the Warlord government by increasing it 10 percent (or 2,475). Upkeep on Blackdown is 1,000 (see p. 32).

Foreston, a place where humans and wood elf nomads trade, is a mixture of forest and plain. Since the governing regent (Gor the Barbarian) is human, Tom goes with plains, producing a base six RP. Foreston is also a small town, netting the same production as Blackdown.

The wood elves medium camp west of Foreston (taking the easy way out, Tom calls the province Foreston West) rests in another mixed terrain province. Since elves are working the land, Tom declares it a forest hex. Elves in the forest generate eight base RP  $\times 1.5$  (for the medium camp) which equals 12. Multiplied by 250, the province RPs begin at 3,000. Although considered part of Gor's realm for the time being, the Nomadic elves do not apply the Barbaric resource decrease. Tom sees them as basically warlike, however, so Warlord status applies. Thus, the production increases to 3,300. Medium camps have no upkeep because they aren't permanent settlements. Tom figures Gor is happy about the huge production from the elf camp but worries about what they are going to spend all those resources on. (If the wood elves weren't allied with Gor or considered part of Curwellan, the hex would count as a separate province in a wood elf realm. Hmm, Tom thinks . . . if the wood elves settle down and declare their own realm, or if they just decide not to play nice, it could lead to war.)

Finally, Tom places a governed province east of Blackdown (to keep the all Curwellan sovereign and not shunt the town off as a colony). Tom drops a thorpe in the newly named Blackdown East. He deems it essentially forest so the base RPs are four (for human and forest) times 0.25 (for the thorpe) or one. A pitiful 250 RPs are generated here. Upkeep chews up almost half of that (100 RPs).

## THE EAST MARCHES

Tom next turns to the East Marches. Based on his description, the kingdom is Cultured, and Baron Aramyth chooses a Noble governing style. He's a highly principled leader concerned with the welfare of his people. Racially, the kingdom is predominantly human. Dwarves live in the far northern mountains, however, in a single hex. Looking at Table 2.1, Tom sees that humans are friendly toward dwarves, who are in turn hostile toward humans. Like the elves in Curwellan, Tom decides that the dwarves contribute resources to Aramyth (until they're strong enough to oppose him, declare their own realm, and break away). But if Aramyth wants to recruit some stout dwarven warriors for his army, he'll have to overcome their natural apathy.

Turning to the provinces, Tom figures the hex containing Redhill, a large town, is marsh. Thus, its base production is two from Table 2.4: Production. Multiplied by 2.5, the modifier for large town, the total is  $5 \times 250$  Resource Points, or 1,250. Glancing at the upkeep (1,500; see p. 32), Tom realizes the population center isn't viable (neither Cultured or Noble provides bonus resources). He decides to locate a Fishing Fleet there, increasing production by 50 percent to 1,875. Adding a Marketplace drops the upkeep by 10 percent. Now the ration of production to upkeep is 1,875 to 1,350. Not great, but better than just self-sustaining.

**Name:** Curwellan

**Player:**

**Type:** Kingdom

**Regent:** Gor

**Race:** Human

**Civilization:** Barbaric (75% RP effect) **Governing Style:** Warlord (10% RP bonus)

**Governed Provinces:** 4 **Explored Provinces:** 10

Province	Terrain	Population Center	Production	Total Production (Terrain Modifier*Size Modifier*250)	Upkeep
Blackdown	Plains (6)	Small Town (2)	12	2,475	1,000
Foreston	Plains (6)	Small Town (2)	12	2,475	1,000
Foreston West (Nomadic elves)	Forest (8)	Medium Camp (1.5)	12	3,300	—
Blackdown East	Forest (4)	Thorpe (0.25)	1	250	100
<b>Total Production:</b> 8,500 RPs			<b>Upkeep:</b> 2,100 RPs		

# THE BOOK OF WAR

**Name:** East Marches

**Player:**

**Type:** Kingdom

**Regent:** Baron Aramyth

**Race:** Human

**Civilization:** Cultured (no RP effect)

**Governing Style:** Noble (no RP effect)

**Governed Provinces:** 6

**Explored Provinces:** 4

Province	Terrain	Population Center	Production	Total Production (Terrain Modifier*Size Modifier*250)	Upkeep
Red Hill	March (2)	Large Town (2.5)	5	1,875 (Fishing Fleet)	1,350 (Marketplace)
Red Hill East	Plains (6)	Thorpe (0.25)	1.5	375	100
Red Hill West (Cultured dwarves)	Mountain (8)	Village (1)	8	2,500 (Mine)	225
High Varcomb	Hill (4)	Small City (3)	12	3,750 (Mine)	1,800 (Marketplace)
Tara Dar	Plains (6)	Large Town (2.5)	15	3,750	1,500
Tara Dar East	Marsh (2)	Hamlet (0.5)	1	313 (Fishmarket)	150
<b>Total Production:</b> 12,563 RPs			<b>Upkeep:</b> 5,125 RPs		

The two provinces south of Red Hill hold thorpes. Red Hill East is plains and marsh so Tom calls it the former. Not much going on there. In the mountains of Red Hill West, however, Tom places a dwarf village with a Mine. Given their production vs. upkeep sums, Aramyth should do much to keep the dwarves happy.

High Varcomb is the center of trade for the East Marches, and Tom always thought of it as a small city with a Marketplace. The hex contains a mixture of terrains. While plains is best for humans, Tom already established that the East Marches gets its wealth from mining iron. So it's hills with a mine for High Varcomb.

The province containing Tara Dar is another with variable terrain. Tom decides the Baron optimizes production and goes with plains. Tara Dar is a large agricultural town.

Tara Dar East fills in the gap between the Aramyth's larger settlements. It's a thorpe in the marsh with a Fishmarket.

## THE WEALD

Finally, Tom turns his attention to the Weald. The realm is dominated by one race—humans—so racial attitudes aren't an issue. Although Tom's original campaign map includes a notation for Nanya, an elf kingdom, he doesn't consider it at this time; Nanya is hidden from view by powerful magic, and the neighboring woodsmen tell dark tales of a haunted forest. The Kingdom of Nanya will make its presence known later on in the campaign, at which point Tom will worry about defining it. For now, let it remain a secret (and considered an explored hex).

After many years under the wise stewardship of High Lord Cormyr, the Weald has become a Civilized place. It employs extensive agriculture, a division of labor, specialized craftsmen, and so

on. High Lord Jaspur is, sadly, not like his father. He wants to expand beyond his current borders, and seize lands not only from the unclaimed wilds to the north, but also from his neighbors. As he mobilizes for war, his governing style is definitely Warlord.

The Weald contains four major population centers—Hoddenhill, Maidenhead, Dun Hammel, and Yeoman's Market. Looking at the map, each province contains multiple terrain types.

Yeoman's Market lies along the coast, surrounded by swamps. Given the abysmal base production of swamps, Tom goes with aquatic for this hex, and gives it a large town. Applying the 25 percent bonus for Civilized and then the 10 percent bonus for Warlord, the province generates 2,578 RPs. Adding in a Fishmarket and a Marketplace, the province goes to 3,223 RPs and upkeep decreases to 1,350 RPs.

Bog Haven and Dun Rodden tie the larger towns together, but otherwise offer little. Both have thorpes.

Tom defines Hoddenhill as hill terrain so he can place a Mine there reflecting the economic activities of the Weald north country (for humans, this requires a clearly marked river in the hex so that gets added in). With a small town, the hex's production totals a robust 3,438 RPs. Adding a Marketplace seems right to Tom.

Maidenhead and Dun Hammel are counted the same, as far as Tom is concerned (he could have defined Maidenhead as Aquatic, since it lies on the coast, for example, but Jaspur needs cash to fuel his war machine; plains optimizes his resource generation). They are both small towns with Fishmarkets and Marketplaces.

Hamlin is forest. A hamlet sits along the road running through it between Maidenhead and Yeoman's Market, blissfully unaware of the Nanya elves that encircle it.

**Name:** The Weald

**Player:**

**Type:** Kingdom

**Regent:** High Lord Jaspur

**Race:** Human

**Civilization:** Civilized (25% RP bonus)

**Governing Style:** Warlord (10% RP bonus)

**Governed Provinces:** 7

**Explored Provinces:** 4

Province	Terrain	Population Center	Production	Total Production (Terrain Modifier*Size Modifier*250)	Upkeep
Yeoman's Market	Aquatic (3)	Large Town (2.5)	7.5	3,223 (Fishmarket)	1,350 (Marketplace)
Bog Haven	Marsh (2)	Thorpe (0.25)	0.5	172	100
Dun Rodden	Plains (6)	Thorpe (0.25)	1.5	516	100
Hoddenhill	Hill (4)	Small Town (2)	8	3,438 (Mine)	900 (Marketplace)
Dun Hammel	Plains (6)	Small Town (2)	12	5,156 (Fishmarket)	900 (Marketplace)
Hamlin	Forest (4)	Hamlet (0.5)	2	688	150
Maidenhead	Plains (6)	Small Town (2)	12	5,156 (Fishmarket)	900 (Marketplace)
<b>Total Production:</b> 18,349 RPs			<b>Upkeep:</b> 4,400 RPs		



## CHAPTER THREE: RULING REALMS

*“Lord Jaspvr!”*

*“Hmm?” Jaspvr shook his head, then looked up from the parchment-laden table. He blinked. The tall candles had burned down to mere stumps. Several already guttered. He stood, and stretched, suddenly feeling the stiffness in his muscles. How long had he been studying here?*

*“Lord Jaspvr?”*

*Jaspvr focused his eyes on the source of the voice. Baron Merrick. His chief advisor. Well, he thought ruefully, his late father’s chief advisor. He reminded himself that he had to do something about getting his own people in position. For now, though, he let the old man stay on. There was the chance that he might have something useful to say.*

*“Merrick, what time is it?”*

*“Six hours past sun-up, sire. Time for the meeting with the Council of Mayors.”*

*Jaspvr reached for his mug, then sneered in disgust as he saw it was long empty. He rang a bell to call a servant. “Council of... Mayors. Right. Them. What do they want again?” He looked around for his cloak, ah, there it was...*

*Merrick breathed in and out once, deeply, before replying. “It is the law. In the first week of the spring planting, the Council meets with the High Lord to discuss the coming year . . .”*

*The servant arrived; Jaspvr shoved his mug into the boy’s hand and barked a quick order. Merrick took advantage of the momentary distraction to study the table Jaspvr had been working at. The parchments were mostly maps of the land, and of the adjoining nations. Jaspvr had been annotating furiously, it seems, with lines crisscrossing the maps, scrawled notes added at a variety of places... “Ford crossable in summer,” read one. “Ill-guarded from the west,” read another. Merrick shook his head, sadly. Jaspvr’s father had spent a lifetime securing the realm, playing delicate games of politics and threat, of bluff and diplomacy, to maintain the land’s safety and security. Jaspvr seemed ready to toss all that work aside.*

*Jaspvr adjusted his cloak, then began smoothing his hair. His tunic was rumpled, too. Damn. No time to change now, though. “Yes, yes, the money. I know. How many coppers to repair some peasant’s fence, how many pieces of silver to tithe to this god or that god... Honestly, Merrick, you’d think the gods could just make their own silver.”*

*Merrick winced inwardly, twice. Once at the casual blasphemy and once at the equally casual mode of address. He was tempted, hardly for the first time since Jaspvr had sworn the oaths of lordship, to make for the north, where Aramyth would probably welcome him. But he had sworn oaths of his own, oaths he would keep unto death.*



"You need not be so concerned with the small things, Lord. From you, they seek guidance on the grander scheme. As High Lord, you must set the tone for the entire nation. It is your word which guides them; they will focus on how to accomplish your goals."

Jaspyr laughed, a low, mocking, chuckle. "Will they? I suspect, Merrick, that they think I'm my father, that I'm going to sit there and nod when they talk about roads and wells and mills and let them grow fat on the taxes, while my lands stay as stagnant as the southern swamps!" The servant had appeared, bearing a mug of hot wine. Jaspyr downed it in a gulp.

"Hardly." He took the circlet off the desk and placed it on his head. "Well, let's go, Merrick. Can't keep the Mayor's waiting. I'm sure they'll have a lot to do, once they've heard my plans..."

## Realm Building

Over the course of a realm's history, the regent guides its development and growth. Rulers like to see their lands prosper, and enjoy shepherding their kingdoms into greatness, whether out of pure ego ("I shall be remembered for generations!"), altruism ("This new road will improve the lives of my people."), or a sense of duty ("My life is my homeland's."). Still others yearn to expand their holdings (as Lord Jaspyr shows), make their mark on conquered lands, and prove something to themselves or others.

This chapter covers the process of building and running realms. A turn sequence and random events are discussed. Then resource collections and expenditures are reviewed. Finally, regent, realm, and martial actions, as well as realm conditions are listed. With this information, you can take your d20 campaign to the next level.

## Beginning Realm Play

Realm play can be commenced in one of two ways. Either an existing D20 campaign can be used with *Fields of Blood*, or an entirely new campaign can be begun.

In the first case, the world already exists, and the player characters already have a role in it. This is the setting in which you have been playing your d20 games, with the kingdoms and politics well established. **Chapter Eight: Campaigning** discusses how to go about moving the player characters into the position of regents from a gameplay perspective, with guidelines on how to rate existing governments and societies in *Fields of Blood* terms. This is how Tom handled things in the example presented in **Chapter Two: Defining Realms** (see pp. 23-25).

Other GMs and players may want to start a *Fields of Blood* campaign afresh, with each player taking on the role of regent of their own kingdom or forming the ruling elite of a single realm. Players should create characters suitable for their roles as regents, and the GM (if any) should design the world from the ground up to be a fertile background for ruling and conquest. The GM (or the players in a GMless game) may set a fixed number of resource points (1,000 to 5,000, for example), a single hex, and a population center for each player to establish their own realms. If the PCs all share control of a single realm, they can work together to design it; if they are rivals, each should have the same number of points.

Some adjustments may be necessary as the realm takes shape. If a city is incapable of supporting itself, and it should be able to do so, consider that various assets may have been added to it, or that resources may be particularly rich in that province (+1 to the base production value).

## Realm Play

This section discusses how to run realm level play, detailing the actions that can take place during each turn. Actions are taken by both the realm (representing the efforts of the citizens in maintaining and upgrading the realm) and the regent (representing, for the most part, orders directly given or diplomatic actions undertaken).

Realm play consists of a series of turns, each representing roughly one week of game time. Thirteen such turns constitute a season. Some actions have times measured in weeks, others in seasons. Actions can overlap season boundaries, unless explicitly noted. For example, if it takes six weeks to build a fortification, and it is started in Week 9 of Spring, it will be finished (unless interrupted somehow) in Week 2 of Summer.

Weeks do not have a beginning or end, per se; all actions that occur in the same week happen at the same time, for game purposes. In a few cases (such as two armies moving into the same province), where there might be an important edge if one side arrives before the other, rules exist to determine who is truly there first with the most men (see p. 42)

The game begins in whatever season the players wish or the GM decrees; the year ends after four seasons.

## TURN SEQUENCE

The turn sequence is as follows:

### Beginning of Season

#### Week 1 only:

- Random season events
- Realm morale check (Optional)
- Collect RPs
- Pay upkeep
- Declare regent action(s)
- Declare realm action(s)

#### Week 1, and each succeeding week:

- Declare and execute martial actions
- Roleplay

#### Week 13:

- As other weeks, and adjusting realm record or unit record sheets (if needed)

All orders are given simultaneously. For martial actions, each player writes down the orders given, the armies to move (and the paths they will take), and so on, and then each week's orders are executed concurrently. For example, the player running the Weald may order an army into the hex north of Yeoman's Market (see p. 23). The player running Curwellan may do the same. The Curwellan player was hoping for a quick conquest; the Weald player was hoping to place an army there before the Curwellan ruler made his move. Battle will (probably) occur.

## SEASONS

Before the advent of industrialization, the activity of any given nation was dictated by the cycles of the sun—the seasons. The seasonal mechanics detailed below represent the activity of a moderately civilized humanoid culture. Exceptions are given for other cultures and other levels of civilization.

## SPRING

Most of a nation's activity during spring is devoted to planting crops.

**Effect:** Irregular troops cannot be raised during the Spring.

## SUMMER

The crops grow and the bulk of the nation lies idle. Thus summer is the season in which wars are typically fought.

**Effect:** Summer is the only season during which irregular troops can be raised to fight.

## FALL

The farmers must return to the fields to collect the harvest, otherwise the nation starves through the winter.

**Effect:** Irregular troops cannot be raised and, if raised during Summer, must be disbanded.

## WINTER

The bleak season. Most activity stops and the population spends most of its time trying to survive. Wars are seldom fought during winter.

**Effect:** Irregular troops cannot be raised. All troop movement is halved, unit upkeep doubles.

### OTHER WORLDS, OTHER SEASONS

Not every setting has the four seasons with which we are familiar. The world you created might be the perpetually freezing land of the Winter King, in which there are only two seasons—winter and summer; or your campaign might take place primarily in a tropical or subtropical area where there's really only one season.

In such cases, pick the seasons closest to those existing in your world, and modify them appropriately. If your campaign is set in a tropical realm where food grows all year long, then mustering irregular troops is going to change—there is no off season during which idle hands can be made busy with war. But, at the same time, the work is spread out over many months. Thus, irregular units can be raised at any time, but any given set of units can only be held in service for one season at a time; they must be released back to work at the end of each season, and new recruits called up at the next. (Thus, the size of the irregular army remains roughly the same from season to season, but there is no way to retain trained troops.)

The breakdown of seasons is tied to the likely frequency of random events. If a campaign world has 6 seasons, but a standard length (52-week) year, then it is recommended that only 4 of the seasons be flagged for random event rolls, or the tables be adjusted to slightly increase the chance of "nothing happens" for each season.

Areas with no real growing season, such as the frozen tundra inhabited by nomadic peoples, will not develop cultures relying on agriculture. Nomadic and Barbaric cultures never produce irregular units, and they are the most likely type of society to exist in such an area. A Civilized or Cultured society that nonetheless exists without agriculture would be a consequence of highly unusual conditions, the nature of which would need to be considered by the GM when setting the rules for the effects of seasonality.

## KEEPING TRACK OF TIME

With the possibility that your campaign can now have real warfare as well as nobles, kings, politics, economy, and subterfuge comes the need to keep track of time. Using *Fields of Blood* means keeping track, not only of seasons, but weeks and days as well. This isn't especially difficult; the core d20 rules presents all you need to figure out how long it takes for the players to travel around on adventures, and how long it takes to make magic items. These two activities consume most of an adventuring company's actual time. Since most battles take place in, at most, only a few hours, there's no need to factor these in. Keeping a piece of scratch paper handy and marking off a day each time the players decide to rest for the night in a dungeon or a tavern, as well as the days they spent getting to and from the adventure or making magic items solves any problems you might have keeping accurate count of days.

However if you're like most GMs, the passage of large chunks of time is hand-waved away. Previously, your players went on adventures and time passed. How the two things related to each other wasn't important. There was the understanding that several adventures equated to a year or two, maybe more. Once you start keeping track of actual days, you may find that, alarmingly, your entire campaign is passing in only a few months. Years of play and a dozen levels might only take a year of campaign time. This won't do at all!

There are three easy solutions to the accelerated campaign problem. First, increase the distance the players have to travel getting to and from the adventure. If several adventures are passing in mere weeks, this usually means all your adventures are taking place close to the player's home base. By increasing the distance, you increase drastically the amount of time passing in your campaign world. Secondly, give the characters more downtime. There's no reason each adventure must come hard on the heels of the last. One thing *Fields of Blood* gives your campaign is a real sense of time passing. Knights and soldiers really *did* spend weeks and weeks doing nothing, or traveling from one place to another. As more time passes, your players will feel their characters are *real* veterans as they deal with and become used to the issues of traveling large distances.

Lastly, if you currently allow characters to level up instantly and in the middle of a dungeon, impose some simple restrictions. If we presume that the act of gaining a level requires time and the proper place to study, you can rule that characters must return to a population center in order to level up, and spend a number of days equal to their new level before they gain the benefits of their new level. There's no rule for how often your characters should level up, or how many adventures they should go on over the course of a year. When characters are low level, they'll have lots of adventures over the course of a year. At this stage, their characters aren't really worried about nations and armies. Once they control some land and manage a realm, they'll adventure less and less. While your players are still *playing* as often, the amount of time between adventures increases until eventually years may pass between adventures.

## RANDOM SEASON EVENTS

Life is unpredictable. The most careful planning and preparation can be washed away in a flood of chaos. History is changed by unseasonably late storms, crop failures, or an accidental death. To simulate the random hand of fate, use the Random Season Events tables. Each season has its own table, so during the first week of Winter, you would roll once on Table 3.1: Winter Events. Apply the effects of a season event at the start of a season. The type of event varies slightly by season, though some events can happen at any time of the year.

**Table 3.1: Winter Events**

% Roll	Event
01-02	Ice Storm
03-04	Storage Failure
05	Dark Tidings
06-10	Passes Blocked
11	Plague
12-13	Asset Failure
14-15	Embezzlement
16-84	Nothing of Note
85-86	Windfall
87	Mercenaries
88-89	Light Snows
90-93	Rare Find
94-99	Local Hero
00	Beneficial Signs

**Table 3.2: Spring Events**

% Roll	Event
01-02	Seed Failure
03-04	Storage Failure
05	Wood Rot
06-10	Flash Floods
11	Avalanche
12-13	Asset Failure
14-15	Desertion
16-84	Nothing of Note
85-86	Windfall
87	Mercenaries
88-89	Immigrants
90-93	Timber
94-99	Local Hero
00	Lush Soil

**Table 3.3: Summer Events**

% Roll	Event
01-02	Drought
03-04	Storage Failure
05	Vein Tapped
06-10	Brush Fires
11	City Burns
12-13	Asset Failure
14-15	Desertion
16-84	Nothing of Note
85-86	Eager Recruits
87	Trade Surplus
88-89	Immigrants
90-93	Shallow Waters
94-99	Clear Skies
00	Steady Rains

**Table 3.4: Fall Events**

% Roll	Event
01-02	Blight
03-04	Storage Failure
05	Early Snows
06-10	Expensive Upkeep
11	Raiders
12-13	Asset Failure
14-15	Gloom
16-84	Nothing of Note
85-86	Mercenaries
87	Strange Ally
88-89	Immigrants
90-93	Unexpected Harvest
94-99	Rich Ore
00	Easy Harvest

**A note on multipliers:** All multipliers on resource numbers are *sequential*, not cumulative. Thus, if random events and other factors state that a province produces 25 percent more, 10 percent more, and 50 percent fewer resources, the total resources produced are  $\text{Base} \times 1.25 \times 1.1 \times 0.5$  (the order doesn't matter).

## EVENT DESCRIPTIONS

**Asset Failure:** An asset (determined randomly) fails and is destroyed. The asset must be rebuilt.

**Avalanche:** A sudden snow slide crashes down towards a town. A randomly selected mountain province has its population center reduced by two steps (from small town to hamlet, for example). If this reduces the population center to less than a thorpe, the province becomes explored, not governed.

**Beneficial Signs:** Auroras appear on the same night that the moon is in the fourth house and the stellar alignment is quasi-retrograde over the equinox. Local astrologers and wise men interpret this to mean good luck for the coming year. Even if the regent doesn't buy it, the people do, and all units gain a +1 circumstance bonus to Morale for the remainder of the season.

**Blight:** Crops are stricken with a lethal rot. Any plains province has a 50 percent chance of producing only 25 percent of its normal resource production (roll for each plains hex in the realm). Any hill province has a 50 percent chance of producing only 50 percent of its normal resource production (again, roll for each hill province in the realm).

**Brush Fires:** The weather has been unseasonably dry, and small fires start almost anywhere they can. Each plains or forest province has a 50 percent chance of being partially burned, resulting in a 25 percent loss of production (roll for each plains or forest hex in the realm).

**City Burns:** Wood and straw ignite quickly, and fire spreads rapidly among tightly packed buildings. Starting with the largest population center in the realm, roll 1d4. On a roll of one, a fire strikes the city, reducing it by one size category, except for large city and metropolis, which are reduced by two (large, dense cities burn faster). If no city in the realm burns, continue from the top again until one does.

**Clear Skies:** Unusually good weather makes general travel easier; all units gain +1 movement point this season.

**Dark Tidings:** A new moon rises when the seventh house is in a solar conjunction, and a two-headed chicken is born that same night. Clearly, the year is ill-omened. All units suffer a -1 circumstance bonus to Morale.

**Desertion:** Several units decide they have better things to do than fight. 1d4 regular units disband and move on. This occurs in the first week of the season. Which units leave should be determined randomly, after the number of units which disband has been determined.

**Drought:** The summer is unusually hot and dry. Crops wither in the fields. Any plains province not directly adjacent to a source of fresh water suffers a 50 percent reduction in RP production.

**Early Snows:** The snows come early this year, making travel difficult. All units have -1 MP.

**Eager Recruits:** The long, dull days of summer bring with them young men eager to do anything but stare at the backside of a mule for the rest of their days. All irregular units mustered this season gain +1 Morale.

**Easy Harvest:** The fruit practically falls off the tree and the grain seemingly threshes itself. The regent can recruit irregular units freely this season. You must still pay the normal RP cost for the units, but you may ignore the normal seasonal limits on recruiting irregulars.

**Embezzlement:** A trusted aide has decided to pocket some RPs and then move on. The regent's surplus is reduced by 2d10 percent.

**Expensive Upkeep:** Inspections of the provinces show that many important buildings and roads are on the verge of collapse. All population center upkeep is increased by 25 percent for this season as emergency work is done to keep the realm intact.

**Flash Flood:** The melting snows flood the rivers, creating powerful surges that sweep away everything in their path. Each asset has a 25 percent chance of being destroyed by the rushing waters, unless the asset is in a province that does not contain a river.

**Gloom:** The leaves are drying, the weather is cold, and everything is just wretched. All units suffer a -1 Morale modifier for this season.

**Ice Storm:** The land is swept by powerful storms, blocking travel. Roll 1d10 at the beginning of each week; on a roll of 1-2, all Movement Point costs are doubled for that week within the realm.

**Immigrants:** The dawning spring brings with it those seeking a new start and a better life. A single thorpe (chosen by the regent) upgrades to a hamlet. If there are no thorpes, the smallest existing population center increases by one step.

**Light Snows:** Unusually good weather for winter improves the people's morale and makes it easier to extract resources. All provinces produce 10 percent more RPs this season.

**Local Hero:** A young man or woman of note has distinguished themselves, and the regent offers them a position in his forces. A 5th level NPC (of any appropriate class, but usually fighter), comes into the regent's service at no cost. This NPC may be seconded to a unit or otherwise used as desired, within reason. The stats should be typical for an NPC of their class, level, and race. The GM should write up the NPC in full detail, or take him or her from another sourcebook.

**Lush Soil:** The soil seems particularly rich this year, and a bountiful harvest seems imminent. All plains provinces produce 25 percent more RPs this year.

**Mercenaries:** A group of mercenaries, down on their luck, offers their services to the realm in exchange for food and shelter. 1d4 units of regular infantry, of the same race as the dominant race in the realm, equipped with medium weapons and armor, are added to the realm. You have to pay upkeep for these units, but not the cost to muster. These units remain with the realm for one year.

**Passes Blocked:** All mountain terrain in the realm is impassable due to heavy snows. Roll 1d6. On a roll of 1-2, this lasts for the first 1d6 weeks of the season; on a roll of 3-4, it lasts for the last 1d6 weeks of the season; on a roll of 5-6, it lasts the entire season.

**Plague:** Disease sweeps the land. Any province without a Chapel, Temple, or Cathedral has a 50 percent chance of having its population center reduced in size by one step. If this reduces a thorpe to nothing, the province is now explored, rather than governed.

**Raiders:** A troop of bandits has decided they need your crops more than you do. 2,500-points worth of units appear in a randomly determined border province and proceed to loot and pillage, unless local troops can stop them. This happens in the first week of the season, and irregular troops can be mustered in the province (no matter the normal restrictions). Units that can reach the province before the end of the week can aid in the battle.

**Rare Find:** A mountain province happens upon a rich vein of ore, and produces 50 percent more RPs this season. If there are no mountain provinces in the realm, roll again.

**Rich Ore:** Each mountain or hill province has a 50 percent chance of producing 25 percent more RPs this season. Roll for each mountain or hill province.

**Seed Failure:** The seed grain rotted in the storehouses. All plains provinces produce 25 percent fewer RPs for the remainder of the season.

**Shallow Waters:** The summer heat drains the marshes, making it far easier to exploit them. For this season only, marshes are considered to be plains for purposes of resource production only.

**Steady Rains:** The rains come when they are supposed to, and in the amount they are supposed to. All plains produce 50 percent more RPs.

**Storage Failure:** Bad weather destroys storehouses and disrupts trade. RPs gathered are reduced by 50 percent in one randomly selected province.

**Strange Ally:** A special unit worth up to 2,500 Resource Points joins your realm. The GM should create the exact circumstances under which this occurs.

**Timber:** Winter storms knock down a large number of trees, making it easier to haul them out of the woods. A single Forest province (determine randomly) generates 50 percent more RPs this season.

**Trade Surplus:** The merchant fleets ride in on the summer winds, and buy more than they sell. Each province with access to the ocean produces 50 percent more RPs.

**Unexpected Harvest:** A province of any terrain type for your race is treated, for this season, as if it were the best performing type. Thus, for example, a mountain province, which has a resource multiplier of two for humans, can be treated, for this season, as if it had a resource type multiplier of six, the highest type multiplier any human province can have.

**Vein Tapped:** The rich lode of ore the mountains were supposed to produce has dried up. Each mountain province has a 25 percent chance of producing only 50 percent of its usual RPs this season. Roll for each mountain province.

**Windfall:** A large cache of wealth was found within the realm, and out of fear or loyalty, it was turned over to the regent. The regent's income is increased by 2d10 percent.

**Wood Rot:** The melting snows reveal a fungal infection in the forests. All forest provinces produce 25 percent fewer RPs for the remainder of the season.





## REALM MORALE CHECK (OPTIONAL)

If using the optional realm morale rules, which reflect how prolonged war or the maintenance of a large standing army can drag down the mood of the populace, it is at this stage, after determining seasonal Events, when it is checked. The sidebar entitled Realm Morale (see p. 33) explains how to do this.

## COLLECT RESOURCES

Kingdoms don't pay for themselves. Someone has to pay for the roads, signal towers, and armies in the realm, and this is handled through Resource Points. After determining any seasonal events, the regent next resolves how much wealth the realm produces by collecting RPs.

The following terms are used in this section:

**Resources:** The total wealth of the realm, the sum of all productivity.

**Income:** The portion of the resources of the realm taken by the regent for government and military expenditures. The income is generated via taxes imposed by the regent on the realm.

**Surplus:** The portion of the resources of the realm leftover after taxes, used for the upkeep of population centers, the construction of mines and roads, and so on.

Tally the total resources produced by all provinces (hexes) in the realm as discussed in **Chapter Two: Defining Realms** (see p.15).

## TAXES

The RPs produced by a realm must be divided between the people and the regent. The people need resources to maintain their towns and cities and improve their provinces. The regent needs resources to maintain his troops and keep the government running. Dividing the realm's RPs between the people and the regent is called taxation.

To tax his realm, the regent first decides on a taxation level, using Table 3.5: Taxation Level. After picking a taxation level, the regent player rolls 1d20 and adds the bonus listed. The result is a percentage. Multiply the realm's total production by this percentage to determine the regent's take from the realm. What's left over is kept by the realm as surplus.

**Table 3.5: Taxation Level**

Taxation Levels	Bonus
Light Taxation	+19
Moderate Taxation	+29
Heavy Taxation	+39

**Example:** The East Marches total production for a season is 12,563 Resource Points (see p. 25). George, playing Baron Aramyth, decides on light taxation. He rolls 1d20 and gets a 11. He adds this to 19 (the light taxation bonus) and gets 30. This means the Baron takes 30 percent of the realm's RPs, or 3,769 RPs, in income. The people get to keep the rest (8,794 RPs) as surplus.

Next, the regent and the realm both have resources to spend—the regent's income and the realm's surplus. There are dozens of things to spend Resource Points on, but they all fall into two categories: Upkeep and actions. All upkeep must be paid before any actions can be taken.

## PAY UPKEEP

Provinces, units, and some realm buildings all require cost in upkeep. Troops must be fed, wizards must be paid, priests must be tithed, and infrastructure maintained. If the regent fails to pay out these costs, the entire realm will begin to collapse. (Simply printing more money to cover debt is an invention of the distant future.)

Generally speaking, the individual playing the regent allocates all Resource Points for the realm, regardless of which pool of resources—income or surplus—comes from. However, it is possible to have a situation in which the Game Master plays the people, allocating the surplus spent by the realm (including province and guild upkeep), while the regent PC has direct control only over the Resource Points he gleans as income.

## PROVINCE UPKEEP

Once a population center exists, upkeep must be paid. This represents time, labor, and money spent simply to keep things working—the streets cleaned, the public buildings maintained, the guardsmen paid, and so on. Upkeep costs are listed on Table 3.6: Population Upkeep.

**Table 3.6: Population Upkeep**

Population Center	Upkeep
Thorpe	100 RPs
Hamlet	150 RPs
Village	225 RPs
Small Town	1,000 RPs
Large Town	1,500 RPs
Small City	2,000 RPs
Large City	3,600 RPs
Metropolis	5,500 RPs

If during a season, a regent cannot afford the upkeep on the realm's provinces, he must downgrade one population center of his choice by one step. If he chooses to downgrade a thorpe, the province is no longer governed, instead reverting to explored. Province upkeep must be spent from the realm's surplus. It cannot come from income or from gold pieces obtained through adventuring (so much for raiding the nearby dungeon to pay this month's bills). Regents must spend the entire amount of required upkeep before paying for any realm actions.

**Example:** George totals the upkeep of all the East Marches provinces, and gets 5,125 RPs (see p. 25). The realm has 8,794 RPs as surplus to spend, and pays the upkeep from this. If the realm couldn't pay this amount, George would have to downgrade a population center. The people have 3,669 RPs in surplus left.

If you desire a more flexible play style, you could permit regents to deliberately skimp on upkeep costs. A regent could choose not to pay some or all of the province upkeep, take the downgraded population center penalty, and leave the people more resources to spend on realm actions. Still, the fact that resources exist and the province is not getting them will not sit well with the residents. The regent must make a Diplomacy check at a DC 20, +1 for each size step of the population center (thorpe = 1, hamlet = 2, etc). If the check fails, the province produces only one half of its total resources next season; if it fails by more than 10, the province revolts, and 50 percent of the units stationed there join the revolution. The other units must move to an adjacent province. Alternatively, a regent may choose to pay for upkeep out of his own funds, from income or perhaps from adventuring.

## REALM MORALE

As war drags on season after season, year after year, the populace becomes more and more unwilling to have their sons and fathers dragooned into the army, their meager incomes taxed to supply them, and their supplies rationed. By default, the only impact of long-term war is the possible increase in the cost of irregular units, representing the common man's willingness or unwillingness to take up arms. There are, however, other effects, described herein.

These optional realm morale rules reflect the ever-changing moods of the populace. If using these rules, apply them at the beginning of the second season of realm play, and once per season thereafter. In GMed play, additional modifiers may be added based on regent actions. For example, if, in a roleplaying session, the regent and his Council (i.e., the PCs) stopped a plague of winter wolves, this would be a bonus to morale. If, on the other hand, the PCs were absent for an entire season on some quest far from the realm, this would have a negative modifier to realm morale.

First, determine the size of the current standing army, relative to the size of the realm. The larger the standing army, the more expensive, and the more likely the people will come to hate the drain on money. For game purposes, standing armies are defined as small, medium, or large depending on its percentage of the maximum standing army size (see p. 16).

A small standing army is less than 1/4 of the maximum standing army size.

A medium standing army is between 1/4 and 1/2 of the maximum standing army size.

A large standing army is anything more than 1/2 of the maximum standing army size.

Next, locate the modifier to the morale check on Table 3.7: Realm Morale Modifiers. This is based on the army size as well as whether the realm is at war (see Declare War regent action, p. 36), at peace (no war is declared and no battles have been fought in the past year), or in conflict (no war has been declared, but battles have been fought in the past year).

**Table 3.7: Realm Morale Modifiers**

Army Size	War	Peace	Conflict
Small Army	-1 per year at war	+5	-4 per year of conflict
Medium Army	-2 per year at war	0	-2 per year of conflict
Large Army	-3 per year at war	-5	-3 per year of conflict

The following are additional modifiers:

**Each battle won in the past season:** +1

**Each battle lost in the past season:** -1

**Realm has a Noble government:** +1 for each year of peace, +3 in the first year of war, all war penalties increased by one (e.g., -1 becomes -2) in the second and subsequent years of war.

**Realm was attacked prior to declaration of war:** +5 in the first year of war, +3 in the second year of war. Third year of undeclared war counts as the first year of conflict for purposes of Table 3.7 modifiers.

**Realm has a Despotic government:** -2 generally, but conflict conditions only cause a -1 additional penalty, regardless of the size of the army.

The total modifiers from Table 3.7: Realm Morale Modifiers and above dictate the results on Table 3.8: Realm Morale.

**Table 3.8: Realm Morale**

D20 Roll	Realm Morale
<0	Very Poor
1-5	Poor
6-15	Neutral
16-20	Good
20+	Very Good

Realm morale is rated as follows:

**Very Poor:** The citizens of the realm are despondent and outraged. All production is reduced by -10 percent. Each season, any province with no standing troops has a 25 percent chance of rebelling. A province in rebellion produces no resources, and, if it borders an enemy nation whose race is neutral or better relative to the race of the province, it will join that realm. Rolls on Table 3.10: Irregular Unit Cost Modifier (see p. 36) suffer a -10 modifier.

**Poor:** The citizens of the realm are unhappy with their leaders and with the way things are going. All production is reduced by 10 percent. Rolls on Table 3.10: Irregular Unit Cost Modifier suffer a -5 modifier.

**Neutral:** The citizens of the realm accept the way things are, whether war or peace. They grumble, but they do their job.

**Good:** The citizens of the realm stand behind their regent, and work hard to carry out his wishes. All production is increased by 10 percent. Rolls on Table 3.10: Irregular Unit Cost Modifier gain a +5 modifier.

**Very Good:** The citizens of the realm are enthusiastic, and support their regent in all things. Production is increased by 25 percent, and all rolls on Table 3.10: Irregular Unit Cost Modifier gain a +10 modifier. A single population center with a size less than small city may be upgraded one step at no cost.

## GOVERNING STYLE UPKEEP

Governing style upkeep represents the organizational costs in running a realm—paying for the government and the bureaucracy. These increase as the size of the realm increases, and vary with Governing Style, as described on Table 3.9: Government Upkeep (see p. 34).

The value under the realm's Governing Style is a percentage of the realm's total production that must be spent to maintain the realm. If this cost is not paid, the regent may take only one action, regardless of type, during the season (see p. 35). By default, governing style upkeep must be spent from income; surplus cannot be used. As an optional rule, the regent can ask the realm to shoulder more of the burden of running the government. Since taxes have already been collected, this represents asking for more volunteers, greater community support, and so on. If this is done, the resources can come from the surplus pool, rather than the income, however, costs are 10 percent higher. (i.e., if the regent wishes that 1,000 Resource Points of governing style upkeep be drawn from surplus, the surplus pool is reduced by 1,100 Resource Points.) This is due to the inefficiency in asking farmers and merchants to help fill in for trained government officials.

**Table 3.9: Governing Style Upkeep**

Provinces Governed	Despot	Warlord	Noble	Neutral
1	0	0	0	0
2-3	11	7	4	3
4-6	19	13	8	7
7-8	25	17	12	12
9	30	20	16	18
10	35	25	20	25
+1	+5	+5	+4	+4
Maximum	70	70	80	80

The maximum entry is the largest percentage of RPs required to maintain a realm. No matter how large a realm grows, it can never demand more than this. Otherwise, truly large kingdoms (on the scale of the Roman Empire, for example) simply couldn't exist. Of course, this may be desired—if so, drop the maximum.

**Example:** Baron Aramyth is a Noble regent, and the East Marshes has six provinces (see p. 25). He must pay eight percent of his realm's total Resource Point production from the taxes he collected to fund his government. The East Marches produced 12,563 RPs, eight percent of which is 1,005 RPs. This must come out of the 3,769 RPs of income he collected. This leaves him 2,764 RPs to spend on Regent Actions.

### THE GOVERNING STYLE UPKEEP CHART

Table 3.9: Governing Style Upkeep is one of the levers you can use to customize *Fields of Blood* for your campaign. The table does two things, it penalizes large realms and it defines them as seven or more provinces. This is suitable for large campaigns with many medium sized nations, none of which are particularly dominant. By changing the Provinces Governed column, you can encourage larger realms, or make smaller realms the norm.

## CAMPAIGN ECONOMICS AND DEFAULT VALUES

The basic *Fields of Blood* economics are designed to allow large armies to be raised quickly, contrary to history. Rome wasn't built in a day, but PCs can turn a few thorpes into an empire in a surprisingly short span of time. This is intentional. Players want, usually, to raise and lead massive armies within the normal timeframe of a typical d20 campaign—not spend years counting copper pieces in the hopes that their grandchildren will be able to afford a few good pikemen. However, the core economic systems have been designed to be tweaked up and down, to slow down the rate of income (or even speed it up, if you want to go from being a newly-landed knight to Lord Emperor of the realm before your next birthday!). All such rule adjustments should be announced and agreed on prior to play.

## UNIT UPKEEP

All units controlled by a regent need supplies to continue serving in army; an army really does travel on its stomach. If this upkeep is not paid, units disband. A unit's upkeep is equal to one quarter of the cost of the unit's current value (rounded up), including any value added by training, subtype, feats, and equipment. See **Chapter Four: Units** for costs (see p. 46).

By default, unit upkeep must be paid by the regent from his income. However, it is possible to shunt this burden back to the people, though doing so will not make the regent very popular. Doing this represents quartering soldiers in private homes, forcing private businesses to give massive discounts to soldiers, or even serve them for free, and so on, all to save the regent a few coins here and there. The regent may select any number of units to be supported by the citizens. Doing so splits the cost between the regent's income and the realm's surplus (i.e., upkeep is paid half from taxes and half from production). However, for every supported unit in a province, there is a five percent chance of the province going into rebellion, producing no income. All irregular units stationed in the province join the rebellion, as do 50 percent of the regular units. Elite units do not rebel. All non-rebel units must move to the nearest adjacent province.

Varying unit upkeep costs in your campaign setting can make maintaining a large standing army easier or harder. At 10 percent, for example, large armies become easy to maintain even when the budget is tight; at higher levels, it's almost easier to muster troops as needed than to pay for keeping them around.

## IMPROVEMENT UPKEEP

Some realm improvements require upkeep as well. For churches, this represents their tithes, as well as time lost to worship and volunteer work. For wizard's towers, it represents fees generally paid for services rendered. For thieves' guilds, it represents the guild doing what it does best.

If the realm building has levels or stages, and the upkeep is not paid, it degenerates one step per season until it goes away entirely. If it has no steps (such as a Signal Tower), it simply goes away as soon as upkeep is unpaid. The upkeep for a guild is paid out of the realm's surplus. All guilds require 15 percent of their base cost per season in upkeep. Other realm buildings have their upkeep costs specified in their description. Assets have no upkeep.

## Actions

Both realms and regents may take actions during the season. Realm actions are those taken by folk of the realm, and include things such as building roads or adding a Chapel to a town. Regent actions are those taken by the ruler of the realm, and include things such as declaring war or negotiating a trade agreement. There are three general classes of action—regent, realm, and martial—and three action types—standard, full-season, and free.

**Regent:** Each season a regent is allowed one full-season, or two standard actions, plus unlimited free actions. (Note that some free actions have limits noted in their descriptions.)

**Realm:** Each season a realm can take one full-season, or two standard actions, plus unlimited free actions. (Note that some free actions have limits noted in their descriptions.)

**Martial:** There is no limit on the number of these actions that may be taken in one season, except as noted in the descriptions. There are no full-season or standard martial actions. The regent takes martial actions, not the realm, and costs for martial actions are paid for out of income, not surplus.

Each possible action is described in the following pages using the same format.

**Type:** The type of the action is either full-season, standard, or free.

**Cost:** The cost of the action in Resource Points. This is taken from the income pool for martial and regent actions, and from the surplus for realm actions.

**Effect:** A description of the action's impact on the game.

## REGENT ACTIONS

Regent actions are those taken by the regent, and usually consist of giving orders or mustering troops. Regent actions are paid for out of the income pool of resources.

## ANNEX LAND

**Type:** Standard

**Cost:** 0 RPs to declare; building a thorpe costs 750 RPs.

**Effect:** A single wild province adjacent to a regent's existing provinces, which is not within the territory of any other realm, can be declared to be part of his realm, provided there are no soldiers or troops in it, and if a unit with the Scout subtype has entered it. This action represents not just ordering in the troops, but also setting into motion the machinery of conquest—updating maps, sending messages to nearby realms declaring it is now his land, assigning officials to be responsible for the newly-claimed land, and so on. All of this takes time for the realm to accomplish.

Note that the scout unit must have already entered the province for this order to be issued.

Once annexed, a province must be cleared of any wandering monsters before it can be called explored. If playing with a GM, he will inform the regent if there are any monsters or other unwelcome guests in the new territory. If playing GMless, roll 1d6. If the number is less than or equal to the number of unclaimed hexes surrounding the newly-claimed hex, there are (1d6 x 1,000) Resource Points worth of "monsters" to clear out. This can represent renegade humanoids, a powerful dragon and his hobgoblin minions, or almost anything else appropriate to the terrain type. An opponent (selected randomly if there is more than one) designs and controls these forces, who must be killed or routed before the province can begin production.

The monsters can be dealt with as a number of special units via standard *Fields of Blood* combat, though it is often more fun to use this as the seed for an adventure which the PCs must undertake. The creatures could be in a lair which is not suitable for normal troops, for example, requiring the PCs to break out the ten foot poles and iron spikes and go dungeoneering.

It is, of course, possible that there's nothing interesting in the province. If this is the case, once the scouts (or another unit) have been there for a full season, the province becomes an explored hex.

Once the annexed area is cleared and becomes an explored hex, a thorpe may be constructed. If so, such construction is considered a part of the Annex Land action (no new action need be undertaken), but the action costs RPs and becomes full-season in duration. If a thorpe is constructed, the scouts (or other unit) need not be present for the full season.

Should forces from another realm enter the province during this season, they may attempt to annex it as well. If so, the normal rules for resolving battle apply, and a lone scout unit may be quickly overwhelmed; it might be wise to keep a few units close to the borders in case an enemy realm make a play for the province after it's been cleared of monsters. Should an enemy realm drive out a regent's forces, that realm must keep a scout unit of its own there for a season (along with any other units they wish to put there) in order to annex the land themselves. Thus, a disputed province may be no man's land for many seasons.

## ASSIGN GENERALS

**Type:** Free

**Cost:** 0 RPs

**Effect:** High-powered NPCs or PCs may be assigned to be the generals of particular armies. Note this must be done before movement, so choose your generals carefully! It may be nice to have a powerful wizard safely in your capital city making magic items, but you'll miss his *web of lightning* spell on the battlefield.

When an NPC or PC is assigned to an army, he travels with that army. Any number of individuals can be assigned to an army; the term "general" is arbitrary, and not all will be of such rank. Secunding individuals to units (see p. 73) does not occur until the actual start of battle; this is the point that a regent decides whether an individual will be part of a unit or a free agent on the battlefield.

The actual commander of the army, who is responsible for the Command checks made when activating troops in battle must be specified with this action.

## BANK INCOME

**Type:** Free

**Cost:** 0 RPs

**Effect:** At the end of a season, a regent may have income left unspent. These resources can be put into the treasury and, if the realm is Civilized, the resources are invested and earn interest (see p. 12). Banked income may be used next season.

A regent may take any of the personal money he's accumulated during his adventures, and spend it on upkeep or actions, but he must bank it first. It does not become available until next season. Banking may only occur after all money for regent actions has been spent and all upkeep has been paid.

**Example:** Ron's character just finished a stirring Merithan adventure from the *Wonders Out of Time Eden Odyssey* vignette book, and has 30,000 gp to show for it. In the beginning of Summer, he'd love to spend it on upkeep and actions, but he must bank it first. The 300 Resource Points (assuming a default gold to RP ratio of 100-to-1) will be available next season.

# FIELDS OF BLOOD

**Option:** RPs represent not just material wealth, but time and labor. Thus, it may well be that a penalty must be applied to leftover RPs, of 25 to 50 percent, before they can be banked. This represents the fact that, if a peasant works only six days a week one season, he cannot bank the unworked day and work eight days a week next season. "Use it or lose it" becomes the watch-phrase.

## CAST REALM SPELL

**Type:** Standard

**Cost:** Varies

**Effect:** If a realm contains churches, wizard's towers, or druidic circles (see pp. 17-18), the regent may purchase realm spells from those guilds. Realm spells are potent magics that can impact an area of many hundreds of square miles. See **Chapter Six: Magic** and **Appendix C: Realm Magic** for more information.

## CREATE FORMATION

**Type:** Free

**Cost:** 100 RPs for cohort, 225 RPs for company, 400 RPs for legion.

**Effect:** Units may be joined together into formations. The types of formation possible and the benefits they get based on the number of units therein is listed on Table 4.11: Formation Modifiers (see p. 59). A cohort is a formation of four units, a company is nine units, and a legion consists of 16 units. Creating a formation takes an entire week, as the units report to new commanders, and often assume on new duties within the formation.

Formations are covered in **Chapter Four: Units** (see p. 59).

## DECLARE PEACE

**Type:** Standard

**Cost:** 0 RPs

**Effect:** This ends at least one state of war with a single opposing realm. If the realm is involved in two wars, the other war remains active. Declaring peace does require the consent of the other party or parties involved in the war.

## DECLARE WAR

**Type:** Standard

**Cost:** 0 RPs

**Effect:** While it's possible to fight battles without declaring war (America has not formally declared war since 1941), it's generally a good thing to do so. Declaring war has several effects on resource production, troop training, and diplomacy. Declaring war can be done unilaterally—that is, the agreement of the regent upon whom war is being declared is unnecessary.

Declaring war doubles the production of all provinces for that season, although it drops to half for the three seasons following. Additionally, at the end of Winter during any year during which the regent Declared War, a roll must be made on Table 3.10: Irregular Unit Cost Modifier to see how the realm's populace feels about continuing to fight through another year. This represents not how long the realm has been fighting, but the people's desire, once Winter is over, to go back to business as usual. The cost of irregular units is expressed as a percentage; any irregular troops raised in the next year have their cost multiplied by the percentage result. Each year of war after the first results in a -1 modifier to this roll.

**Table 3.10: Irregular Unit Cost Modifier**

1d20	Despot	Warlord	Noble	Neutral
1	130%	118%	150%	140%
2	125%	116%	145%	135%
3	120%	114%	140%	130%
4	115%	112%	135%	130%
5	105%	110%	133%	125%
6	100%	108%	130%	123%
7	95%	106%	127%	120%
8	90%	104%	124%	118%
9	85%	102%	121%	115%
10	80%	100%	118%	114%
11	77%	95%	115%	112%
12	74%	90%	112%	110%
13	71%	85%	109%	105%
14	68%	80%	103%	100%
15	65%	75%	100%	90%
16	62%	72%	90%	80%
17	59%	69%	80%	75%
18	56%	66%	70%	60%
19	53%	63%	60%	55%
20	50%	60%	50%	55%

**Example:** After a year of war, George rolls on Table 3.10: Irregular Unit Cost Modifier to see how much the next year's mustering will cost him. He is a Noble leader, and rolls a 10. Next year, getting the peasants to take up arms again will cost 118 percent of the baseline cost for the unit; the people are growing weary of war, and some extra coaxing is necessary to get them to fight.

**Table 3.11: Disrupt Trade**

1d20	Effect	Opposing Regent...
1	No Effect	Knows instigator
2	No Effect	Knows instigator
3	No Effect	Knows instigator
4	No Effect	Knows instigator
5	No Effect	Knows instigator
6	Province produces 95% RPs	Knows instigator
7	Province produces 90% RPs	Aware of attempt
8	Province produces 80% RPs	Aware of attempt
9	Province produces 70% RPs	Aware of attempt
10	Province produces 60% RPs	Aware of attempt
11	Province produces 50% RPs	Aware of attempt
12	Province produces 50% RPs	Aware of attempt
13	Province produces 40% RPs	Aware of attempt
14	Province produces 30% RPs	Unaware
15	Province produces 20% RPs	Unaware
16	Province costs 1k RPs	Unaware
17	Province costs 2k RPs	Unaware
18	Province costs 3k RPs	Unaware
19	Province costs 4k RPs	Unaware
20	Province costs 5k RPs	Unaware

## ESPIONAGE (DISRUPT TRADE)

**Type:** Standard

**Cost:** 1,000 RPs

**Effect:** The regent sends out his spies to disrupt an opponent's trade, and sapping their financial resource to conduct war. Spend 1,000 RPs and pick an opposing regent's province (this can be one with whom you are allied). The GM rolls twice on Table 3.11: Disrupt Trade—once for the effect on the target province, once to determine the opposing regent's awareness of the action. If the roll

is high, the province's production is sabotaged, causing it to yield fewer resources, no resources, or even maybe cost the realm. If the roll is low, the GM states that the province's production has gone down, but it hasn't. On the awareness roll, if the roll is really low, the province's regent knows who exactly is monkeying with his livelihood. Thieves' guilds decrease an opponent's Espionage (Disrupt Trade) action effect and awareness rolls and, at the higher levels, add to a regent's action rolls (see pp. 18-19).

## ESPIONAGE (INFILTRATE GUILD)

**Type:** Standard

**Cost:** Equal to guild cost

**Effect:** Guilds represent independent power centers based in various towns and cities, and while they concert with the local regent they also have their own political agendas. With this action, a regent can attempt to subvert a guild in a rival regent's kingdom. The GM rolls twice on Table 3.12: Infiltrate Guild, once for the effect on the target guild, once to determine the opposing regent's awareness of the action. A high roll under Effect means the guild's power is reduced for a season. A guild with a modified level of zero cannot act that season. A high roll under Awareness means the regent is entirely unaware of the activities of your spies. A low roll means not only that he is aware of the attempt to infiltrate one of his guilds, he knows who made the attempt.

Thieves' guilds decrease an opponent's Espionage (Infiltrate Guild) action effect and awareness rolls and, at the highest level, add to a regent's action rolls (see pp. 18-19).

**Table 3.12: Infiltrate Guild**

d20	Effect	Opposing Regent...
1	Normal	Knows instigator
2	Normal	Knows instigator
3	Normal	Knows instigator
4	Normal	Knows instigator
5	Normal	Knows instigator
6	Normal	Knows instigator
7	Normal	Aware of attempt
8	Normal	Aware of attempt
9	Normal	Aware of attempt
10	Normal	Aware of attempt
11	Level -1	Aware of attempt
12	Level -2	Aware of attempt
13	Level -3	Aware of attempt
14	Level -4	Unaware
15	Level -5	Unaware
16	Level -6	Unaware
17	Level -7	Unaware
18	Level -7	Unaware
19	Level -8	Unaware
20	Ineffective	Unaware

## ESPIONAGE (SPY)

**Action:** Standard

**Cost:** 500 RPs

**Effect:** The regent sends out his spies to discover what's going on in a rival's realm. He spends 500 RPs and picks a province. The GM rolls on Table 3.13: Spying. If he rolls high, the regent learns what's in the province, as well as what orders were issued to any units in that province. If the GM rolls low, then he states what's in the province and what orders were issued, but he's lying. A regent has no way of knowing.

Thieves' guilds decrease an opponent's Espionage (Spy) action effect and awareness rolls and, at the higher levels, add to a regent's action rolls (see pp. 18-19).

Guild Status tells you of any actions being undertaken by a guild in that province—for example, if a Temple is summoning a celestial army, or if a University is casting a realm spell.

Like other Espionage actions, two rolls are made on this table; one for the results of the spying, and one for whether the spied-upon realm noticed. A true result means you know the precise status of the units, their orders, and the guilds in that province.

**Example:** Suppose the two rolls were 10 and 12, with no other modifiers. The 10 provides true information on any units in the province, but false information on their orders and on what the guilds in the province are up to. The 12 means the regents knows someone was spying on him, but isn't sure who. As the table reveals, guilds are far more difficult to infiltrate than units are to observe and predict.

**Table 3.13: Spying**

d20	Units	Orders	Guild Status	Awareness
1	False	False	False	Knows instigator
2	False	False	False	Knows instigator
3	False	False	False	Knows instigator
4	False	False	False	Knows instigator
5	False	False	False	Knows instigator
6	True	False	False	Knows instigator
7	True	False	False	Aware of attempt
8	True	False	False	Aware of attempt
9	True	False	False	Aware of attempt
10	True	False	False	Aware of attempt
11	True	True	False	Aware of attempt
12	True	True	False	Aware of attempt
13	True	True	False	Aware of attempt
14	True	True	False	Unaware
15	True	True	False	Unaware
16	True	True	True	Unaware
17	True	True	True	Unaware
18	True	True	True	Unaware
19	True	True	True	Unaware
20	True	True	True	Unaware

## FORGE ALLIANCE

**Type:** Standard

**Cost:** Varies

**Effect:** Even better than being at peace is having a close ally at your side. The regent sends his ministers as ambassadors to conclude an alliance. Allied nations can move their units though each other's provinces as though governed by the units' regent. Additionally, allied nations can muster each other's units without paying the penalty for mustering units of another race (see p. 38).

For this action to take effect, both all regents allying must declare it. If one does and another doesn't, nothing happens and the action is wasted (and one of the regents is annoyed). Concluding treaties of alliance often involves one or both sides plying the other with chests of gold and extravagant gifts, represented as Resource Points. In GMed play, the cost for this action can be negotiated, or it can even be free. The alliance does not come into affect until all the agreed upon terms have been met. In GMless play, use Table 3.14: Forge Alliance Cost as a base.

**Table 3.14: Forge Alliance Cost**

Racial Attitude	Cost to Ally
Allied	—
Friendly	50
Neutral	100
Unfriendly	500
Hostile	1,000

The Cost to Ally represents the RPs necessary to convince an entire population through propaganda that an alliance is a good idea, and must be multiplied by the number of provinces and by the production modifier of the largest population center in the acting realm. Thus, a realm with six provinces seeking to ally with a race neutral towards it and whose largest population center is a large city must pay 100 (for neutral) x 6 (6 provinces) x 3.5 (large city production modifier), or 2,100 Resource Points.

While it doesn't take an action to break an alliance, this must be declared at the beginning of the season, before any actions are taken. Units in the former ally's realm become cut off and cannot move freely without being forced to fight any enemy units in the provinces they occupy.

## MUSTER TROOPS

**Type:** Standard

**Cost:** Varies, based on units raised

**Effect:** The regent puts out the call to raise troops throughout the realm. With this action, he spends RPs to buy units as he can afford (subject to the Max Units column of Table 2.5: Population Centers, if used, seasonal limitations on irregular troops, and any other limits imposed by the GM). The types of units, and their costs, are described in **Chapter Four: Units** and **Appendix D: Monsters**. Mustered units appear in any garrisoned population center. All troops can appear in one population center or they can be spread out over any number of them (as long as they are all garrisoned).

Although a regent can muster units of any race, he must pay extra to muster units belonging to races with whom he is not allied. The modifier based on racial attitude is shown on Table 3.15: Racial Attitude Modifiers.

**Table 3.15: Racial Attitude Modifiers**

Racial Attitude	Modifier to Cost
Allied	—
Friendly	x1.5
Neutral	x2
Unfriendly	x5
Hostile	x10

If you've allied with a realm of a given race, you can now buy troops from that race at no modifier, even if there are other realms of the same race with whom you are not allied.

**Option:** Given the rarity and general uncooperativeness of powerful monsters, the ability to muster special units (monsters and high powered NPCs) may be limited to one unit per season.

## NAME FORMATION

**Type:** Free

**Cost:** 50 RPs for cohort, 100 RPs for company, 200 RPs for legion

**Effect:** The regent bestows a name on a formation of soldiers as a reward for performance in battle. After a formation has survived five battles, it may be granted special recognition by the regent. This formation is given custom uniforms, special battle flags, and so on. A named formation receives the best of everything, and it shows. A named formation gains +5 Morale, +2 Command, and +1 to MAB and RAB. Furthermore, irregular and regular (but not elite) units facing a named formation suffer a -1 modifier to Morale versus a cohort, -2 versus a company, and -4 versus a legion. (Any Morale checks caused by the direct action of the named formation suffer this modifier.) This is due to the fearsome reputation of the named formation. ("Do ye not recognize their sigil, lad? Them's the Bonecrushing Legion, the most fearsome band of hogoblins e'er seen! We're doomed, lad, doomed!")

## REFORM FORMATION

**Type:** Free

**Cost:** 25 RPs per replacement unit

**Effect:** If a formation has lost units, but at least half of the original units remain, it may be reformed by adding fresh units of the appropriate type to it (unless already existing, these units must be purchased separately). This takes a week to perform. The formation is still considered the same for purposes of tallying battle experience towards earning a name.

## SACRIFICE

**Type:** Free

**Cost:** Varies

**Effect:** If the realm contains a Temple or higher level church, the regent may choose to sacrifice to it. Every 1,000 RPs sacrificed produces a five percent chance of the realm becoming blessed for the remainder of the season. (Thus, its best to do this right at the beginning of the season, rather than just tossing the gods any leftovers you have in Week 12. The gods are wise to such tricks.) A blessed realm gains some minor but useful benefits (see p. 42-43). These benefits depend on the nature of the deity who granted the blessing, and usually consist of bonuses to resources or combat.

## SEVER TIES

**Type:** Free

**Cost:** None

**Effect:** When an opponent cuts a road connecting your empire to one of its colonies, that colony's production drops and it can no longer upgrade its population centers. This makes it difficult to support or defend. Sometimes, the only way to save a colony from annihilation is to Sever Ties. This represents, not the regent abandoning the colony, but the colony itself giving up on its parent nation and deciding to take control of its own destiny.

The colony becomes its own NPC realm. Its production goes back to normal and it can upgrade its population centers without limit.

## TRADE

**Type:** Standard

**Cost:** 100 RPs per province governed

**Effect:** The regent sends a trade mission to another realm to conclude a trade agreement. While any two players can simply decide their nations will trade, formalizing it requires an action from both regents, representing the time necessary to work out the specifics of the deal. If one does and the other doesn't, nothing happens and the action is wasted (and one of the regents is annoyed). There must also be a connection between the realms along which goods can flow—a road, or two ports, for example.

This action costs 100 RPs per province governed. Two realms that trade with each other each get 15 percent of the other's production each season. This is a bonus 15 percent; it's not taken from the other realm.

**Option:** The type of nation dictates how much they benefit from trade, instead a flat percentage being applied to all. See Table 3.16: Trade Benefit. The nation type on the left of the table gets the benefit from trading with the nation type on the top; thus, a Nomad realm gains 10 percent from trading with a Civilized nation, but the Civilized realm gains only five percent from trading with the nomads.

**Table 3.16: Trade Benefit**

	Nomad	Barbarian	Civilized	Cultured
Nomad	10%	15%	10%	5%
Barbarian	15%	15%	10%	10%
Civilized	5%	10%	15%	15%
Cultured	5%	5%	15%	20%

Two PCs can always simply give each other Resource Points without requiring an action. But without taking the action, they don't gain the benefits of Trade, only the Resource Points that have changed hands. And those resources must then be Banked (see p. 35) before they're available for use in actions.

## TRAIN TROOPS

**Type:** Standard

**Cost:** Double the normal cost of the upgrade

**Effect:** The regent orders his troops to receive training, enabling them to execute more sophisticated maneuvers during battle. By paying the current cost of the unit again, a unit can be upgraded from irregular to regular, or regular to elite. Only 1/4 of your irregular troops can be upgraded to regular troops per season. Any number of regular units can be trained with this action. The unit must begin the season in a garrisoned population center (see p. 40) and cannot move for the duration of the season, although it can defend. Upgraded units gain the benefit of their new training only at the end of the season; thus, they defend as un-upgraded troops during the season they receive training.

In addition, this action can be used to add subtypes or feats (see pp. 55-58) to units after creation. A unit can either gain a feat, a subtype or be improved in type during a single season's training.

## REALM ACTIONS

A realm action is one taken on behalf of the citizens of the realm, using the resources a regent has so generously left them after taxation (not that they're ever grateful for it). Realm actions include things like building roads or fortifications, founding towns, or improving facilities.

Each season, a realm may take two standard actions or one full-season action. In addition, the realm may perform as many free actions as the governing player wants. In all cases, if the realm can't pay the RPs for an action, it cannot take the action. This can mean an entire season may pass without any actions taken.

All realm action costs are paid for out of the realm's surplus.

**Option:** The limit on the number of realm actions is intended to simplify things. Still, a larger realm logically can do more in a season. As an optional rule, for every five provinces after the first nine, a realm gains an additional set of actions (two standard or one full-season). Table 3.17: Optional Realm Actions summarizes.

**Table 3.17: Optional Realm Actions**

Provinces	Actions
1-9	2 (or 1 full-season)
10-14	4 (or 2 full-season)
15-19	6 (or 3 full-season)

These actions may be mixed and matched as desired—a realm with 16 provinces may take four standard actions and one full-season action, or three full-season actions, or two full-season actions and two standard actions, or any other combination.

Some limits apply, however. A single province may only have one full-season action apply to it per season. That is, a realm cannot upgrade a population center twice, nor can it build a road and a port in the same province, and so on. Two standard actions may apply to the same province.

## BANK SURPLUS

**Type:** Free

**Cost:** 0 RPs

**Effect:** At the end of a season, a realm may have RPs unspent. These can be Banked, or put away, and spent next season. Unlike a regent's income, these resources are not available for the regent's personal use or for performing regent actions, nor can these resources earn interest (see p. 12).

## BUY IMPROVEMENT

**Type:** Standard

**Cost:** Varies

**Effect:** By purchasing an improvement (see pp. 16-20), a realm enhances the value of a province. Assets permanently improve the production of the province. Guilds include churches, thieves' guilds, and wizards' towers. Having a guild in a population center provides many benefits, but represent power centers that can be infiltrated. Utilities include armories, hospitals, and marketplaces. Their benefits vary widely. The cost of an improvement is listed in its description.



## BUILD PERMANENT FORTIFICATION

**Type:** Standard

**Cost:** Varies

**Effect:** This action allows a realm to construct permanent fortifications—walls around cities, fortresses, castles, etc. **Chapter Two: Defining Realms** presents a list of which permanent fortifications can be built, their descriptions, their costs in resources and time, and special additions to enhance them (see pp. 20-22). The time requirements are expressed in unit-weeks. The greater the number of units assigned to build, the shorter the period of construction time. Divide the weeks need to construct a fortifications by the number of units available to work on them (round up). The maximum number of units that can work on a structure is three per unit of structure capacity (to a minimum of three). Fortifications can be built in explored hexes but a combat engineers unit must be present (see p. 55).

Building a fortification does not automatically entitle a unit to take advantage of it. Settling a unit into a fortification requires a Fortify Unit martial action (see p. 41).

## BUILD PORT

**Type:** Full-season

**Cost:** (500 RPs x population center resource multiplier) squared

**Effect:** Ports connect a realm to other ports controlled by that realm or its allies. Any population center in a province with a river, sea, or ocean can build a port. Any two ports can act as a road.

Only villages and above can have ports. Once a province has a port, it becomes 25 percent more expensive to upkeep and 25 percent more expensive to upgrade.

A port doubles the utility of a Marketplace (reducing total upkeep by 20 percent rather than 10 percent; see p. 20) and makes Trade Fairs (see p. 20) more productive as well. A population center with a Trade Fair and a port gains a 50 percent bonus to resource production during the season the Trade Fair is in effect.

## BUILD ROAD

**Type:** Full-season

**Cost:** Varies

**Effect:** Roads allow troops to move faster and more cheaply, and connect non-contiguous parts of an empire. Without a road, colonies of a realm cannot have any population center greater than a hamlet. Roads can be built in any explored or governed province.

Roads decrease the MPs required to move through a province by one, to a minimum of one. The half the cost in RPs to move a unit through that province (see p. 41).

The cost of a road is dependent on how easily the race exploits the terrain. The formula for each province in which a road is built is  $(9 - \text{the race's RPs from the terrain type involved}) \times 100$  RPs. Humans, for example, can produce three RPs per season from forest terrain. For them, the cost of building a road through a forest is  $(9 - 3) \times 100$  or 600 RPs. Elves, who are "one with the woods," gain eight RPs per season from the forest, so they pay only 100 RPs to build forest roads.

## BUILD THORPE

**Type:** Full-season

**Cost:** 750 RPs

**Effect:** This action can be taken for free by regents who don't control any provinces. Thorpes can only be built in explored or annexed provinces with no other population center.

## GARRISON POPULATION CENTER

**Type:** Standard

**Cost:** Varies

**Effect:** Garrisoning a population center means supplying it with the means to train troops and defend the town. Troops can be mustered and trained only in garrisoned population centers. A population center costs half as much to garrison as it does to upgrade (see Table 3.18: Population Center Upgrade Costs). So garrisoning a large town (which costs 70,000 RPs to upgrade) costs 35,000 RPs. Once a population center is garrisoned, it becomes 25 percent more expensive to upkeep and 25 percent more expensive to upgrade.

## IMPROVE GUILD

**Type:** Standard

**Cost:** Varies

**Effect:** As guilds become more powerful, they provide more useful benefits. For example, wizard's towers can cast more potent realm magic spells, and thieves' guilds provide greater benefits to the Espionage actions. The cost depends on the guild and level (see pp. 16-19).

## IMPROVE ROAD

**Type:** Standard

**Cost:** As per cost of road

**Effect:** A road can be upgraded once, to a highway. Highways provide faster, and therefore cheaper, overland movement for units. Highways decrease the Movement Points required to move through a province by one, to a minimum of one. They also reduce the RP cost to move a unit to 1/4 the normal cost.

## UPGRADE POPULATION CENTER

**Type:** Full-season

**Cost:** Varies

**Effect:** The normal method of population increase occurs too slowly to matter on the timescale of *Fields of Blood* campaigns. However, attempts to encourage people to move into the realm or to migrate from tiny hamlets into larger settlements can increase population somewhat. Once per season, a realm may increase the size of a single population center by one step by spending RPs (to account for both cost of getting people to immigrate, the cost of building new houses, and so on).

All population centers other than a thorpe must be upgraded in order to develop them; a village or small city cannot be built from scratch. Table 3.18: Population Center Costs details the cost in Resource Points to establish the population center. For example, to improve a hamlet to a village costs 1,000 Resource Points.

**Table 3.18: Population Center Upgrade Costs**

Type	Cost
Thorpe	500 RPs
Hamlet	1,000 RPs
Village	5,000 RPs
Small Town	20,000 RPs
Large Town	70,000 RPs
Small City	400,000 RPs
Large City	500,000 RPs
Metropolis	*

\* Metropolis cannot be upgraded normally. Game Masters dictate the existence or development of a metropolis by storyline fiat.

Upgrade potential and costs are adjusted by the realm's cultural level (see pp. 11-12). Barbaric realms have trouble with larger towns, for example.

These costs make it fairly easy to turn small settlements into towns, but the costs quickly ramp up from there. Larger cities were extremely rare in the timeframe typical of most d20 campaigns. As with all the numbers in *Fields of Blood*, these can be adjusted to make it easier to build larger cities, or even to slow down the rate of growth of small cities.

**Option:** It may be desired to limit the number of times a single province can be upgraded to once per year, or even less frequently. While a more abstract, wargame-like game would allow effectively unlimited rapid growth, so long as the RPs are available, a more realistic game may limit growth—rarely does a village become a city in a single generation, never mind a single year.

## MARTIAL ACTIONS

This book is called *Fields of Blood*, after all, not the Book of Resource Management! Each week, a regent may issue orders to any troops. Each unit may only have one order per week, but entire groups of units can (and usually are) given the same orders.

Actions marked with \* mean that the units exercising them may not move for one week.

## BUILD BATTLEFIELD FORTIFICATION

**Type:** Free\*

**Cost:** Varies

**Effect:** A unit may construct battlefield fortifications in a province. Battlefield fortifications are temporary, quickly assembled constructions such as ditches, earthen ramparts, and the like.

**Chapter Five: Battle** includes rules and costs (see pp. 78-79).

## DISBAND TROOPS

**Type:** Free

**Cost:** 0

**Effect:** It costs resources to maintain troops, and, when the nation is at peace, such RPs may be better spent in other ways. It costs no resources to disband a unit, and one tenth of the cost of the unit is added to the regent's income (representing equipment that can be reclaimed, support workers who can now do other things, and so on).

## FORTIFY UNIT

**Type:** Free

**Cost:** 0

**Effect:** A unit may be ordered to settle into the population center of a town, protecting it from assault. Units which have been fortified for at least a week cost 10 percent less in upkeep, and gain a +1 circumstance bonus to Morale and Command checks when engaging troops invading the province they are fortifying. This also allows the unit to man castles, citadels, and any other fortifications that exist in the province. However, a fortified unit can only be moved out of a province with a week's notice—it must spend a week neither fortifying nor moving, just packing up and mobilizing.

## MOVE

**Type:** Free

**Cost:** 12 RPs per unit per week in provinces you govern, 48 RPs per unit per week otherwise

**Effect:** Each week, all units may spend their Movement Points and move through governed or explored provinces. Supplying troops as they move costs resources, which the regent must pay from income. Because armies require sophisticated supply lines to keep them fed and outfitted, only units with the Scout subtype can be ordered to move in wild provinces.

At the beginning of each week, movement orders may, but need not be, issued to each of a regent's units. This can get pretty complex if the realm has hundreds of units, so it's usually a good idea to gang them together in formations. Formations move like a single unit and are much easier to keep track of (see p. 59).

To determine how many MPs it takes to move through a province, take the province's base production by race (see Table 2.4: Production, p. 15) and find that number on Table 3.19: Movement by Province. This assumes the moving units are composed of that realm's primary race and attached special units. Units able to fly all day ignore terrain (all provinces cost two MPs).

Table 3.19: Movement by Province

Production	Movement Cost
1	18
2	14
3	12
4	10
5	8
6	6
7	4
8	2

**Example:** Nick's got a unit of light horse cavalry he'd like to move across his human realm in the first week of Spring. He wants to move them through three plains provinces. Plains have a base production of six for human realms, which means Dave's unit must spend six MPs to move through each hex, 18 MPs to move through all three. The light horse cavalry, with 84 MPs, has plenty to spare.

**Option:** An army cannot march forever. If a unit uses more than three-quarters of its Movement Points during the course of a week, it becomes fatigued (see p. 80). If a unit is fatigued for more than two continuous weeks, it becomes exhausted (see p. 80). A unit must use less than one fourth of its total movement for one week to remove a condition, going from exhausted to fatigued in the first week of light movement and from fatigued to normal in the second. If a unit does not move at all during a week, it may fully recover from exhaustion.

**Option:** If the creatures that compose the unit have a bonus to Constitution, they may march longer. Each two points of Constitution bonus allows them to march an additional week before fatigue sets in.

## Weekly Movement

When units from unallied realms cross paths, combat can happen. Because keeping track of unit movement day-by-day rather than week-by-week can be troublesome, any two unallied units whose paths cross over the course of the week may encounter each other. If conflict occurs, the units meet in the province in which their paths cross, the rest of their movement is cancelled, and the

# F I E L D S O F B L O O D

units fight. This saves time since movement need not be tracked day-by-day, but can result in situations where two units would not meet if movement was tracked day-by-day, but do when tracked week-by-week. If this seems undesirable, a daily movement option is provided.

## DAILY MOVEMENT

Daily movement prevents units that wouldn't normally meet from fighting, but it takes a great deal more time. To keep track day-by-day, the unit divides its MPs by seven, and spends them one day at a time, discarding any MPs that can't be spent in a day at the end of the day.

**Example:** Nick's light horse cavalry is right next to a large army of his enemy. He's pretty certain that if he uses the standard movement rule, the two will cross paths, and he wants to avoid this. He uses daily movement for this week. He divides his cavalry's 84 MPs by seven, and can therefore spend 12 MPs per day. On the first day, he spends 10 to move through a mountain hex and has two MPs left over. The mountain hex is surrounded by mountains and marsh, all of which cost 10 to move through, so that unit must discard its last MPs and end it's day in that province.

The daily movement rule is also useful when a regent has sent reinforcements to a battle and wants to know exactly when they will arrive. If a unit moves into a province using half or less of its daily MPs, it arrives during the morning. If it spends more than half its daily MPs to move into a province, it arrives during the afternoon.

## Sea Movement

Units may also be moved by sea between ports (see p. 40). The port is assumed to have a sufficient number of ships to carry whatever army is on the move. Movement by ship depends, not on the capacities of the units carried, but on the realm's facility with the sea. If the dominant race's base resources generated for aquatic hexes are one or two, troops can move three water hexes a day (21 a week). If the dominant races base aquatic resources are between three and six, the sea movement rate is five hexes per day (35 per week). Finally, if the aquatic resources produced are seven or eight, the sea movement rate is seven hexes per day (48 per week).

## PLUNDER

**Type:** Free\*  
**Cost:** 0 RPs

**Effect:** If the unit occupies a province with an enemy population center, and all enemy units assigned to that province have been defeated, the province may be plundered. Half of the province's total seasonal production may be added to the total RPs of the conquering realm, if there is a road connecting the province being plundered to the rest of the realm. Otherwise, only one quarter of the RPs may be seized, and they may not be added until the army that did the plundering returns to a governed hex.

## RAZE

**Type:** Free\*  
**Cost:** 0 RPs

**Effect:** If the unit occupies a province with an enemy population center, and all enemy units assigned to that province have been defeated, the army may raze the city. The population center of the hex is destroyed and the province no longer produces wealth. It can

be built back as per usual, beginning with a thorpe, and the cost to upgrade it is halved until it has reached its original size again. A province can be plundered and then razed, but not razed and then plundered. ("First you pillage, THEN you burn!")

## RECOVER TROOPS

**Type:** Free  
**Cost:** 0 RPs

**Effect:** After a battle, the remnants of units that were "killed" may be recovered. Roll 1d6 for each unit killed. On a roll of 1-5, one third of the unit survived well enough to be able to be part of a reformed unit. If there are three such survivors, a new unit is formed. If there are not enough survivors to form a unit, the remnants may be used to remove a wound from a martial unit, or may be held in reserve to form units after other battles (these partial units do not require upkeep).

**Example:** After a battle, eleven units of irregular light infantry were killed. In terms of the battle, those units ceased to exist, but there were still many individuals who survived. For each of the nine units, 1d6 is rolled, and, when it is done, nine of the units retained some survivors. Since each "remnant" is equal to one-third of a unit, three new units of irregular light infantry are formed from the survivors. The net loss is eight units.

## STAY

**Type:** Free  
**Cost:** 0 RPs

**Effect:** The unit stays put. It is not considered to be fortifying a province, and thus can move quickly should the need arise. It also gains no benefits in combat.

## ROLEPLAY

When a Game Master is present, after all the realm management actions have taken place, he can present an adventure involving the PCs as individuals rather than regents. It's possible something that takes place at the realm level suggests a scenario for the group. For example, a scout unit exploring a wild province might find a long-forgotten ruin for the PCs to explore. Or it might be that the PCs are the emissaries sent to negotiate an alliance with a neighboring regent (which they themselves ordered as their own regent). Adventures taking place mid-season or mid-week could have effect on the rest of the season, or the course of the war.

## Realm Conditions

Just as an individual PC can be stunned, held, or insane, so, too, can a realm have conditions. A realm can have multiple conditions at once, and the effects follow the usual rules for stacking (i.e., like bonus types do not stack unless explicitly noted otherwise).

The GM may assign conditions to a realm as a consequence of player actions and roleplaying. For example, a long story arc in which the players opened up trade relations with a neighboring realm might result in their kingdom gaining the prosperous condition. The blessed condition is special, in that it can be triggered by direct player action, in the form of massive tithes to a guild.

**Blessed:** A realm is usually blessed due to massive sacrifices to the gods, though powerful clerics may also be able to bless a realm. A blessed realm gains a benefit based on the domain of the God blessing the realm. Blessing advantages are summarized by domain in Table 3.20: Realm Blessings.

# THE BOOK OF WAR

**Table 3.20: Realm Blessings**

Domain	Blessing
Air	All aerial units gain a +1 divine bonus to Morale, or the regent may adjust any random weather rolls for his provinces by $\pm 2$ .
Animal	All cavalry units gain a +1 divine bonus to Morale, or the cost of mustering and maintaining cavalry is reduced by 10%.
Chaos	In one battle (which must be chosen before the actual start of combat), all enemy units suffer a -1 divine modifier to Command checks. If this is not used prior to the end of the season, it goes away.
Death	All undead units gain a +1 divine bonus to Morale, or all of a regent's units gain a +1 to MAB and RAB when battling undead.
Destruction	In one battle (which must be chosen before the actual start of combat), all of your units gain a +1 divine modifier to Power. If this is not used prior to the end of the season, it goes away.
Earth	Costs of building fortifications are reduced by 25%.
Evil	Any spells cast in battle by evil clerics gain one caster level. This does not allow the priest to cast any spells that he could not ordinarily cast.
Fire	All fire spells cast by allied spellcasters gain one caster level. Also, when a roll is made to determine if terrain catches fire during battle, the regent may increase or decrease the chance of fire by 5%.
Good	Any spells cast in battle by good clerics gain one caster level. This does not allow the priest to cast any spells that he could not ordinarily cast.
Healing	The regent receives a +2 when rolling for unit recovery after battle. Also, any healing spells gain one caster level.
Knowledge	All Espionage actions gain a +3 to all rolls for the remainder of the season.
Law	In one battle (which must be chosen before the actual start of combat), all allied units gain a +1 divine modifier to Command checks. If this is not used prior to the end of the season, it goes away.
Luck	The regent may reroll one roll per battle, and take the better of the two rolls.
Magic	Any spells cast by arcane casters gain one caster level, or the cost of building an arcane guild is reduced by 50%.
Plant	During a single battle (which must be chosen before the actual start of combat), all troops are considered to have the Terrain-Trained feat in one of the following terrains: Light forest, dense forest, marsh.
Protection	During a single battle (which must be chosen before the actual start of combat), all of the regent's troops have Toughness +1.

Strength	During a single battle (which must be chosen before the actual start of combat), all of your troops have Power +1.
Sun	All of the regent's troops have +1 Power when fighting undead.
Travel	The regent may select up to one fifth of the provinces in his realm (minimum 1). These provinces are considered to have roads for your troops, and your troops only.
Trickery	Either all of a regent's Espionage rolls are at +4, or all Espionage rolls made against him are at -4. In addition, he need not pay upkeep for any thieves' guilds this season.
War	If a regent's realm has declared war, he gain a +1 divine bonus to all Morale checks in any battle he initiate against the enemy. If he initiates a battle without declaring war first, though, he suffers a -1 divine modifier to Morale.
Water	Your troops may move through shallow water as if it were plains.

## NEW DOMAINS

Many new d20 products include additional domains. If these domains are used in your campaign, they can be added to the list of domains for churches, and as possible blessings. The blessings offered by such domains should be on a par with those above, granting either a small general bonus to a realm or a specialized bonus to troops. No blessing should grant a bonus that will be used by every unit in every battle. The blessing should either benefit a single battle, or affect only a subset of units, or a battle against a specific type of unit or enemy.

**Blighted:** The realm has been struck by a serious plague. The crops wither on the vine or rot in the soil. All production in plains and forest terrain is reduced by 25%.

**Enraged:** This condition only lasts for one season, and it is usually the consequence of a major loss in battle (a province with a large city or larger falling) due to treachery on the part of the enemy. The population is so infuriated that the realm gains the following benefits:

- Irregular units may be mustered at any time.
- Upkeep for all military units is halved.
- Against any enemy responsible for the realm becoming enraged, all units have +1 Power and +1 Toughness.

**Impoverished:** All trade has ground to a halt for some reason. All population centers of small city or larger produce 25% fewer RPs.

**Fertile:** Unusually good growing conditions have come during the current season. All plains and forest produce 25% more RPs.

**Prosperous:** Trade flourishes throughout the realm for some reason. All population centers of small city or larger produce 25% more RPs.

**War Weary:** The people "ain't gonna study war no more." After four or more consecutive seasons of war, especially if there have been no victories, the populace tires of fighting. All upkeep costs for military units increase by 25%, and Power, Morale, and Command are reduced by -2 in battles fought in enemy territory.

## Elbion, Continued

Now that we know how to conduct realm play, let's go through a single turn following Dave, who plays High Lord Jaspur, and Tom, the Game Master.

Before play can begin, Tom makes some adjustments to the Weald based on the campaign setting (and to spice up the example a bit). According to the history he developed for his world, the Weald has been around for a while—the campaign isn't starting from scratch, after all. But currently the kingdom doesn't reflect this. There is no standing army, nor any place from which they could be mustered. Since this isn't especially realistic given both politics and history, Tom decides to give the Weald a standing army. High Lord Cormyr, Jaspur's father, wasn't particularly interested in conquest, and he maintained only enough forces to protect the kingdom from Curwellan and the East Marches. Tom decides to give Dave an army of five units of medium infantry and one unit of light cavalry. Dave's character doesn't have to pay to muster these troops, but he will have to pay for their upkeep.

Some of these forces Tom places in Hoddenhill, and some in a new fortification he assigns to the Weald. Tom reasons that Cormyr wasn't an optimistic fool. In order to protect the northern border, Cormyr built a stronghold in the explored province east of Hoddenhill, where his army could shelter. Squatting above the marshes, this defensive point marks the beginning of the Weald, and commands a fine view of the open wilderness. The stronghold, named Stonemarch, is a castle whose walls have Toughness 30 and 5 Wound Levels, provide a +3 bonus to AC to the troops sheltered within, and can house up to five units. In this citadel, Tom stations two units of infantry and one unit of cavalry.

Finally, in order for Cormyr to muster troops, one or more of his population centers had to be garrisoned (see pp. 38, 40). Tom decides to garrison Yeoman's Market, adjacent but not on the border of the kingdom. Adopting a less antagonistic demeanor, Cormyr placed the headquarters for his army far enough from the border to not provoke his neighbors, but close enough to get troops to Hoddenhill should he need them there. Garrisoning increases the upkeep on Yeoman's Market by 25 percent, to 1,688 RPs (raising his overall province upkeep to 4,738).

Dave, playing High Lord Jaspur and Cormyr's son, is pleased with these changes. He adjusts his realm record sheet accordingly.

Dave surveys what Cormyr has left him, and makes plans for future conquests. Apparently, his father neglected the border with the barbarians to the northwest. First, he wants to build a stronghold in the wild province bordering Curwellan to ensure the barbarians don't turn their greedy eyes south. At the same time, this makes a nice staging ground for future "expansion." But before this can happen, the wild province must be explored. Jaspur will have to train a unit of scouts, since he doesn't have any. Cormyr wasn't outwardly focused, and the kingdom doesn't have any units with the scout subtype (see p. 56). Finally, Hoddenhill would be good to garrison, providing a good base from which to march troops bound for either Curwellan or the East Marches. Dave's plan is to stall or buy off the East Marches and focus on bringing Curwellan under the Weald's influence.

## SEASON EVENTS

Tom starts things off at the beginning of the season. He decides it is the first week of Spring, after a long, cold winter. Time for the peasants to plant crops, and for a young nobleman to plan for war. Tom asks Dave to roll for random season events on Table 3.2:

Spring Events, and Dave gets an 06: Flash Floods. Melting snows from the mountains to the north flood the rivers, potentially washing out the Mine in Hoddenhill province (remember, Tom needed to put a river in that hex to allow for the placement of the Mine, see p. 25). There is a 25 percent chance for it to be destroyed, and Dave rolls a 72. The Mine is fine.

## COLLECT RESOURCES

Next, Lord Jaspur collects resources from the Weald. He multiplies the production for each province by 250 to find the total Resource Points generated for each, applies Civilization, Governing Style, and improvement modifiers, and adds these all together. The total production for the Weald is 18,349 RPs (as was already calculated on the realm record sheet). Dave decides on moderate taxation for the Weald, since he wants to improve his kingdom quickly before sending it off to war, but not so much as to starve the peasants. He rolls 1d20 and gets a 13. He adds this to 29 (the medium taxation bonus from Table 3.5: Taxation Level) for a total of 42. Jaspur takes 42 percent of the realm's 18,349 RPs, or 7,707 RPs, in income. The people get to keep the rest (10,642 RPs) as surplus.

## UPKEEP

Time to pay the bills. First, Jaspur plays for the upkeep for the Weald's provinces. Dave totals the upkeep requirement of all his provinces, and gets 4,738 RPs (or he just checks his realm record sheet which has that calculation already noted). The Weald has 10,642 RPs as surplus to spend, and pays the upkeep from this, leaving the people 5,904 RPs.

To pay for maintaining his government, Dave finds his Warlord Governing Type on Table 3.9: Government Upkeep and cross-indexes this with the number of provinces in the Weald (7). He must pay 17 percent of his realm's total Resource Point production from the taxes he collected. The Weald produced 18,349 RPs, 17 percent of which is 3,119 RPs. This comes out of the 7,707 in income he collected. The regent has 4,588 remaining.

Jaspur's army, five units of infantry and one of cavalry, costs him 502 RPs in upkeep (1/4 of the army's total cost, see pp. 60-61).

At this point, Lord Jaspur has 4,086 RPs to spend on regent actions, and the realm has a remaining surplus of 5,904 RPs to fund realm actions. Time to declare realm and regent actions.

## REGENT ACTIONS

Regent actions come first. Dave decides to set the wheels of war in motion. He can declare one full-season action or two standard actions, and an unlimited amount of free actions.

The hex to the north of Yeoman's Market and west of Hoddenhill is considered wild. According to Tom, High Lord Cormyr once sent a force to explore it decades ago, and its still on the Weald's maps, but there is no settlement there. He tells Dave that in order for it to become part of the Weald again, it must be explored. Jaspur has no scouts (which are necessary to annex wild provinces), and so decides to rectify this with a Train Troops action to give them the scout subtype. This is a standard action, but the troop will be considered scouts until the end of the season. So during the Spring, one of the Weald's light infantry units stationed at Yeoman's Market (the only garrisoned population center) practices living off the land and moving through difficult terrain. This costs Jaspur a mere 200 RPs (twice the normal cost for giving this subtype to a unit upon creation).

# THE BOOK OF WAR

For his second standard regent action, Jaspvr offers a trade agreement to the Baron of the East Marches. Dave plans to attack Curwellan first and doesn't want to worry about an attack from the east. By offering to trade with the East Marches, Jaspvr gets much needed cash to fund his war while encouraging Baron Aramyth to maintain peace. Hopefully, the Baron will be less eager to attack a trading partner, and won't mind a war on the other side of the continent. He sends a delegation to Aramyth to negotiate an agreement. The Weald has seven governed provinces, so this action costs him 700 RPs. If successful, the Weald's total production per season will rise by 15 percent to 21,101 RPs. No doubt, Jaspvr will concentrate his discussions on the corresponding increase of 15 percent for East Marches.

As his free action, Jaspvr banks the rest of his money (3,285 RPs) with a Bank Income action. Tom decides to play hardball with the untried leader and claims that the local bankers want Jaspvr to pay five percent per season to keep Jaspvr's coin safe (security costs money after all). Dave figures he'll play along for now, but a day of reckoning will come.

## REALM ACTIONS

Realm actions come next, and Dave considers which actions to choose based on his overall grand scheme of conquest. Again, he can declare one full-season action or two standard actions, and an unlimited amount of free actions.

Lord Jaspvr needs more money if he eventually plans to garrison Hoddenhill, increase his army, and build a permanent fortification to the west. Time to begin making the low income provinces more productive. Dave thinks about upgrading Hamlin from a hamlet to a village. That's a full-season action and would cost 5,000 RPs (pretty much all of the people's surplus). With a village in Hamlin province, the production there would rise from 688 to 1,375 RPs. Upkeep would rise from 150 to 225 RPs. A net gain of 612 RPs. Not bad, and something that should probably happen soon, but Dave's looking for a better payoff for the cost.

He next considers building a Logging Camp in Hamlin province. That costs the same as the province's base season production, or 500 RPs (does not include modifications for Civilization, Governing Style, or improvements). It would increase production by 25 percent, to 860 RPs. The net gain is only 172 RPs, but since a Logging Camp costs a season's base production in resources to build, it would be smarter to build the Logging Camp first (current cost 500 RPs) rather than after upgrading the hamlet (making the logging camp cost 1,000 RPs). Ah, the minutia of leadership. For his first standard realm action, Lord Jaspvr orders the construction of a Logging Camp to get more out of all those trees and declares a Buy Improvement action.

For his second standard realm action, Dave decides he needs information for his coming expansion. The best way to do that is to encourage a guild to come to Hoddenhill. Being a sneaky sort he settles on a thieves' guild. He declares a Buy Improvement action, and spends 1,000 RPs for a Gang thieves' guild. The Game Master likes this idea, and decides that by paying the right people to look the other way Lord Jaspvr encourages the crime rate to rise. In three weeks, reports start filtering in about a new gang of toughs and rogues in Hoddenhill. Jaspvr plans to build bridges to this group, to later exploit them as spies.

Jaspvr has spent 1,500 of his realm's 5,904 RPs in available surplus. As a free action, he declares Bank Surplus to save the leftover 4,504 RPs for use next season. He'll need it if he intends to upgrade the sleepy small town of Hoddenhill by garrisoning it (for 35,000 RPs) or even make it a more impressive large town (which will cost him 70,000 RPs).

## MARTIAL ACTIONS

Lord Jaspvr has two units of infantry and one unit of cavalry stationed at Stonemarch, one unit training to be scouts at the garrison in Yeoman's Market, and two units of infantry at Hoddenhill. No reason to move anyone yet.

Although there isn't much for them to do, Dave decides to issue a Fortify Unit martial action to the Hoddenhill infantry. At the end of the first week of the season, these two units cost Jaspvr ten percent less to upkeep. He decides to keep the other units ready to move in case one of his neighbors does something worrisome.

## ROLEPLAYING

Tom sees two good roleplaying session possibilities in the various actions that took place. First, Jaspvr sends a delegation to the East Marches, and roleplaying the trade negotiations could be a lot of fun. For their first adventure, the PCs are off to the East Marches with chests full of gold and a sack full of promises, and Tom intends an attack from bog ogres and brigands along the way. Dispatching those miscreants is the easy part. Convincing Baron Aramyth that trade is good for both realms, and not an excuse to introduce spies, will take more than a strong sword arm.

Next Tom figures the new thieves' guild in Hoddenhill should be the basis of a story, and thinks it would be fun to run an adventure where Jaspvr and his lieutenants try to foster connections with the gang. Stories of nobility hobnobbing with the underworld are a classic. So, for their second adventure, the party dons disguises and attempts to find the leader of the Hoddenhill gang of thieves.

Unless Dave contemplates further martial actions, not only the first week of Spring but the whole season passes into history.





## CHAPTER FOUR: UNITS

*The men stood and shivered in the unseasonably chill air of the early summer morning.*

*Most were dressed in simple clothes of coarse cloth and carried little else; a few had on scraps of hard, boiled leather and bore an ancient sword, or an axe that was barely a threat to a tree, let alone a man. None knew exactly how a soldier was supposed to act, but all had their own, personal opinion and each did his best to play the part as he saw fit.*

*Jaspyr wanted to weep.*

*"Merrick, is this it?"*

*Baron Merrick was long since past patience or politeness. "Yes, unless you want old men and squalling infants, or," he paused, laughing with actual humor for the first time in weeks, "an army of farm women who would scold the enemy to death!"*

*Jaspyr met Merrick's gaze, and the look in his eyes drained the brief moment of joy from the old Baron. "That won't be necessary... yet." He glanced back at the men assembled before him, taking them in, trying to look beyond their simple, fearful gazes and their utter lack of weapons, armor, or discipline. Beneath the crude brown tunics, he could see muscles honed from years of hard labor. The fear was that born of loyalty and respect—it was a fear that would drive them towards the enemy, lest they displease their Lord.*

*Clay. Crude, unshaped clay—but they could be molded.*

*Jaspyr gestured. At the awaited signal, Sir Terrance rode forth, his plate armor seeming to glow, so brightly was it polished. As the black mare he favored bore him towards the peasants, he casually drew forth a blade seemingly carved of emerald, a green crystal sword he'd won in battle with a creature from some unnamed hell. Behind him, in formation, rode a hundred others—their weapons and armor were more mundane, but of the highest quality. Following Sir Terrance's lead, the mounted soldiers engaged in a series of complex maneuvers, and several charged past each other in carefully orchestrated, mock jousts. They kept this up for a few minutes, until Jaspyr nodded at Terrance, and he, in turn, signaled the cavalymen to form up ranks.*

*The five hundred or so peasants assembled stared slack jawed at the sight. They'd all seen mounted guardsmen before, of course, but not so many, and not so disciplined. Jaspyr watched them closely. He could almost see the thoughts slowly congealing in each simple mind. "Why, with such men as that on our side, we cannot be defeated! We shall be victorious in every battle!"*

*Which was the point of this exercise. Jaspyr wanted them to start thinking like that.*

*He stepped back, onto a low mound of earth, and began to speak. "Men of the Weald!" He gestured expansively at the peasants before him, then pointed to the mounted troops. "You see the mighty soldiers there, trained in secret for this past month!" Baron Merrick cursed himself for a fool. He'd known something was going on, but didn't know what. He felt too old for this, too old, but was the last one the*



new King even half listened to, and he had promised Lord Corwyn, peace be on his soul, to watch over things. His thoughts were interrupted as he began to listen to Jaspyr again.

"... be like them. No. Not like them—better than them! You shall form the core of the Grand Army of the Weald! You shall learn all the arts of war, learn of courage and cunning, of arms and artifice! You shall take to the field in the name of your Lord, and you shall win great honor for him, and for yourselves! Our foe's lands shall be your lands, and their mightiest lords shall be your serving-men! Not the weakest of you shall fall, save he take a dozen of their strongest with him! What say you, soldiers of the Weald?"

There was a moment of confusion. Then, one of the brighter of the peasants shouted, suddenly, "Hail Lord Jaspyr!"

The cry was picked up. "Hail Lord Jaspyr! Hail Lord Jaspyr!"

Merrick breathed through gritted teeth. He has his father's tongue, he thought. And his father's cunning. If only he had a tenth part his father's wisdom! Yes, he was definitely getting too old for this. The new order brought about by the ascension of Lord Jaspyr was proving to be one of upheaval... and danger.

## Units in *Fields of Blood*

Now that you know how to run your kingdom, you must provide for its defense. It's time to muster troops, train and equip them, and send them out onto the *Fields of Blood*.

Battles are fought with units, groups of soldiers (or warriors, or mercenaries, or farmers with pitchforks, and occasionally iron golems and beholders). In general, a unit of low-level humanoid infantry—the most common unit in the game—equals 100 individuals. Larger or more potent combatants will be fewer in num-

ber but can be reasonably be considered able to fight a unit of 100 low-level humanoids. These common units, made up mostly of the predominant race of the realm, are called martial units. On rare occasions, mustering some martial units require special realm prerequisites (see **Appendix D: Monsters**).

Generally speaking, one man doesn't matter in war. If an orc regular heavy infantry unit is one orc shy because Grugash got lost on the way to the rally point, the effect on the strength of the unit is non-existent on the *Fields of Blood* scale. On the other hand, a storm giant or a 20th-level paladin can easily massacre that orc infantry, making Grugash quite pleased with his poor sense of direction. Such powerful beings cannot be gathered in the large groups necessary to make them martial units. There just aren't enough to be found. A small group of five, hired as mercenaries, could exist as a unit. Many other monsters do not work as large units, but as small units, they can still impact combat.

So, other than martial units, a second type of unit is much more rare and potentially vastly more powerful. These groups are called special units and are made up of a handful of individuals at most. So great is their power that they need only this number to be effective on the field of battle. Special units may be composed of a single high-level individual. In *d20*, a high-level fighter or wizard can take on a small army; in *Fields of Blood*, this can be done without spending six weeks rolling dice. But be warned—even the greatest fighter can be crushed under the weight of numbers. A dragon or a storm giant, that might be a different story, however.

In general, the exact size of a given martial unit is not relevant for these rules. For special units, the number of individuals sometimes has an impact on spells. To determine the exact number of individuals in a special unit, consult **Appendix D: Monsters**.



## UNIT RECORD SHEET

All the information needed to muster, upkeep, and send a unit to battle is recorded on the unit record sheet. This is broken up between Description and Attributes. Description includes such features as race, unit type (martial or special), training level, training type, subtype, armor, weapons, cost, and upkeep. Attributes are the game statistics needed to move, fight, inflict or avoid damage, stay on the field of battle, or follow a leader's instructions.

At the back of this book (see p. 173), a blank unit record sheet is provided. A smaller version appears below for easy reference as its various terms are discussed.

**UNIT RECORD SHEET**

**NAME:**

**FORMATION:**

**Description**

<b>Race:</b>	<b>Feats:</b>
<b>Unit Type:</b>	<b>Weapons:</b>
<b>Training Level:</b>	<b>Armor:</b>
<b>Training Type:</b>	<b>Cost:</b>
<b>Subtype:</b>	<b>Upkeep:</b>

**Attributes**

<b>MAB:</b>	<b>Fort Save:</b>
<b>RAB:</b>	<b>Ref Save:</b>
<b>AC:</b>	<b>Will Save:</b>
<b>Melee Power:</b>	<b>Move:</b>
<b>Ranged Power:</b>	<b>MPs:</b>
<b>Toughness:</b>	<b>Shock Factor:</b>
<b>Wound Levels:</b>	<b>Prerequisites:</b>
<b>Morale:</b>	
<b>Command:</b>	

**Name:** In general, units can be referred to by a combination of their training level, race, and training type. So, a group of powerful orc groundpounders would be elite orc heavy infantry. Naturally, a regent could name each unit as he desires. Numbers or provinces or any other designation could be used. Note that unit names do not impact game stats.

**Formation:** It is often easier to move and track units when they are grouped into formations. More importantly, formations fight better (see p. 59). If the unit is part of a formation, that information should be noted. Bestowed a name using the Name Formation regent action (see p. 38) does impact battle.

### DESCRIPTION

**Race:** The racial makeup of the unit. These rules presume that all units are composed of members of the same race. Even allied races tend not to work well together in large units, though units of different races can, of course, be fielded in the same army.

**Unit Type:** There are two general types of units—martial and special. In general, the two types of units are constructed using similar rules. Special units do vary in certain aspects however. These are covered as the various calculations are discussed.

**Training Level:** How well trained and disciplined the unit is. The unit may be peasant rabble just press-ganged into service, or it may consist of hardened soldiers with years of battle experience.

**Training Type:** A unit may be any combination of light, medium, or heavy and infantry, cavalry, or aerial (aerial includes aerial cavalry, such as elves mounted on hippogriffs).

**Subtype:** The various training levels and types don't cover every possible flavor of troop a regent can field. Scouts, spearmen, archers, shock troops, each are a specialized version of one of the normal troop types. These subtypes gain special abilities or bonuses to certain actions in combat. Subtypes can be added with some restrictions apply and a cost modifier.

**Feats:** Like individuals, units can have special talents and focuses. These feats make the units more expensive and are not for everyone, but they also raise the group's lethality or staying power.

**Weapons:** A unit may be equipped with small, medium, or large weapons. Small weapons are useful in the tight circumstances of mass battle, where there is less room to safely swing a great-axe or two-handed sword, but such weapons cause less damage. Large weapons, in turn, are devastating when they hit, but can be difficult to wield effectively.

**Armor:** A unit may be wearing light, medium, or heavy armor; the specific subtypes don't matter much on this level. Light armor allows for greater mobility and doesn't impede ranged combat, but offers little protection when in melee. Heavy armor slows down mobility and somewhat impedes ranged combat. Medium armor offers balance between the two.

**Cost and Upkeep:** Units are not cheap. It takes resources to raise, train, and keep a unit in fighting form. The cost of a unit is the amount needed to muster it into a regent's army. The upkeep is what needs to be spent to keep it functioning season to season.

### ATTRIBUTES

**Melee Attack Bonus (MAB):** The unit's bonus to hit against adjacent units.

**Ranged Attack Bonus (RAB):** The unit's bonus to hit when using ranged weapons.

**Armor Class (AC):** The DC in an attack check.

**Melee Power:** The unit's bonus when making a melee damage check.

**Ranged Power:** The unit's bonus when making a ranged damage check.

**Toughness:** The DC in a damage check against the unit.

**Wound Levels:** The number of times the unit may be damaged before it is removed from play. For almost all units, this is two.

**Morale:** A measure of the unit's ability to stand together and not break and run in the face of magic or panic among other units.

**Command:** How disciplined and trained the unit is, and how likely it is to be able to execute a difficult order.

**Fortitude Save:** The unit's ability to withstand or avoid attacks, usually spells, that require a Fortitude save.

**Reflex Save:** The unit's ability to withstand or avoid attacks, usually spells, that require a Reflex save.

**Will Save:** The unit's ability to withstand or avoid attacks, usually spells, requiring a Will save.

**Move:** How fast the unit moves in battlefield inches.

**Movement Points (MPs):** How fast the unit moves in strategic movement (see pp. 41-42).

**Shock Factor:** A modifier to any opponent's Morale check due to the rarity or general scariness of the creatures.

**Prerequisites:** There are no prerequisites for most units. Only certain monster units require special circumstances before they may be mustered (see **Appendix D: Monsters**).

## Building Units

The units stated out in **Appendix D: Monsters** represent the odd, unusual, and expensive (for the most part). The bulk of martial units are composed of low-level humanoid races and are too numerous to list in full. Units are built using the following process.

### UNIT CREATION PROCESS

- 1) Pick a race, class, and level
- 2) Pick training level, type, and form (if any)
- 3) Pick subtype (if any)
- 4) Pick unit feats (if any)
- 5) Select weapons and armor (if any)
- 6) Calculate cost

### STEP ONE: RACE, CLASS & LEVEL

The first thing to determine when mustering a unit is its race, and if it has any class or level. Units are composed of all the same individuals, and their stats are calculated from the d20 stats of those individuals. Often the numbers are simply ported over from the d20 stats. In some cases, however, the sum is indeed greater than the parts, and the stats must be modified.

Abilities form the base of many unit stats. Only the bonus is used (+4 from an 18 Str, +1 from a 12 Con, and so on). From hit die, we take only the number and type (4d8) and ignore any bonus (5d6+5 becomes 5d6).

Race, class, and level determine whether the group is built using the martial unit calculations, or the slightly different special unit formula. Once race, class, and level are known, some judgement must be exercised to determine unit type.

The default assumption in the following rules is that the regent is constructing a martial of first level commoners (your basic blank slate). Adjustments for levels and special units are noted.

### MELEE ATTACK BONUS

The base MAB can be taken directly from the creature's d20 entry. It is composed of the BAB plus any Strength modifier and any other modifier applicable to each individual. For more powerful martial units, that may include magic items and feats.

For some martial units and special units, MAB is equal to the creature's basic attack bonus for its highest-ranked attack plus one for each additional attack. Adjust that score by the creature's Strength bonus, any magic items, size, or other modifiers. Add these adjustments only once. A seventh-level fighter (BAB +7/+2) with a 16 Strength (+3) has an MAB of +11 (+7 for BAB, +3 for Strength, +1 for the additional attack). A martial warhorse unit with two hoof and a bit attack gains +2 from the additional attacks.

### RANGED ATTACK BONUS

This is calculated just as MAB, except the creature's ranged abilities are taken into account.

### ARMOR CLASS

Base AC is the same as in d20. Natural armor and Dexterity are the central components. Armor is factored in Step Five (see p. 58) for martial units. More powerful and special units may include magic items. Special units use their regular d20 AC. They do not adjust AC for armor in Step Five.

### MARTIAL OR SPECIAL?

One of the first questions that arises during unit construction is whether it should be deemed a martial or special unit. The answer, to some extent, is based on the specific campaign. For example, you will almost never find scores of bone devils on the Material Plane, so a small group of them will form a special unit with only a few members. On the lower planes, however, the vast armies of hell march and bone devils are martial indeed! The following guidelines assume a "normal," roughly medieval fantasy world, on the Material Plane, dominated by humans or humanoids like elves, dwarves, orcs, and so on.

If a creature is generally of human shape (including humanoids, monstrous humanoids, undead, giants, and some fey), has four or fewer hit dice, and is found in large numbers, it should be formed into martial units. Riding animals, unless they are truly exotic (purple worms, giant slugs, etc.) are likewise generally built as martial units. Creatures that require a wizard's tower, church, or other such improvement to summon are, unless otherwise noted (such as azer), special units. The larger, more powerful, or more exotic the creature, the more likely that it should be treated as a special unit.

Some creatures should be considered as martial units even if they do not fit these guidelines. Centaurs, for example, are only barely humanoid in form, but culturally they fight in an organized manner. If found in sufficient numbers, it is no great stretch to see them maintaining fighting units that work and train as one. Formian warriors, being totally dedicated to military action, likewise form martial units, but the much rarer taskmasters and myrmarchs are always special units.

### MELEE POWER

Base Melee Power for martial units is equal to one per hit die adjusted by the Strength modifier. For those with natural attacks, add the base die size of the attack (d6 adds six, d10 adds 10, etc.) plus one for each additional die of damage (or die of bonus damage due to elemental energy). So a creature with a natural attack of 2d6 adds seven to its Power. For those wielding weapons, Power is adjusted in Step Five (see p. 58). Whether using natural or man-made weapons, each additional attack adds one to Power.

**Example:** The default untrained human martial unit gains one from its commoner hit die, and nothing from Strength. It has no additional attacks and has not yet been equipped with weapons. Its base Melee Power is a pitiful one. Probably why peasant recruits are not sent into the field without arms or training.

Special units calculate Melee Power differently. The various factors below are totaled.

- 1) Hit dice minus five.
  - 2) Using the most damaging attack, add the die size and all bonuses from enchantment, abilities, and so on divided by four (rounded down).
  - 3) Add one per additional damage die inflicted in main attack.
  - 4) Add one if the weapon or attack is medium, two if it is large.
- This is essentially a judgment call. Medium combatants will generally have medium weapons or attacks. Larger weapons or any weapon wielded by a Large or bigger creature adds two.

# FIELDS OF BLOOD

5) Add one for each additional melee attack.

6) Add one if the creature has Cleave, two if it has Great Cleave, and three if it has Whirlwind Attack (Melee Power only).

7) Add one if the creature is Large, two if it is Huge, three if it is Gargantuan, and four if it is Colossal. Subtract one for Small, two for Tiny, three for Diminutive, and four for Fine.

Note that weapon factors are not withheld from special unit Power. Special units do not add in a separate weapons factor at a later Step.

**Examples:** Agamar is a 15th-level human paladin who wields a +4 greatsword, has Strength 18, and no other applicable feats. His Power is 10 (HD - 5) plus 4 (10 weapon die size, plus 4 enchantment bonus plus 4 Strength bonus, divided by 4), plus 2 (large weapon), plus 2 (for two extra attacks) for a total of 18.

Theris, an adult green dragon, has 20 hit dice (base 15 Power). Her most powerful attack, a 2d8 bite (die size 8), and Strength 27 (+8 bonus) add  $(8 + 8)/4$  or 4. One is added for the two-dice attack, and two for the large weapon. Five is added for the two claw, two wing, and one tail slap attack. One is added for Theris' Cleave feat. Two is added for Theris' Huge size. The total Melee Power is 30. This doesn't include any effects from her breath weapon, frightful presence, or the like. Unless confronted by an individual of equal power, Theris will likely kill hundreds or even thousands of troops before being brought down.

## RANGED POWER

This is calculated just like Melee Power, but using ranged weapon or attack factors.

## TOUGHNESS

A martial unit's base Toughness is equal to 10, plus the unit's HD size. Added to this is the unit's Constitution modifier, and one for each hit die.

**Example:** An untrained human martial unit gains four from its commoner hit die size, nothing from Constitution, and one from its single hit die. Adding that to ten results in a 15 Toughness.

For special units, Toughness starts with the size of the creature's base hit die. If the creature is multi-classed, use the most common hit die (a Bbn2/Rog6 uses a six-sided die) or the higher of two or more equal numbered hit die sizes. Add one per Constitution bonus, and one per hit die. Unlike martial units, special units do not add 10.

**Examples:** Paladin Agamar, with a Constitution 15 (+2), has a Toughness of 10 (hit die size) plus 2 (Con bonus) plus 15 (hit dice), or 27.

Dragon Theris, with a Constitution 21 (+5), has a Toughness of 12 (hit die size) plus 5 (Con bonus) plus 20 (hit dice), or 37.

## WOUND LEVELS

For almost all martial or special units, this value is two. If the unit's Toughness is overcome by another unit's Power check, a wound is suffered. After two wounds, the unit is dead.

Extremely powerful individuals and monsters may have more Wound Levels. If the individual creature's average hit points are greater than 50, consult Table 4.1: Wound Levels.

Table 4.1: Wound Levels

Hit Points	Wound Levels
51-100	3
101-150	4
151-250	5
251-500	6
501-1000	7
+500	+1

## BEHIND THE CURTAIN

Some might wonder why Power and Toughness are calculated differently for special units, while other stats, such as saves, are not. Power and Toughness for martial units are based on the concept that a unit consists of up to a hundred representatives of the race. If the same formula was applied to a special unit, there would be no difference between a single goblin and a hundred goblins, so why not field a hundred units of one goblin each? The Toughness and Power formulas reflect the fact that only exceptional creatures—mighty heroes and extremely powerful monsters—can wade into battle against a mass of dozens of armed soldiers and expect to have any impact, or to survive the counter-strike.

On the other hand, saving throws are based on the individual values to begin with. If a *fireball* engulfs a unit of goblins and a lone hero battling them, the lone hero has as much chance to duck as any individual goblin does. (The unit as a whole makes or fails the save as a bookkeeping convenience.)

In short, Power, Toughness, and Wound Levels, which are *Fields of Blood* stats designed at their base to be used with large units, are calculated differently for special units. Stats which are lifted directly from d20, such as saving throws, are not.

## MORALE

For both martial and special units, the bonus to Morale checks is equal to the creature's hit die plus Charisma modifier. This may be modified further if the unit has a secunded leader (see p. 74). Fighters, paladins, and rangers add one for every four levels.

**Charisma and Morale:** The Morale of a unit is largely based on the relationship of the soldiers to each other. High morale soldiers will march into a torrent of dragon's breath rather than leave their comrades; low morale soldiers will abandon their fellows, and this tends to lead to a cascade, as the first man to cut and run inspires two others to do so, and so on. Charisma, which measures the command presence of the individual, is also, therefore, a measure of how well the unit as a whole can get along, how likely Joe is to risk his neck rather than abandon Fred to his fate at the hands of the oncoming orcs.

Some races tend toward low charisma but have a traditionally strong warrior culture, such as dwarves. Other races, such as kobolds, are charismatic but also cowardly. The GM may provide case-by-case modifiers for such races as she sees fit. A few examples follow on Table 4.2: Sample Morale Modifiers. These are optional, but should serve as a guideline for GMs and players interested in fine-tuning the default rules to their own worlds.

### Table 4.2: Sample Morale Modifiers

Race	Morale Modifiers
Dwarf	+1 Morale normally (offsetting their Charisma penalty). +1 additional Morale when fighting traditional enemies of the dwarves, whoever they might be in a given campaign.
Elves	-1 Morale when fighting outside of the forest; +2 Morale when fighting in the woods.
Halfling	-2 Morale when fighting for someone else's cause; +4 Morale when fighting to protect their own home towns and villages from invasion
Orcs	+2 Morale if the enemy is outnumbered by more than 50% in terms of raw unit count; -2 Morale if the orcs are evenly matched or outnumbered.

## COMMAND

For both martial and special units, only their Intelligence modifier is added to all Command checks. There may be further modifiers if the unit has a seconded leader (see p. 74).

If the unit is an individual PC, Command is not applicable. Individuals do not make Command checks to see if they can do what they want.

## FORTITUDE SAVE

The base Fortitude save is the same as in d20. It includes bonuses based on level and Constitution.

## REFLEX SAVE

The base Reflex save is the same as in d20. It includes bonuses based on level and Dexterity.

## WILL SAVE

The base Will save is the same as in d20. It includes bonuses based on level and Wisdom.

## SHOCK FACTOR

Most soldiers are not used to encountering an ogre, let alone a beholder. When a unit must make a Morale check due to the actions of a unit with a Shock Factor, the Shock Factor serves as a negative modifier to the check. The Shock Factor can be adjusted based on the commonality of the monsters; if humans live in the badlands where ogres and hill giants roam freely, combat with them will be less shocking, possibly even mundane.

To calculate the Shock Factor, decrease the creature's CR by five, and add any applicable modifiers from Table 4.13: Shock Modifiers. If the resulting number is less than zero, the Shock Factor is zero, and there is no modifier to the check.

Familiarity is a subjective modifier based on how common the creatures are in the campaign area. A "common race" is one seen or encountered at least once a month, possibly even on a daily basis. "Seen infrequently" means the species is known about, but the average denizen won't see one more than once a year. "Rare" indicates an encounter with the race occurs perhaps once a decade or less. "Thing of legend" is used when the race is known only by stories or tale. "No contact" indicates that most units in the campaign have never seen beings of the type at issue. This is rare in core d20 games, but can be used in a campaign set in a mundane medieval world which has suddenly seen the gates to faerie open, sending in armies of orcs and ogres and worse to pillage and destroy.

### Table 4.3: Shock Modifiers

Large	+1
Huge	+1
Gargantuan	+2
Colossal	+4
Tiny	-1
Diminutive	-2
Fine	-4
<b>Type</b>	
Aberration	+2
Outsider	+2
Undead	+2
Animal	-2
Humanoid	-2
<b>Familiarity</b>	
Common Race	-2
Seen infrequently	-1
Rare	+0
Thing of Legend	+1
No contact with differing species	+3

**Example:** Hill giants are CR 7, so the Shock Factor base is 2. They are Large so that adds one. No other modifier applies and the final Shock Factor is 3. If they are in melee against another unit and damage it, the unit suffers a -3 modifier to their Morale check.

## MOVE

Move is equal to the race's normal d20 speed in feet divided by five. This is the unit's battlefield movement in inches. Movement via other means (fly, burrow, etc.) should be listed as well.

Base speed of a unit depends on its equipment. This value must be revisited after equipment has been selected (see p. 58).

## MOVEMENT POINTS

Movement Points are used during strategic movement, when armies march across provinces in a realm. To calculate Movement Points, multiply the greatest sustainable *Fields of Blood* movement inch rate by seven. Thus, a unit with a fly Move 6 (that it can sustain over a long travel day) has 42 MPs (6 x 7 = 42).

## BASE COST

For martial units, base cost equals the total of several factors multiplied by ten.

- Total modifiers from ability scores.
- The unit's best non-fly movement in inches minus six (this means units which move slower than six inches get a cost break). If the unit has no non-fly movement, skip this factor.
- The creature's natural armor bonus. The cost of fabricated armor is added in Step Five (see p. 58).
- The unit's base Melee and Ranged Power. This includes natural weapon factors but not fabricated weapons. The cost of adding weapons is added in Step Five (see p. 58).
- The unit's Toughness minus 10.

**Examples:** A group of default human troops have no stat bonuses (+0), Move 6 (+0), no natural armor (+0), Melee Power 1 (+1), no ranged attack (+0), and a Toughness 15 (+5). Base cost of this unit is 60 points. They are also almost no threat on the battlefield.

Checking their d20 monster entry, first-level orc warriors gain +3 from Strength, +1 from Constitution, -1 from Intelligence, -2 from Wisdom and Charisma (total -1). Their movement and lack of natural armor add nothing. Without weapons, their Melee Power is four (one for level, three for Strength) and they have no Ranged Power. Their Toughness 19 adds nine (eight for hit die size and one for hit die). The total, times ten, is 120.

Given their bonus to Strength, the orc unit will be more likely to hit than a default human unit, but their penalties to mental abilities mean they don't take orders well (Int penalty to Command), they're easily damaged by some forms of magic (Wis penalty to Will Save) and they tend to break rank and run easily (Charisma penalty to Morale). Without the ability to maintain discipline, follow orders, and resist the urge to run, an army of physically weaker, but better disciplined, creatures can easily overwhelm an army of strong creatures. A single unit of orcs may easily be able to take a single unit of humans, but, as army size increases, Morale and Command become increasingly vital.

Again checking the monster entry, bugbears gain +2 from Strength, +1 from Dexterity, +1 from Constitution, -1 from Charisma (total 3). Their movement adds nothing, but they have a natural armor bonus (+3). Without weapons, their Melee Power is five (three for hit die, two for Strength) and they have no ranged attack. Their Toughness 21 adds 11 (eight for hit die size and three for hit die). A bugbear unit therefore has a base unit cost of 220.

The much greater cost is reflected in the bugbears potency as warriors. Their ability bonuses are all above average, except Charisma. Naked, they're as tough as humans wearing studded leather. They're harder to hit, better with ranged weapons, less likely to take a hit from area effect attacks and ranged weapons, and more likely to survive a hit. Their -1 to Charisma means, like orcs, they've got low Morale and are more likely to flee the field than humans. But their base Power, derived from their HD, means they're much more lethal in combat than humans, five times as lethal, in fact.

## COST MODIFIERS

For martial units, base cost is increased for training level and type, subtype, feats, weapons and armor. These additional costs are discussed in Steps Two through Five.

Special units do not generally receive training, subtypes, and feats. On the rare occasion when they do, such costs are doubled and then added to their base cost. Special units also do not purchase weapons and armor separately. Attacks and AC are translated directly from their d20 creature entries. Base Melee and Ranged Power is correspondingly higher and is already part of the basic cost formula (before it is multiplied by 10). Any AC bonus from fabricated armor should also be added to cost (again before it is multiplied by 10). Toughness should not be decreased by ten before adding that factor to the cost.

For some martial units and all special units, additional powers or capacities raise the cost. As a general rule, add 125 times (CR - 1) for these types of units. In the Game Master's discretion or by agreement of players, this modified cost may be adjusted up or down depending on the creature's usefulness on the field of battle. For example, extra Wound Levels make creatures especially powerful. Each Wound Level after the second adds 100 RPs to the cost. Flight is also a huge factor. Each inch of flying movement should add 10 Resource Points to cost.

## SPECIAL ABILITIES

Various creatures have special abilities that impact battle. Many such abilities are discussed in **Appendix D: Monsters** under each individual entry. As the variety of special abilities is nearly endless, here are some suggestions for handling a few of them. Others can be converted as desired for *Fields of Blood* play.

**Breath Weapon:** Breath weapons have a Ranged Power equal to their base damage die, plus one per additional die (thus, a 9d6 breath weapon is a Power 14 attack). A breath weapon should cover enough of an area to impact at least one-fourth of the soldiers in a unit to be effective against martial units; otherwise, it may only be used against special units. If a creature can breathe, on average, more than three times in a *Fields of Blood* turn, increase the Power of the attack by two. A breath weapon may be used once as a free action; the creature may still make a melee battle attack that turn.

**Damage Reduction:** The first five points of DR add five to Toughness. Each additional five points of DR adds two to Toughness. This Toughness bonus is ignored if the unit is attacked by a unit equipped with whatever is needed to overcome the DR—for example, skeletons have DR against piercing weapons, so a unit equipped with blunt weapons ignores the added Toughness from DR.

**Feats:** A number of feats affect combat. If each member of a unit possesses the same feat, it should be factored into the unit's stats. Those that add to MAB, RAB, AC, Morale, or saves can be applied directly. Those that affect damage or the ability to absorb damage require a judgment call. In general, add one to Power or Toughness for each such feat. Sometimes, more should be added. As a rough guide, compare the feat to Cleave (+1), Great Cleave (+2), and Whirlwind Attack (+3) to determine the affect on Power or Toughness.

**Gaze Attacks:** As with breath attacks, gaze attacks that cause damage directly have a power of die size plus one per additional die. Attacks with other effects, such as petrification, are resolved with an appropriate save.

**Regeneration:** Units of regenerating creatures that have been killed, but not by the damage type or types they are vulnerable to, return to the battlefield within 1d4 turns, with one Wound Level remaining. A DC 20 Command check is needed before the unit can take any action; this represents the newly arisen creatures literally "pulling themselves together."

**Resistance To Energy:** The bonus to Toughness granted by energy resistance is calculated as noted for Damage Reduction, however, it only applies to damage of the appropriate type (fire, cold, and so on).

**Spells/Spell-like abilities:** **Appendix A: Core Magic** describes most spells that work on the *Fields of Blood* scale. Abilities usable at will can be used as a free action, but only one such ability may be used in a turn. A second at will ability can be used as an attack action.

**Spell Resistance:** This works normally; a caster targeting a unit of spell-resistant creatures make a check as normal to overcome their spell resistance.

**Other:** This list is hardly exhaustive, but it should give guidelines. Most abilities should, if possible, be expressed in terms of Power or Toughness, since those are the primary determinants of real combat power in *Fields of Blood*.

## STEP TWO: TRAINING TYPE, LEVEL, AND FORM

Once the race and base stats have been determined, training level, type, and form should be applied. Three training levels exist: Irregular, regular, and elite. A similar number of training types exist: Infantry, cavalry, and aerial. Each training type has three forms: Light, medium, and heavy.

### TRAINING LEVEL

Training level represents the unit's combat experience, which affects weapons experience, discipline, and morale.

**Irregular:** Irregular troops are usually civilians, farmers, and peasants. They may have brought simple weapons or been given their equipment by their masters or lords. Farmers who grab pitchforks to hold off an orc army, city commoners and tradesman trying to battle invaders who have breached the walls, and so on are examples of units with this level of training.

**Regular:** The bulk of normal military forces are regulars. They are either professional soldiers, or members of races where war and combat are a part of life, such as hobgoblins and orcs. Regulars have seen a good bit of combat and received formalized training, and are competent at what they do.

**Elite:** Elite units have "been there, killed that." They form the elite cadres and special forces of any army, and, depending on strategic goals, may be the first flung into the meat-grinder or held back as a last-ditch defense. The Emperor's Guards, legendary mercenary companies, and the like form elite units.

### TRAINING TYPE

Training Type represents the kind of unit, as defined primarily by how they move and whether their focus is on speed or power.

**Infantry:** The backbone of any army, the "poor bloody infantry" is composed of any kind of foot soldiers.

**Cavalry:** Cavalry are mounted warriors. While traditional human cavalry used horses, cavalry in *Fields of Blood* can mount such creatures as displacer beasts, griffons, or wyverns as well.

**Appendix D: Monsters** list a variety of core d20 creatures suitable for cavalry mounts, with full *Fields of Blood* stats (see p. 169).

**Aerial:** Aerial units fly, dominating the battlefield from above. While archers can sometimes bring them down, the speed and mobility of aerial units tends to mean any side which has them possesses a significant edge against those who do not.

### INFANTRY

There are three forms of infantry: Light, medium, and heavy. Light infantry focuses on speed, agility, and ranged attacks. Heavy infantry focuses on power, fortitude, and close-in melee combat. Medium infantry balances the two. Table 4.4 through 4.6 describe the bonuses to the unit's base statistics based on its infantry form and level of training (Power is added to both Melee and Ranged). Simply adjust the unit's stats and increase its cost accordingly.

Certain units function better with the right kind of equipment. When equipping units (see Step Five, p. 58), keep in the mind the unit's type. Putting a unit of light infantry in heavy armor negates most of the unit types advantages without adding much benefit.

#### LEVELED UNITS AND TRAINING

Applying the effects of training level or form to a unit composed of more than one hit die or leveled creatures is relatively easy. Such units are never irregular; that level of training reflects that given to assorted peasants and other lowly types. Units of beings with multiple hit die or levels are always regular or elite. Still, the benefits of multiple hit die overlap somewhat with training. As such, the bonuses to MAB, RAB, and all saves are reduced by the amount granted from irregular training (to a minimum of zero). Benefits to Toughness, Morale, Command, and Power are applied as normal. See Tables 4.4 through 4.6.

Subtypes may be applied as normal.

Training or subtype costs should be doubled for multi-hit die creature units.

**Example:** A unit of 3rd level dwarf fighters or bugbears who train to be regular heavy infantry gain only +1 to MAB, RAB, Fortitude save, and Will save (no benefit is granted to Ref saves for such training). The +2 to Toughness and Command, and the +1 to Morale and both Melee and Ranged Power remain the same. The increased cost is double normal, or 320 RPs.

**Table 4.4: Light Infantry**

Training	MAB	RAB	M&R Pow	Tough	Morale	Command	Fort	Ref	Will	Cost
Irregular	+1	+2	+0	+1	+0	0	+0	+2	+0	+60
Regular	+2	+3	+1	+1	+1	+2	+1	+3	+1	+160
Elite	+3	+5	+2	+2	+2	+5	+1	+3	+1	+260

**Table 4.5: Medium Infantry**

Training	MAB	RAB	M&R Pow	Tough	Morale	Command	Fort	Ref	Will	Cost
Irregular	+2	+1	+0	+1	+0	+0	+1	+1	+0	+60
Regular	+2	+2	+1	+2	+1	+2	+2	+2	+1	+160
Elite	+4	+4	+2	+2	+2	+5	+2	+2	+1	+260

**Table 4.6: Heavy Infantry**

Training	MAB	RAB	M&R Pow	Tough	Morale	Command	Fort	Ref	Will	Cost
Irregular	+2	+1	+0	+1	+0	+0	+2	+0	+0	+60
Regular	+3	+2	+1	+2	+1	+2	+3	+0	+1	+160
Elite	+5	+3	+2	+2	+2	+5	+3	+1	+1	+260



## MILITARY TRAINING

Training level, type, and form as well as subtype only apply to martial units. These features can normally only be given to creatures which use artificial weapons and armor, and which are intelligent enough to be able to understand and obey complex orders. In rare cases, intelligent non-humanoids may become regular or elite units or receive other training; worgs and unicorns are two such possibilities. Whether subtypes are possible for these units is left to the individual players. The cost of training for non-humanoids units should be doubled to reflect the difficulties of applying a regimen designed for humanoids to creatures of alien form and intellect.

Very rarely, special units of at least five individuals or more can gain training or subtypes. Such units are particularly fearsome. Beholders are bad, but a unit of crusading elite beholder medium infantry is far worse. Special units granted military training must always be elite; there are no peasant farmer mind flayers that may be dragooned into becoming irregular troops. Again, costs should be doubled (or perhaps tripled) when adding training to special units.

## CAVALRY

Faster moving than infantry, cavalry can move across the battlefield to shore up weak positions or quickly exploit weaknesses in the enemy lines. A charge by cavalry is a fearsome event to experience, as the riders ride down on infantrymen like scythes applied to sheaths of grain. The combination of speed and power allows a fewer number of cavalry to confront greater numbers of foot soldiers and triumph.

Cavalry consists, in essence, of two beings for each member of the unit—the mount and its rider. While traditional cavalry ride horses, in a fantasy universe, almost anything is possible. Troglodytes ride into battle on giant cave lizards, while a few rare elite elvish units are mounted on unicorns. The type of mount greatly affects the game statistics for cavalry units.

Any animal or magical beast at least one size category larger than the rider can, in theory, serve as a mount. Bipedes, such as owl-bears, are usually not acceptable as mounts, although some flightless birds can be used in this capacity. If you're playing a GMless game, try to be reasonable about what sort of creatures can and cannot be used as mounts, and agree beforehand on any exotic cavalry units. In a GMed game, he has, as always, the final say.

Cavalry begin as light, medium, or heavy infantry, and are then modified according to their mount, as follows:

**MAB:** Add half the mount's MAB.

**RAB:** Unchanged.

**AC:** Average the rider's and mount's AC (round up).

**Melee Power:** Add half the mount's Melee Power.

**Ranged Power:** Unchanged.

**Toughness:** Add half the mount's Toughness bonus (i.e., Toughness - 10).

**Morale:** Unchanged.

**Command:** Unchanged.

**Fort Save:** Use the Fortitude save of the rider, not mount. If the man on a horse is taken out by a spell, the fact the horse resists is irrelevant.

## Table 4.7: Aerial Units

Training	MAB	RAB	Fort	Ref	Will	Toughness	Morale	Command	Cost
Irregular	-1*	+1	+0	+1	+0	+0	+0	+0	+50
Regular	-1*	+2	+0	+1	+0	+0	+0	+0	+60
Elite	0	+2	+0	+2	+0	+0	+0	+0	+70

\*Only applies when in melee with ground-based units.

**Ref Save:** Use the Ref save of the mount, not the rider. Agile mounts will carry their riders to safety; clumsy mounts will allow their riders to be struck.

**Will Save:** Use the Will save of the rider, unless the spell or effect primarily targets animals, which will be noted in the spell description.

**Move:** If a unit is equipped with light armor, the mount moves at its full movement rate. If a unit is equipped with medium armor, Move is decreased by two. If a unit is equipped with heavy armor, Move is decreased by four or half its full value, whichever is slower. If this reduces movement rate to zero, this type of combination of mount and rider is not feasible.

**Cost:** The cost of cavalry is equal to the cost of riding unit, plus half the cost of mount unit (this can be calculated using the rules for converting any d20 creature to *Fields of Blood* stats). Mount costs can be taken from **Appendix D: Monsters** (see p. 169) or calculated as normal for martial units. Certain rare or powerful mounts may be created using special unit rules. Martial units may mount or be mounted by special units regardless of any disparity in the number of individuals in each unit (the additional mounts or riders are considered to be back-ups or replacements).

**Upkeep:** One quarter cost.

## AERIAL UNITS

In modern warfare the benefits of air superiority have become all too clear. He who controls the skies controls the battlefield. With medieval warfare, aerial units weren't a factor (obviously), so charging knights never had to worry about aerial assault. In a typical fantasy campaign, however, they do.

In addition to land-based infantry and cavalry, it is possible to include flying units in a regent's army. Aerial units are considered to be either infantry (if they can fly under their own power, such as harpies) or cavalry (if they ride flying mounts, such as elves mounted on pegasi).

Aerial units are designed using the same process as for infantry and cavalry. First, convert the basic game stats into *Fields of Blood* terms. Then apply modifiers as follows.

**Aerial Infantry:** To muster units of flying races, such as harpies, add infantry level and form modifiers and then aerial unit modifiers. Thus, the Fifth Harpy Legion (elite harpy light aerial) begins with the basic harpy racial stats, adds the elite light infantry modifiers from Table 4.4, and then adds the elite aerial modifiers from Table 4.7.

**Aerial Cavalry:** To muster units mounted on flying creatures add infantry training form and level, add cavalry modifiers, and then aerial unit bonuses. Thus, the King's Griffoneers begin as humans, add elite heavy infantry from Table 4.6, add cavalry modifiers for a unit of griffons (see p. 54), and then add the elite aerial modifiers from the Table 4.7.

The cost for aerial units is added to that for form, type, and level. This additional cost reflects the difficulties associated with training fliers to work in conjunction with land-based units, and as a balancing factor. Training non-flying races (such as humans) to be comfortable on flying mounts is not easy, however, increase the

cost by 60 points, and only regular and elite units can be mounted on flying beasts.

**Example:** Once all factors for race, training type, level, form and combining the rider and mount units are factored, the King's Griffoners add 70 RPs (for elite aerial type) and 60 RPs (for humans becoming familiar with airborne fighting).

## STEP THREE: SUBTYPE

Medieval armies were composed of more than simple infantry or cavalry, though these usually formed the bulk of the troops. Specialized units were included to perform specific battlefield roles—archers rain down arrows on hapless infantry as they approached and engineers man giant siege engines to batter down walls. In a fantasy campaign, there are a number of special battlefield roles and unusual training available to units. These are called subtypes. In all but the most rare circumstances, they are applied only to martial units.

A unit's subtype, if any, adds its cost in RPs to the unit's total. Normally, a unit may have only one subtype. Subtypes that can stack are noted in the descriptions. Each subtype entry includes a name and brief description, the additional cost to add the subtype, and details on the special abilities granted.

## ARCHERS

Archers are not merely peasants who have been handed a bow and told "pointy end towards enemy." They are soldiers who have trained extensively with ranged weapons, including learning the skills and discipline needed to perform advanced maneuvers with the bow.

**Cost:** 100 RPs

**Special Abilities:** Archery Maneuvers, Massed Fire Bonus, Targeted Fire

**Archery Maneuvers:** The unit may perform the archer -only maneuvers in **Chapter Five: Battle** (see pp. 71, 72).

**Massed Fire Bonus:** When performing the Massed Fire maneuver (see p. 72), each unit with the archer subtype adds +1, rather than +2, to the DC of the Command check to carry out the order.

**Targeted Fire:** Archers may fire into melee combat between hostile and allied units and only hit allied units through normal scatter rules (see p. 69).

## COMBAT ENGINEERS

Combat Engineers are specially trained to take down (or maintain) fortifications. They can undermine walls, direct sieges, and so forth. These actions are discussed on p. 82-83.

**Cost:** 200 RPs

**Special Abilities:** Construction, Skilled Workers

**Construction:** A combat engineer unit must be in an explored province in order to construct permanent fortifications in that hex.

**Skilled Workers:** A unit of combat engineers counts as three units for purposes of determining fortification construction time (see p. 40).

**Note:** Only elite units can be trained as combat engineers.



# F I E L D S   O F   B L O O D

## CRUSADING

The unit has received extensive religious instruction from a holy or religious order, or has been mustered from among the faith's more militant orders. Crusading units can only be produced in garrisoned provinces with churches, but, once produced, can be assigned anywhere. The beings that compose a crusading unit must be acceptable to the deity worshipped in the realm (the churches of a hobgoblin empire would not recruit dwarves).

**Cost:** 200 RPs

**Special Abilities:** Holy Fervor

**Holy Fervor:** The crusading unit "is on a mission from the gods," and acts appropriately. If a cleric is seconded as the commander of the unit, he receives a +1 morale bonus to all Command checks. Furthermore, when facing an enemy of opposite alignment, the crusading unit gains a +1 morale bonus to MAB and RAB. Lastly, a crusading unit receives a +1 divine bonus to all saves against divine spells cast by enemy spell-casters, as their faith in their own deity helps them resist the power of another.

## GARRISON

A garrison unit is one stationed in a particular hex, and is expected to remain there for some time. They usually set up temporary fortifications, and know the terrain well. No more than four units can be garrisoned in a single province, unless it contains a city or castle. Garrison units can be placed in explored hexes, but not in wild hexes. Garrison is a stackable type.

Garrison units cannot leave the hex they are assigned to; if they do, they cease being garrison units. Any fortifications built using Dug In cease to be effective (assume they fall apart with neglect). If the hex is to be re-garrisoned, the 100 RPs must be paid again to add this ability to the resident unit.

**Cost:** 200 RPs

**Special Abilities:** Dug In, Supplies

**Dug In:** A garrison unit has had time to learn the terrain and to set up a wide range of primitive, but effective, fortifications. The unit has 100 "free" RPs worth of battlefield fortifications to spend in the hex prior to any battle. No time is spent creating these fortifications.

**Supplies:** A garrison unit is expected to live off the land, at least partially, and requires only half its normal upkeep.

## MERCENARY

A mercenary unit is one hired from outside the realm. This offers the advantage of allowing the realm to field a unit it could not ordinarily produce, but at a higher cost. Mercenary is a stackable type.

**Cost:** 50% more than normal

**Special Abilities:** Elite Forces

**Elite Forces:** Mercenaries are often hired for their skills, talents, and experience. Thus, mercenary units have a single bonus unit feat, selected when the unit is mustered.

## PENAL

A penal unit is one composed of criminals, slaves, or captured enemy soldiers. It fights poorly and has appalling Morale, but it's cheap. Best of all, they are expendable, making penal units great for cannon fodder.

A penal unit may only be irregular. Even if the individuals who compose it are well-trained, they will use only the minimum amount of skill needed to avoid being beaten or killed.

The total number of penal units that may be produced equals one fifth the total number of units the regent can produce overall (see p. 16) if those rules are in effect, and this number does not count against the total number of units.

**Cost:** Half the cost of the unit

**Special Abilities:** Unwilling, Expendable

**Unwilling:** The unit *really* doesn't want to fight. It has a -2 to Morale and Command checks, and a -1 to MAB and RAB. If the unit ever fails a Command check by more than 10, it turns on its controller, attacking the nearest non-penal unit with no penalties to MAB or RAB.

**Expendable:** The destruction of a penal unit does not force a Morale check on any adjacent allied units.

## PERSONAL

The unit has worked with an individual commander before—Baron Renquist's Phoenix Regiment—or has been hand picked to fill out the unit, such as a king's personal guard. A personal unit receives extensive training under the commander, or has fought many battles with him, and they are fiercely loyal to him. Personal is a stackable subtype, except with mercenary.

A given commander can have only one personal unit at a time. If a personal unit is destroyed, there is a base 50 percent chance the unit can reform in a week. If this check is failed, it takes two seasons to form another personal unit.

**Cost:** Increase cost by 25 percent

**Special Abilities:** Association

**Association:** The unit has fought under the leadership of its commander many times in the past, and they work together well. So long as the commander is seconded to the unit, the unit gains a +2 morale bonus to all attacks and saves, and a +2 bonus to all Command checks.

## SCOUT

Scouts learn to move along with the terrain, exploiting natural topography, and know how to live off the land. A scout unit is one that has been specially trained to explore territory, locate enemy encampments, and survive on its own for long periods of time. Only light infantry or cavalry can be scouts.

**Cost:** 100 RPs

**Special Abilities:** Hide, Search, Wilderness Lore

**Hide:** A scout unit may move within a province unbeknownst to anyone else in the hex, including the hex's regent (if any). Mark the movement secretly on a separate piece of paper. A regent who suspects a scout unit in one of his provinces can send one of their own scout units to ferret them out.

**Search:** The scout unit can locate hidden units within their current hex. The units roll opposed Will saves. If the scout unit wins, the hidden unit is revealed. Note that this ability allows a scout unit to detect other, enemy scout units in the province.

**Wilderness Lore:** The scout unit can survive without supplies in a wild or explored hex. So long as the scout unit is in such a province, they do not require any upkeep.

## SLAYER

A slayer unit has received special training, or is perhaps just strongly motivated, to attack and kill a unit composed of a particular creature type (defined when this subtype is purchased). They have mastered combat tactics of use against the creature type, and nurture a special loathing for it. The unit receives a name reflecting its target, such as Orc-Slayers, Man-Slayers, Ogre-Slayers, and so on.

**Cost:** 75 RPs

**Special Abilities:** Hatred, Intolerance, Strike to Kill

**Hatred:** When a unit of slayers intersects a unit composed of their foes, any Morale check is made at +2.

**Intolerance:** If it should ever occur that a slayer unit and a unit composed of their target creature fight on the same side in a battle, the slayer unit suffers a -2 morale penalty of all checks. Thus, orcs and Orc-Slayers do not a good combination make.

**Strike To Kill:** A slayer unit knows exactly how to fight its chosen foe, and gains +1 to MAB, RAB, and Power when attacking a unit of the chosen species.

## WORKER

A worker unit is an irregular unit lacking combat training, but skilled at building fortifications. They are next to useless should an opposing army should appear before they are done. They do nothing but labor all day—they do not need to attend to weapons, armor, or training.

**Cost:** As per irregular unit - 30 RPs

**Special Abilities:** Noncombatant, Worker

**Noncombatant:** A worker unit does not fight. It has an MAB and RAB of +0, and may not be equipped with weapons or armor. If forced to fight, it has a Morale modifier of -5.

**Worker:** A worker unit counts as two units for purposes of building fortifications (see p. 40).

## STEP FOUR: UNIT FEATS

Just as feats grant special abilities or bonuses to individuals, unit feats grant special abilities and bonuses to units. Many of the feats are only applicable to certain unit types, or require certain realm resources.

Irregular units may not learn feats; regular units may learn one, and elite units may learn two. In addition, units composed of creatures with four or more hit dice may learn one feat for each four full hit dice they possess.

The cost specified is added to the cost of the unit if the unit is mustered with the feat. It is assumed the training for the feat occurs when the unit itself is being created. If the regent wishes to grant a feat after mustering, the Train Troops realm action must be ordered (see p. 39).

## BRAVE

The unit is exceptionally courageous.

**Cost:** 20 RPs

**Benefit:** The unit gains a +4 morale bonus on all saves against fear.

## DISCIPLINED

The unit is exceptionally good at taking orders.

**Cost:** 30 RPs

**Benefit:** The unit gains a +2 competence bonus to all Command checks.

## FAST

The unit can move swiftly.

**Cost:** 50 RPs

**Prerequisites:** Only units wearing light armor may take this feat.

**Benefit:** The unit gains +1 to Move.

## MAGE-TRAINED

The unit has some familiarity with magic in battle—what it can do, what it can't, how to recognize it, and so on. This makes the unit less susceptible to Morale checks based on exposure to magic.

**Cost:** 50 RPs

**Prerequisites:** The realm must have a wizard's guild. One unit per season can be trained per guild.

**Benefit:** The unit gains a +4 morale bonus to Morale checks caused by magic.

## MOUNT ATTACK

The unit and their mounts have been trained to attack as one, with the mounts clawing, biting, or slashing at opponents even as their riders use sword and spear.

**Cost:** 50 percent of the cost of buying a unit of the mounts.

**Prerequisites:** Cavalry units only.

**Benefit:** In combat, a cavalry unit with this feat makes two attacks, one using the MAB and Melee Power of the rider, the other using the MAB and Melee Power of the mount, as if the mounts were written up as a separate unit.

## PRECISION DRILL

The unit has practiced moving in formation.

**Cost:** 10 RPs

**Benefit:** The unit gains a +2 competence bonus to all checks for Wheel or Shuffle maneuvers (see p. 70)

## SKILLED DEFENDERS

The individuals of the unit can protect their commander from direct assault.

**Cost:** 20 RPs

**Prerequisite:** Only regular and elite units may take this feat.

**Benefit:** Whenever an enemy individual attempts to engage a commander seconded to this unit in individual combat (see p. 74), he suffers a -4 penalty to the attempt, unless the unit's commander is willing to be so engaged.

**Requirements:** None

## TERRAIN-TRAINED

The unit has skill in operating in a particular terrain.

**Cost:** 50 RPs

**Prerequisite:** There must be at least one hex of the appropriate terrain in the unit's realm. Since battlefield terrain (which this refers to) differs slightly from province terrain, study the terrain rules to see which types of province terrain contain which types of battlefield terrain (see p. 78)

**Benefit:** A specific terrain must be specified when this feat is taken. Depending the terrain type, the following benefits are gained:

*Light Forest:* Maneuver penalties are reduced to -1. No penalty for firing into the forest.

*Dense Forest:* Maneuver penalties are reduced to -2. Ranged attacks made against enemy units in the terrain suffer only a -1 penalty.

*Marsh:* Light infantry may move at three-quarter speed; other units may move at half speed. Movement maneuver penalties are halved.

*Rocky:* Movement rate is normal, and the movement Command check is -2.

*Glacier:* Movement rate is three-quarters normal, and the movement Command check penalty is -3.

# FIELDS OF BLOOD

## UNBREAKABLE

The unit is trained to stay together, no matter what.

**Cost:** 30 RPs

**Prerequisite:** Only elite units may take this feat.

**Benefit:** When rolling Morale to avoid breaking (see p. 69-70), the unit gains a +4 competence bonus to the check.

## STEP FIVE: WEAPONS & ARMOR

Infantry, cavalry, or elite ogre-slayers can't do much on the battlefield without weapons and armor. Units are equipped with general classes of weapons and armor. Any unit can use any class of weapons or armor, though it is best to equip units with weapons suited to their roles; weighing down a unit of light infantry with heavy armor is counter-productive.

A unit can have two weapons—a melee weapon and a ranged weapon, for instance, or two different classes of melee weapon—but such units cannot be equipped with shields.

### IRREGULAR UNITS AND WEAPONS

All weapons purchased for irregular units are considered simple. They are purchased normally, but their power is reduced by -2. This represents the fact that irregulars are not well trained, and are given, basically, cast-off weapons mixed with whatever farm implements and hand-me-down knives they brought with them to the battlefield.

### WEAPON AND ARMOR COSTS

The costs for outfitting an entire unit with weapons and armor are vastly different than the cost of outfitting an individual. Economies of scale make it not only cheaper to buy arms and armor in bulk, but part of hiring a unit means hiring warriors with their own weapons and armor. Also, regents usually supply their own metals, have royal smiths who work only for them, and acquire many arms and armor at special discounts.

### SPECIFIC WEAPONS

For simplicity, specific weapons are not detailed, only the general weapon class. For purposes of color and flavor, however, it may be desired to specify what weapons a particular unit is armed with, such as the Imperial Pikemen, the Dwarvish Axemen's Legion, the 15th Royal Longbows, and so on. Furthermore, it is possible some creatures may have DR against certain weapon types, such as skeletons' resistance to piercing weapons, so noting the specific weapon types can have a meaningful effect.

If a specific weapon is chosen for a unit, the Power is equal to the size of the damage die, +1 for any additional die. The cost of the weapon in Resource Points is equal to the gold piece cost plus five. So a weapon that costs 15 gp to buy for an individual costs 20 RPs to equip for a unit.

## ARMOR

There are three classes of armor. Each provides a bonus to the unit's AC as well as limiting the unit's dexterity bonus to AC. Bonuses to AC, as well as Max Dex Bonus and Cost are listed on Table 4.8: Armor.

Table 4.8: Armor

Armor	AC Bonus	Max Dex	Cost	Move
Light	2	+6	25	No Adjustment
Medium	5	+3	50	-1"
Heavy	8	+0	100	-2"
Shield	1	—	10	—

**Elven Chain:** Generally, only elves themselves can produce enough of this armor to outfit an army. Elven chain grants +5 AC, but is treated as light armor otherwise; it does not reduce movement or Dex checks in any way. Outfitting a unit in elven chain costs 200 RPs.

## WEAPONS

Melee weapons are described on Table 4.9: Melee Weapons, while ranged weapons can be found on Table 4.10: Ranged Weapons. The MAB of the weapon is the bonus it adds to the MAB of the unit using it, the Power is added to the base Power of the unit wielding it, and the cost is in Resource Points.

Table 4.9: Melee Weapons

	MAB	Power	Cost
Light	+1	4	10
Light Long	+0	4*†	15
Medium	0	6	20
Medium Long	0	6*†	25
Heavy	-1	8	35
Heavy Long	-2**	8*†	40

\* Long Weapons may be set to Receive Charge (see p. 71). When this is done, their Power is doubled.

\*\* Except when set to Receive Charge.

† Weapon Power is doubled when used by charging cavalry.

A typical light long weapon is the spear; a typical medium long weapon is a lance; a typical heavy long weapon is a halberd or heavy lance. It's assumed that cavalry units are equipped with weapons appropriate to cavalry, and infantry units with weapons appropriate to infantry.

Table 4.10: Ranged Weapons

	Power	Range Increment	Cost
Light	4	1"	10
Medium	6	2"	20
Heavy	8	3"	35
Composite	—	+1"***	+10
Mighty	*	—	†

Composite and Mighty are modifiers that can be added to any medium or ranged weapons.

\* Mighty weapons do +1 Power per Strength bonus.

† Mighty weapons cost an extra 10 RPs per Strength bonus.

\*\* Composite bows add 1" to their first range band only; Composite medium weapons, thus, have 3" for their first range increment, then 2" for each increment after that.

For each range increment beyond the first the Power of the weapon is reduced by -1.

Against special units, but not against normal units, ranged attacks also suffer a -1 to RAB for each range unit beyond the first, because they are not firing at a large, dense, mass.

The maximum range for an attack is range increment x 10.

## UNUSUAL UNITS AND EQUIPMENT

A unit of halflings or ogres has different equipment needs. All weapons have -1 Power when wielded by Small units (they are using smaller weapons), +1 Power when wielded by Large units, and +2 Power when wielded by Huge units. Armor and weapons for Small or smaller units costs half what armor for Medium units (the default) costs; armor for Large units costs twice as much, and for Huge units, four times as much.

## THROWN WEAPONS

Thrown weapons have very short ranges on the *Fields of Blood* scale, and there is the troublesome issue of retrieval. A soldier can easily carry enough arrows to last a battle, but not enough throwing axes or spears. For this reason, thrown weapons are not generally considered standard unit equipment in *Fields of Blood*.

As an option, troops can be equipped with a thrown weapon. This is considered a light ranged weapon, and may be used once per battle. (Surviving units are assumed to scavenge their weapons after the battle is over). Units equipped with thrown weapons may use the Hurl Weapons maneuver (see p. 71).

## MASTERWORK WEAPONS

Units can be equipped with masterwork weapons, granting +1 MAB, at considerable expense. Masterwork weapons cost three times what their normal counterparts cost, and can only be used by regular or elite troops.

## STEP SIX: COST

Total up all the costs associated with each stage of unit creation—race, training, subtype, feats, armor, and weapons. Other cost modifiers, if not factored previously (see p. 52), should be included at this point. This total is the cost of a Muster Troops action (see p. 38) for the unit at issue. This value is, of course, modified by Table 3.7: Racial Attitude Modifiers.

## Formations

It is possible, and often beneficial, for units to be grouped together in formations. There are three formation types: cohorts, companies, and legions. Formations must be created prior to battle using the Create Formation regent action (see p. 36).

- A cohort consists of four units, arranged as a 2" x 2" square or a 1" x 4" line.
- A company consists of nine units, arranged as 3" x 3" square.
- A legion consists of sixteen units, arranged as a 4" x 4" square.

Only units of the same race and training, with the same equipment, can join together. A unit a regular human light cavalry with the subtype scout can only join a formation with other regular human light cavalry scouts.

A formation has a single commander, assigned when the formation is created. A formation may attack any unit it intersects and always moves as a single unit. A formation may choose to break down to constituent units in combat—for example, it may be necessary to pursue enemy troops which are scattering—but it may not later reform during the same battle.

## ADVANTAGES AND DISADVANTAGES

There are several advantages to joining units into formations. First, they become vastly easier to manage. Instead of issuing nine orders to nine different units, a regent can issue one to an entire company. Formations also become more powerful and more effective in combat, though they are easier to hit with area-effect attacks. They also gain bonuses to Will and Morale. Units within a formation take damage individually, granting them many more hit points than single units. Formation bonuses are noted on Table 4.11: Formation Modifiers.

Formations are not without their disadvantages. They have problems moving and maintaining coherency in difficult terrain (see terrain rules, pp. 76-77).

Also, if a unit in a formation breaks due to a Morale check, this can cascade across the rest of the formation. Each unit in the formation must make a DC 10 Morale check.

## FORMATION COUNTERS

Larger counters are used to represent formations (see p. 174). This is much simpler than trying to keep 16 1" x 1" counters coherent as the formation wheels or charges. Each counter should be "grided," however, to mark the individual units within it. When a unit attacks a formation, it is considered to be attacking any unit in the formation that the attacking unit intersects. If more than one unit is eligible, the attacker chooses which unit is attacked. Likewise, when a formation attacks, it must specify which units within the formation are actually doing the fighting. Units within the formation can suffer conditions individually.

If a unit is lost from a formation (via Morale failure or combat), it drops to the next lower type for most purposes. The battlefield counter for the formation remains the same, the bonuses are simply adjusted. If the formation falls below four units, it is replaced by three normal unit counters. A formation so decimated may not be reformed (see p. 38).

We recommend placing a coin on each unit within a formation when it is wounded; heads indicates one wound, tails indicates a dead unit. If a dead unit is on the outer edge of the formation, it cannot attack (obviously), or be intersected; it is a temporary gap in the formation that can be closed when the formation's commander issues an Alternate Fresh Troops order (see p. 71).

Table 4.11: Formation Modifiers

Formation	MAB	RAB	Fort	Ref	Will	Morale
Cohort	+2	+2	—	-2	+1	+5
Company	+4	+4	—	-4	+2	+10
Legion	+6	+6	—	-6	+3	+15

## Elbion, Continued

Dave, in the role of Lord Jaspur, wants to get an idea of his current army's abilities. As stated previously (see p. 44), Jaspur inherited five units of regular medium infantry and a unit of regular light cavalry. These need to be stated out first.

Then Dave wants to expand by collecting new units through Muster Troops actions (see p. 38). Lord Jaspur decides he needs some specialized troops for his growing army—archers and elite heavy cavalry.

### INFANTRY

The predominant race in the Weald are humans; Dave starts with first level commoners with no ability bonuses. They have: MAB 0, RAB 0, AC 10, Melee Power 1, Ranged Power 1, Toughness 15, Wound Levels 2, Morale 1, Command 0, and saves of +0. They move at six inches on the battlefield and have 42 Movement Points. Their cost is 60 RPs. Hardly impressive.

His current units are regular medium infantry. Consulting Table 4.5: Medium Infantry, Dave applies the regular unit modifiers, and increases the cost by 160 RPs.

Assuming that the old lord had no specialized troops, Tom tells Dave to skip the subtype and feat steps and go on to equipment. Dave figures that medium armor and shield (+6 AC; -1" Move), light long weapons (making them spearman; +4 Melee Power), and light bows (+4 Ranged Power; 1" ranged increment) are appropriate. The cost of all that is 85 RPs.

The final regular medium infantry unit stats appear on p. 61.

For his new archers, Dave decides to start with elite light infantry. Consulting Table 4.4: Light Infantry, and finding the elite line, Dave applies the bonuses to the base human stats, and increases the base cost (60) by 260 RPs.

Now Dave moves on to subtype and unit feats. While he could simply give his light infantry some bows and arrows, the archers subtype allows the unit to use archery battle maneuvers and mass their fire. Dave notes down the subtype on the unit record, and raises the cost by 100 RPs.

For weapons and armor, the choice is clear—light armor (+2 AC), light weapons (+1 MAB, +4 Melee Power), and heavy bows (+8 Power; 3" ranged increment). This totals an additional 70 RPs.

So what do the elite light archers look like. Here's the specifics.

MAB: +4 (+3 training, +1 light weapon)  
 RAB: +5 (training)  
 AC: 12 (10 base, +2 light armor)  
 Melee Power: +7 (+1 base, +2 training, +4 light weapon)  
 Ranged Power: +11 (+1 base, +2 training, +8 heavy bows)  
 Toughness: 17 (15 base, +2 training)  
 Wound Levels: 2 (base)  
 Morale: +3 (+1 base, +2 training)  
 Command: +5 (training)  
 Fort Save: +1 (training)  
 Ref Save: +3 (training)  
 Will Save: +1 (training)  
 Shock Factor: 0  
 Move: 6" (base)  
 Movement Points: 42  
 Cost: 490  
 Upkeep: 123

### CAVALRY

Lord Jaspur inherited a unit of regular light cavalry. That's basically a unit of regular light infantry mounted on light horses. Starting again with raw recruits, Dave adds the modifications from Table 4.4: Light Infantry. Base cost (60 RPs) increases by 160.

Dave equips them with light armor (+2 AC), medium long weapons (+6 Melee Power), and light bows (+4 Ranged Power; 1" ranged increment). That bumps up cost by 60 RPs.

Consulting **Appendix D: Monsters** under the light warhorse entry, Dave applies the formulas on pp. 54-55. He adds half the mount's MAB, or +3. The rider's AC 12 is averaged with the mounts AC 14 and AC 13 results. Dave factors in the mount's Melee Power (half of 10, or 5) and half the mount's Toughness bonus (14/2 = 7). He uses the rider's Fortitude Save and Will Save, and the mount's Reflex save. The cost increases by one half the mounts normal 360 RPs, or 185 RPs. The final stats are:

MAB: +5 (+2 training, +3 mount)  
 RAB: +3 (training)  
 AC: 13 (10 base, +2 light armor, averaged with mount)  
 Melee Power: +13 (+1 base, +1 training, +6 medium long weapons, +5 mount)  
 Ranged Power: +6 (+1 base, +1 training, +4 light bows)  
 Toughness: 23 (15 base, +1 training, +7 mount)  
 Wound Levels: 2 (base)  
 Morale: + (+1 base, +1 training)  
 Command: +2 (training)  
 Fort Save: +1 (training)  
 Ref Save: +4 (mount)  
 Will Save: +1 (training)  
 Shock Factor: 0  
 Move: 12" (mount)  
 Movement Points: 84  
 Cost: 465  
 Upkeep: 117

So now Jaspur wants a unit of hard-hitting cavalry to call his own. He starts with human commoners and applies the elite heavy infantry bonuses of +5 MAB, +3 RAB, +2 Melee and Ranged Power, +2 Toughness, +2 Morale, +5 Command, +3 Fort save, +1 Ref and Will save, +240 cost.

To these statistics Dave adds the game information for heavy warhorses from **Appendix D: Monsters** (p. 171). These provide +4 MAB, an average with the horse's AC 14, +8 Melee Power, +8 Toughness, a replaced Reflex save of +5, and a replaced Move of 10. The cost increases by half 420, or 210 RPs.

Dave turns to subtype and unit feats. He envisions this unit as the best of the best, Lord Jaspur's pride and joy. He gives them the personal subtype (25 percent cost increase, or +128 RPs). With Lord Jaspur riding at its head, these troops gain bonuses to attacks, saves, and Command checks. Elite units may have two unit feats, and Dave goes with Disciplined (+2 Command, +30 RPs) and Precision Drill (+10 RPs).

Time for equipment. Heavy armor is the best but it slows them down too much. Dave goes with medium armor and shields (60 RPs), reducing the warhorse's movement to eight inches. He gives them lances (medium long weapons, +6 Power, 25 RPs) and light bows (+4 Ranged Power, 1" ranged increment, 10 RPs).

The total cost for Jaspur's Own is 60 (base) plus 240 (elite heavy) plus 210 (mounts) plus 168 (subtype/feats) plus 85 (equipment), or 763 RPs. The final stats are on p. 61.

## NAME: REGULAR MEDIUM INFANTRY

### FORMATION:

#### Description

Race: Human	Feats: None
Unit Type: Martial	Weapons: Light melee/ranged
Training Level: Regular	Armor: Medium/shield
Training Type: Medium	Cost: 305
Subtype: None	Upkeep: 77

#### Attributes

MAB: +2	Fort Save: +2
RAB: +2	Reflex Save: +2
AC: 16	Will Save: +1
Melee Power: +6	Shock Factor: 0
Ranged Power: +6	Move: 5"
Toughness: 17	Movement Points: 35
Wound Levels: 2	
Morale: +2	
Command: +2	



## NAME: LORD JASPYR'S OWN

### FORMATION:

#### Description

Race: Human	Feats: Disciplined, Precision Drill
Unit Type: Martial	Weapons: Lance
Training Level: Elite	Armor: Medium
Training Type: Heavy	Cost: 763
Subtype: Personal	Upkeep: 191

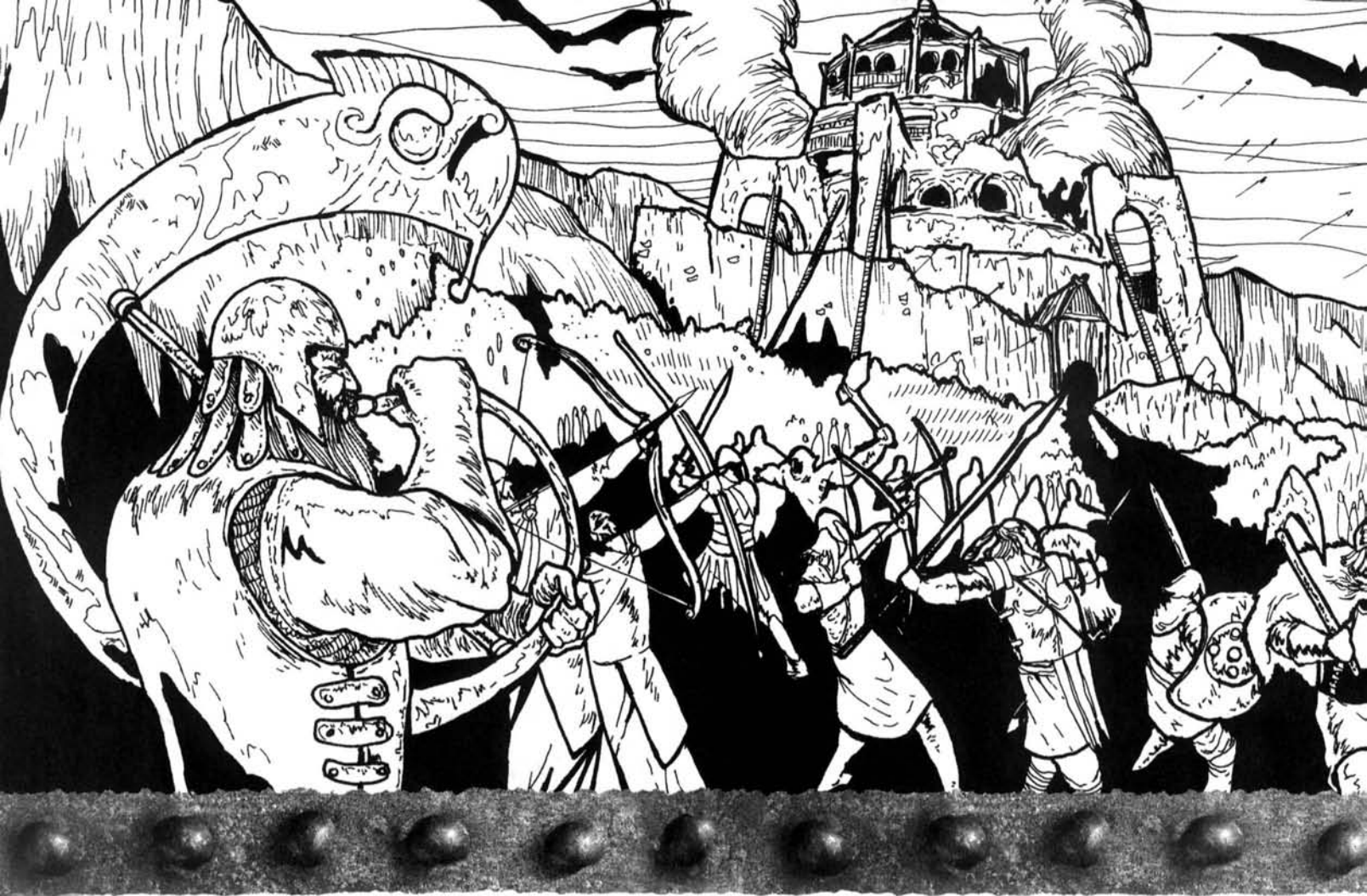
#### Attributes

MAB: +9*	Fort Save: +3*
RAB: +3*	Reflex Save: +5*
AC: 15	Will Save: +1*
Melee Power: 17**	Shock Factor: 0
Ranged Power: 8	Move: 8
Toughness: 25	Movement Points: 42
Wound Levels: 2	
Morale: +2	
Command: +7*	

\* +2 when Jaspvr secunded from personal subtype (does not account for secunding benefits of Jaspvr as individual, see p. 74)

\*\* Melee Power 23 when charging





## CHAPTER FIVE: BATTLE

*Jaspyr was used to combat, but had had, previously, no experience with slaughter.*

*He watched as men—his men—fell around him. Bodies pierced by arrows or spears, or slashed in twain by those huge war-axes the Westerling men used. The dark, metallic smell of blood filled his nostrils. There needed to be a shift in the battle soon, a decisive one, or this first bleeding of his troops would be their last.*

*“Wheel left! LEFT! Hit their flank, those spearmen will break if we strike them but once more, I know it!” His shout, nearly drowned in the noise of battle, reached only those nearest to him, who acted, leading others to do likewise. The unit, his finest infantrymen, turned and began to move. Jaspyr rode among them, his longsword ablaze, his body coursing with eldritch energy. But not, he thought, for much longer. The strength-enhancing sorcery had already sputtered out, and his blade was growing heavier in his hand. The spell that enhanced his endurance would end soon, he knew, and he winced at the thought of the wound in his side, and how it would feel once the magic fled.*

*Overall, he mused as the charge picked up speed, it has gone better than Merrick cautioned, worse than I had hoped. His face contorted in disgust. Merrick, the old worrier, had been right about some things. This isn't the combat I know. This isn't like the battles I've fought, nothing at all. A tight corridor in an abandoned temple, a handful of foes, the knowledge that it would be over in a minute or so . . . this isn't like that. He was right and I was wrong, and . . . Bah.*

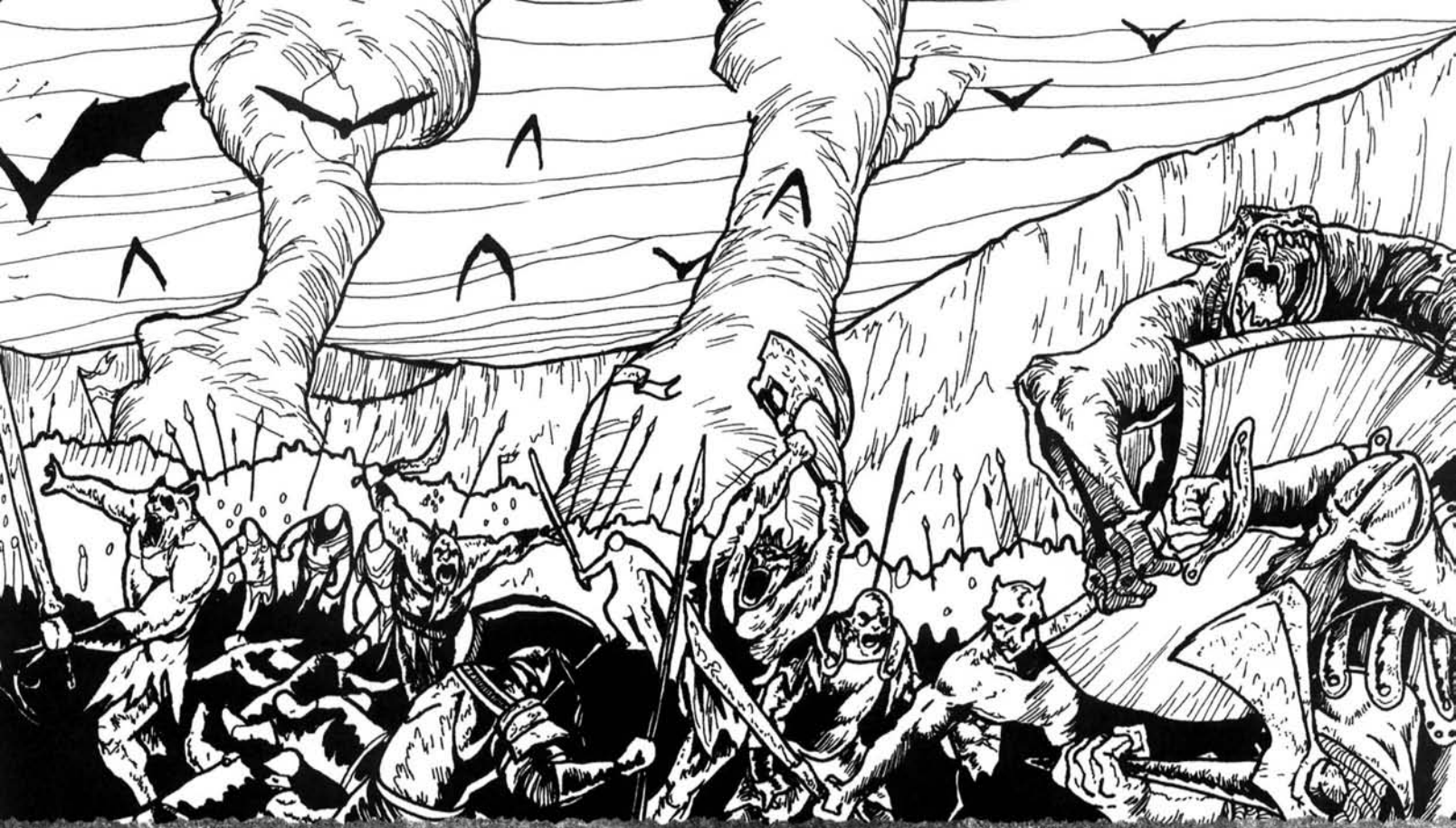
*I've learned, though, he thought. Quickly. Adapted. We aren't taking the kind of losses we were, and the field is starting to be ours. There was a crack and a flash. Velidens is learning, too—that's one of his spells, I'd know that sound anywhere. We're going to take this one, and I'm going to make Merrick admit he was wrong about me. About the battle.*

*The constant noise of the battlefield took on a new tone as his unit met the Westerling spearmen. The overall sound didn't change, but it became louder, sharper, more focused. The screams were distinct, now—they were threads, not a piece of cloth.*

*The first rank had hit, and hit hard. Though the spearmen had struck first, their weapons were less effective than they'd hoped, and the charge was unbroken. His swordsmen tore into them. Their front ranks fell back, wounded or dead, and fresh troops moved up. His own did likewise. He watched as Corrin, who'd come from one of the fishing villages in the shadow of Yeoman's Market, fell back, red spray exploding from his chest. Brent stepped into the gap before it could grow, as two others—Jaspyr didn't know their names—hauled Corrin back. One looked into Corrin's eyes, shook his head, then leapt forward to fight.*

*They were holding. The months of training shone.*

*The same was not true of the Westerlings. Their unit was, as he'd thought, breaking. The rear ranks weren't pushing forward to replace the fallen front any more, but turning and fleeing. Jaspyr saw their commander shouting orders, giving signs, but it was no use. Fear spread faster than fire on dry straw.*



*Screams to the right.*

*Jaspyr tugged on the reins and wheeled his mount around. Even as their spearmen had fallen, the Westerlings had moved their axemen into position. He yelled orders, and the men spun to deal with this new threat. The pain in his side flared anew as the last of the magic faded . . .*

## Battle!

Finally, to the *Fields of Blood*! In this chapter are all the rules necessary to run battles, ranging from quick skirmishes involving a few hundred men to the clashes of thousands, from a small brush-fire war to the siege of an imperial capital. Command armies to fight, cast spells to confound or destroy, batter fortress gates or command your harpy legions to fly over them, fight in dense woodland realms or across treacherous rocky wastes . . . all of this, and more, is contained herein. Read on!

This chapter discusses the following topics:

- Preparing to fight—when two armies meet, it doesn't *have* to be war . . .
- Conquering a province—adding your enemy's lands to your own.
- Combat—all the rules needed to run a battle, including dozens of combat orders, from simple wheels to complex massed attacks, and the use of battlefield fortifications.
- Individuals in combat—high-powered PCs and NPCs can be an army unto themselves, or can add their strength to a unit of lesser soldiers.

## To Fight Or Not To Fight

Battle only happens between armies occupying the same province. When two armies from unallied realms cross paths in a province, combat may result. Units from allied realms can freely move through provinces governed by allied regents.

Battle does not automatically occur. It requires at least one of the regents to declare an intent to fight. If one regent declares he will not peacefully coexist in the province, the other regent has the option to quit the field and withdraw his troops from the province, or stay and fight it out.

### NEGOTIATION

When two opposing armies cross paths, the decision to fight or not to fight need not be made in a vacuum. Regents have the opportunity to negotiate. This often takes place as the two regents, or their representatives (often the army's general), ride into the middle of the field of battle under a flag of truce. Both sides offer their positions—perhaps one regent requesting clear passage through the other's lands, or offering a bribe to convince an opponent to quit the field, or issuing vague threats ("You shall lead your army off the field of battle, *or else*."). Most regents require strict agreements, even tithes and promises of future support in other theatres. Letting an unallied army pass through your governed provinces is a recipe for disaster, for nothing stops a nefarious regent from breaking the agreement once directly outside one of your population centers.



Negotiations are best handled through roleplaying in a GMed game, or just playing it out in a GMless game. If one of the parties involved is an NPC, negotiations can also be handled by opposed diplomacy rolls, with the winner of the roll being able to force either a confrontation or a free passage as they choose. If both parties are player-controlled forces, it is up to the players themselves how to react.

Threats, bluffs, and the like all have a vital role to play (and make this aspect of war ripe for good roleplaying). In most cases, the true size and scope of a realm's forces is not common knowledge. One player might say, "If you should attack this small expeditionary force which by sheer accident crossed your borders, an army of ten thousand will be at the gates of your capital before the season is out. However, to make amends for this *accidental* breaching of your borders, I offer a sum of 500 Resource Points." The other player can then decide whether to attack the small army and call the bluff, or to take the Resource Points and, perhaps, use them to fund Espionage actions to find out just how many troops his opponent really had.

Nothing says a deal between regents must be upheld. A regent who promises to quit the field and return home with his army in return for lands and money could simply attack next season (after the spoils changed hands). Or the opposing regent could "forget" to send those chests of gold once the enemy has vacated his lands. Breaking one's word is bad, however, and can lead to dire consequences. In a game against other player-controlled opponents, they'd be fools to trust the lying regent a second time. NPC nations will be enraged by the betrayal, as well. The GM would be justified in granting a +1 Morale bonus and a +10 percent bonus to production for any realm which has had a treaty or agreement broken. If an NPC realm betrays a player's realm, the same benefits could be applied.

## Taking Over A Province

When a hostile army enters a province containing a population center, it can be conquered and added to their realm (which is, after all, the point). There are, generally, two phases to conquering a province. First, any troops stationed in the province, but which are not garrisoning the population center (see p. 40) must be defeated. Then, the population center and its garrisoned units must be taken. This can be a difficult process, especially if the settlement is walled, or has a fortress, castle, or other such defensive building.

Once all defenders are eliminated, the province may be conquered. To take over a hex governed by another regent, the aggressor regent must begin a season with troops in the province equal in RPs to the province's upkeep. Those troops cannot leave the province, though they may be killed during battle or receive reinforcements. If, at the end of the season, the aggressor regent has any troops in the province, and the defending regent does not, the province belongs to the aggressor.

Newly conquered provinces halve their production for the following season. If the province belonged to a realm whose predominant race is either unfriendly or hostile to the invader, its population center automatically downgrades by one step (from small city to large town, for example). This represents the exodus of citizens who don't wish to live under the new regime.

## Generals

Generals are assigned to armies using the Assign General regent action (see p. 35). If that action has not been taken, assume the general of any army is the PC present with the highest Command score. Command is a Charisma-based skill that is a class skill for fighters, paladins, and some prestige classes (see p. 97). All references to Command checks use the Command skill.

## Fighting

Fighting occurs when two armies meet, usually as a result of martial movement action orders being issued by the regent (see p. 41). When two armies enter the same province in the same week, and their respective regents do not wish to pass each other by peacefully, there is a brief dance of position within the province. This is called strategic movement. Once the specific field of battle is settled, play moves from the abstract world of realms, provinces, and resources to the bloody world of direct conflict. A battle area is set up using terrain markers and counters. Initiative is determined and then action proceeds turn by turn until one force is defeated, routed, or voluntarily retreats. Here is where men, beasts, and fell creatures face each other in the ultimate conflict, where massed formations wheel, charge, and die at the command of their liege. Here is where the fields are stained with blood.

## Strategic Movement

Two armies have marched to war, crossing rivers, plains, and marshes to get to the battlefield. Each general surveys the land, using maps and scouting reports, to determine where best to position his forces. Will it be the hills, with archers and infantry in front, and the cavalry hidden behind? Or should the infantry be positioned to cut off any retreat through the valley? Strategic movement occurs after two armies have entered a realm-level hex, and before they actually engage in battle. It's an opportunity to take advantage of local terrain features that may not be evident from the overall terrain type of the hex.

When two armies enter a province hex, the GM must prepare a strategic-level hex map. This is done by making a seven-hex map, and expanding the original single hex into it. Few province hexes have a single type of terrain throughout. The predominantly forest hex may have some plains, hills, or even marsh terrain. In the strategic movement phase, all that is determined.

**Example:** Using Elbion, let's suppose the Weald and Curwellan meet in battle at Hoddenhill (see p. 24). The hex is declared hill terrain for purposes of the Weald realm record sheet, but there are clearly marsh and plains present as well. If desired, some forest could be found bleeding over from the south.

The GM (or the players if no GM is present) should decide on the exact makeup of the seven hexes contained in the one larger hex. In Hoddenhill, various permutations could be found. The top two could be marsh, the middle three hills, and the bottom two plains. In the end, a more varied terrain is set. The GM or players decide that the top left strategic hex is hills and has the small town of Hoddenhill located in it. The top right strategic hex is marsh. The middle left hex is hill, the middle hex plains, and the middle right hex marsh. Rounding this out, the bottom left hex is plains and the bottom right forest. This makes for a series of meaningful strategic movement decisions.

The river in the province (needed for the Mine at Hoddenhill) must be specifically placed on the strategic map. The players decide to run it along the borders of the two left side hexes.

The seven strategic-level hexes with terrain are presented nearby. Now that the generals know what terrain is available, they can command their troops movement.

When positioning armies on the strategic map, follow this sequence:

- 1) Each general rolls a Command check.
- 2) The winning general may place his army on the strategic map, or forces his opponent to place first.
- 3) Each army moves in turns, passing through one hex per turn until it uses up its Movement Point allowance.

**Example:** On the sample map, the two armies dance around, trying to force the battle to the best terrain for them. The controller of the hex (Dave) probably doesn't want the battle to occur near his fields, and the thorp is not walled or otherwise protected, so that is also out. That removes strategic hex (1) and (4) as desirable terrain for him. He thinks hex (6) might be the best place, as this will force his opponent (entering from the western edge of the map) to fight with the river behind and to one side, possibly cutting off retreat. (Dave is convinced he will win easily.) The marsh and forest hexes are not optimal because they slow down his troops.

John, playing the barbarians of Curwellan, really likes hex (3), as his elven archers can use the hilly terrain for cover and his horseman can ride down on the Weald infantry. Since hex (3) is hills and hex (4) is plains, it is logical to assume that the general slope in hex (3) leads down from west to east. That's going to provide bonuses to the Curwellan troops. Also, the river in hex (3) is at the Wealdmen's back. All in all, better for Curwellan.

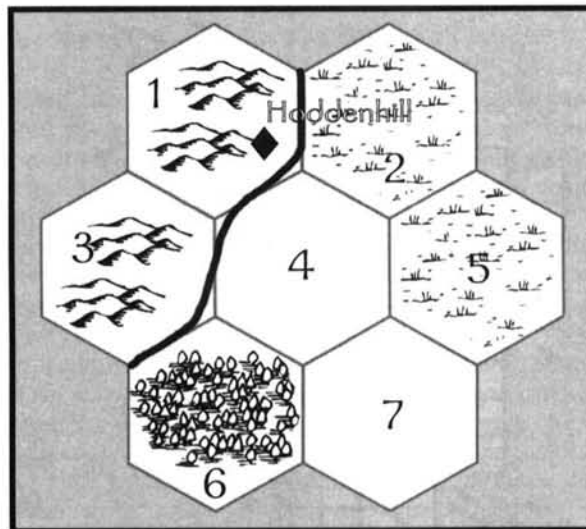
Both sides have their generals roll Command checks. The highest check goes first, and may place his army on the board, in a hex appropriate to his direction of movement on the realm level. Assuming John rolls higher, decides to place first, and his army entered Hoddenhill from the province to the west, strategic hexes (1), (3), or (6) would be appropriate starting places. On the other hand, he may also demand his opponent position his army first.

Once the armies are on the board, each side takes turns moving their forces. Each army has their normal allotment of Movement Points, and consumes them in the same manner. These are "scaled" movement points, each representing a smaller distance moved; this way, movement on the smaller hexes is proportionately identical to movement on province-sized hexes, with no additional rules needed. So if a hill terrain hex cost 10 MPs to move through on the province-level map, it would cost the same on the strategic map.

Each army moves one hex per turn, until they are either both in the same hex, or until Movement Points are exhausted. Once one army moves into a hex occupied by another army, battle begins. If both armies run out of Movement Points prior to occupying the same hex, the GM may pick a hex or a random roll should determine the battle hex.

If no battle was desired, it should have been handled through negotiation (see p. 64). If negotiations fail, there shall be WAR! You can't use the strategic maneuvering phase to avoid a battle you can't win and weren't willing to negotiate your way out of.

Once the strategic maneuvering is done, it's time to set up the battle board and pull out the counters. Any table top or floor will do as the "board." Terrain can be simulated using available items. Counter samples are provided on p. 174.



## Setup

The GM or players should arrange the terrain, based on the nature of the hex in which the battle is to take place. Any fortifications placed in the province prior to battle must likewise be noted. Terrain should reflect the individual hex on the strategic map, but it does not need to be monotonous; forest hexes will contain clearings and possibly small lakes or rivers, plains hexes may be spotted with hills or small clusters of trees. Battlefield terrain and suggestions for converting province terrain into battlefield terrain are given on pp. 76-78.

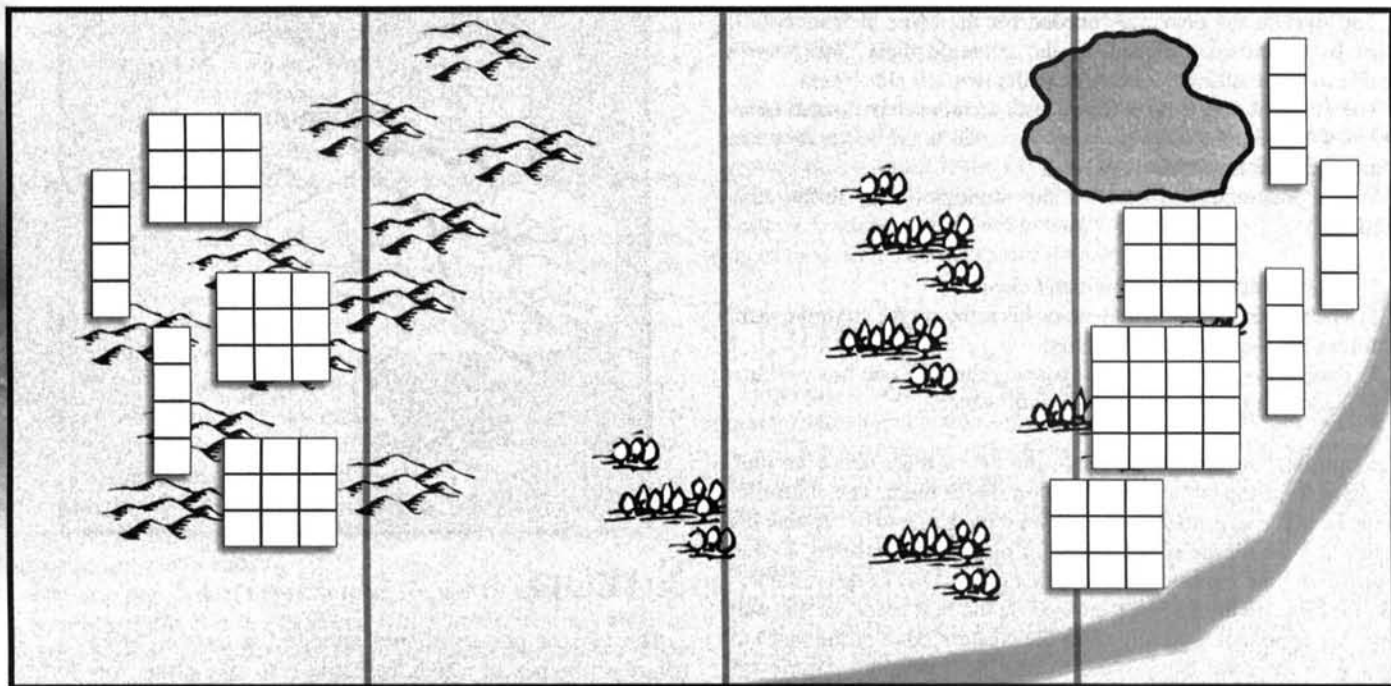
**Example:** For a battle in strategic hex (3) in the Hoddenhill province, the players should set up a battle board that includes a river on the east and south, sloped flatlands to the west, and flatlands elsewhere. Scattered terrain features, such as light and dense copses of woods and some rocky areas, could appear as well. A sample board with terrain features on it appears on p. 66.

Now the armies must be placed. Divide the war board into quarters, either north/south, east/west, or diagonally depending on how the armies entered the board. Players must pick sides that represent the outcome of the strategic movement phase. In the unusual circumstance of more than two hostile armies in one battle, starting positions for all armies must be determined (the players may want to vary from quartering the board in that situation).

**Example:** In the Curwellan/Weald battle, Dave entered the board from the east, John from the west. So the board quartering should be done in an east/west manner. Dave ended the strategic movement phase with his army backed up against a river. He will place the Weald forces in the eastern-most quadrant. John comes down the hills from the west. He sets up in the western-most quadrant. Unless one waits defensively for the other to approach, the bulk of the battle will be fought in the middle two quadrants.

Before any units are placed on the board, both generals make Command checks. The player with the highest result has an option—place a unit or formation on the board, or force his opponent to place a unit or formation on the board. If he opts to allow his opponent to place first, his opponent can choose any of his units or formations to put on the board. This represents a unit in the opposing force getting to the battlefield early, and perhaps tipping their general's overall hand.

After the first unit or formation has been placed on the board, players alternate placing troops on the board until all units have been accounted for. Sample unit placement appears on p. 66.



## UNITS AND FORMATIONS

For ease of reference, the term units will be used in the remainder of this chapter to mean both units and formations. When a general is allowed to move, attack or otherwise activate a unit, he may do so with any combination of units in any formation.

## Basic Combat Turn Sequence

Combat occurs in battle turns, with each turn having two phases: Initiative and activations.

**Initiative:** Both sides make Command checks; highest roll may activate units or force other units to activate. The number of units activated in the initial rush of combat depends on the relative success of the Command check.

**Activation:** Each activated unit may take actions. Actions come in several types—attack, move, full-turn, and free. Most actions require a Command check to determine if the unit can perform the action as commanded (see pp. 70-73).

**Repeat:** The activation phase alternates between players until all units have activated. When all units have acted or decided not to act, the next turn begins.

## INITIATIVE

At the beginning of each turn, both sides have their generals make Command checks, re-rolling ties. This simulates the ability of generals to size up the current situation quickly, and to begin issuing orders to troops, or change their orders rapidly as the battle progresses. The player with the highest result has a choice, activate a unit or force his opponent to activate a unit. Forcing his opponent to activate a unit represents the fact that generals never have complete control over their forces, and a unit will often jump the gun, much to the general's chagrin.

If the player who won initiative opts to go first, he may activate a number of units equal to the difference between his Command check and his opponent's before his opponent gets to activate his first unit.

After the first player has gone, the opposing player may activate one unit. Play then alternates, with each player activating one unit until all units have gone. The turn is then over, and initiative for the next turn is determined.

At the time scale of *Fields of Blood*—one minute per turn—the initiative modifiers of the individuals who compose a unit do not come into play. It all comes down to how skilled the commanders are at sizing up the field and issuing orders, not how much faster an elf is than an orc.

## ACTIVATIONS

When a player activates a unit, it gets two actions, an attack action and a movement action. There are two other action types, free actions and full-turn actions. While characters can move and attack with one action, units have a much harder time moving than individual characters. Picture it: a group of soldiers, formed up into ranks, are ordered to turn 90 degrees. How do they do it? Does one guy in one corner rotate in place while the rest of the unit pivots on that corner? Does the guy in the middle rotate in place while the entire unit rotates around him? Someone in the unit needs to be the focal point and everyone else in the formation has to move at a different speed in order to maintain the ranks. Whoever is the focal point rotates in place. Those next to him only need to move a few feet, those farthest away have to run in a large arc. Turning and moving at the same time is doubly complex with no single individual as a focal point.

To simulate the difficulty in getting a mass of soldiers to act in a coordinated fashion, many actions have a Difficulty Class. Every time a general issues an order to a unit, the unit must make a Command check against this DC, if the DC is greater than zero.

A unit may also hold its actions. It may then be activated at any point during the turn—for example, in response to an action by an enemy unit. This requires some careful timing rules, as follows:

- 1) A player announces an action taken by a unit—for example, “This unit of medium infantry charges downhill.”
- 2) At the point of announcement, but before any action has occurred, previously activated and holding units may attempt act before the just announced unit acts. A contest of Command checks occurs, and the commander with the higher check has his unit complete its action first.

It is also possible to activate a held unit after another unit has completed its action. This takes no Command rolls, but must be announced prior to the other player acting (or any other player if the battle has more than two sides).

**Example:** Assume a fight between orcs and men. The human commander activates a unit, but declares it to be holding.

The orc commander issues orders to a unit to move forward.

The human commander activates a unit and attacks. Then, before he turns the activation back over to the orc commander, he declares his held unit is going to move forward and attack as well.

## Intersection

An important term used throughout the rules is intersection. Two units are said to be intersecting if their counters are in contact to any degree. There is no such thing in *Fields of Blood* as partial intersection; if there is contact, there is intersection. All intersection is created equal.

It must be remembered that, while units are represented as simple squares, they are not bound within such lines in actuality. If the tip of one unit counter touches the edge of another, this means that at least a few soldiers in those two units can now strike at one another. If this occurs, other soldiers will flood forward, and a battle line will form.

## Command Checks

In war, one of the most difficult tasks is to get all the men in a unit to actually fight, and to do so in a coordinated fashion. Fear, confusion, and the basic desire to go home all weigh on a soldier's mind. Did he hear the command to wheel right? Will he remember to set his spear to receive a charge as the horses thunder down upon him? Morale governs whether or not the soldier will simply cut and run; Command, in turn, governs whether he will do anything but stand there, stunned.

To make a Command check, roll 1d20 and add the unit's Command rating and the leader's Command skill bonus, if any. If the result equals or exceeds the action's DC, the unit successfully executes the action. If the result is less than the action's DC, the unit does nothing. Because a one is only a critical failure on an attack, if a unit's bonus to its Command check is equal to or greater than the DC, no roll is necessary. The Command DC of all actions is listed with the description of the action (see pp. 70-73).

In some cases, maneuvers or actions have a DC 0 Command check. These checks come into play when circumstances (spell effects, terrain, and so on) force a penalty to all Command checks, making even a DC 0 check less than totally certain.

**Option:** With a large number of units, making Command checks for each can be tedious. If the players wish, units with the same Command bonus, and which are being given the same orders, can be rolled for five at a time. A single roll determines the success or failure of the orders for all five units.

## Facing

During standard d20 combat, there is no facing. You cannot be stabbed in the back, nor do you need to worry about whether an opponent is on your shielded side or not. This is only partially the case in *Fields of Blood*. While individual soldiers still do not care about facing, the unit as a whole has a definite front.

Each unit counter should be marked with an indicator showing its forward facing. A unit will always move in this direction. To change direction, the unit must execute a turning maneuver (see Change Face or Wheel, p. 70).

So long as a unit is in melee with only one other unit, facing does not matter—the soldiers in the unit can turn to battle attackers from any direction. However, if the unit intersects two enemy units at once, coming from different directions, this can be highly problematic, as the unit must split its attention. It has less ability to shuffle wounded soldiers from the rear ranks to the front lines, the commander must be aware of a two fronted battle, and so on. Furthermore, the unit must face the psychological fear of being caught in a vice; there's nowhere to run should things go badly. Then there's the surprise factor—the troops don't expect to be attacked from the rear and suddenly there's light cavalry riding up from behind, heavy infantry in front, and things look pretty bleak. Soldiers in battle tend to have tunnel vision, where they focus all their attention on the front ranks, so this surprise factor can significantly degrade a unit's capacities.

A unit intersecting with more than one enemy unit is flanked. A flanked unit suffers -2 to Power and Toughness. Power is decreased because the combatants must be split between more than one enemy. Toughness represents, in part, the ability of a group of soldiers to move the wounded out of direct combat and replace them with healthy individuals. A flanked unit may only attack one of the attacking units.

## Attacking

Once a unit has moved to intersect an enemy, or has simply got the enemy in sight in the case of ranged units, it may attack. A successful attack will wound an enemy unit; enough wounds, and it is destroyed. (Exceptionally powerful units can destroy weaker units in a single powerful surge!)

### MELEE ATTACKS

Melee attacks represent warfare at its most direct—hundreds of beings, armed and armored, clashing in battle. The line where fighting units intersect is a chaotic mass, with the ground quickly becoming slick with blood. The line seethes and roils; the wounded fall to the ground, or, if they are fortunate, step back, allowing the healthy to step forward to take their place. The commander of the unit struggles to maintain a sense of where all his men are, and how many of them still live and fight, even as his own blade hews through metal, skin, and bone, and the sweat borne of a mix of terror and adrenaline drips, stinging, into his eyes.

To perform a melee attack, the attacking unit must be intersecting the defending unit. The controlling player rolls 1d20 and adds the attacking unit's Melee Attack Bonus. If the result is equal to or greater than the defending unit's AC, the attacking unit inflicts damage. If the result is less than the defending unit's AC, the attacking unit causes no significant damage.

# FIELDS OF BLOOD

## RANGED ATTACKS

Ranged attacks represent a more distant kind of warfare, but one no less lethal. Archers must stand their ground, loosing volley after volley, as a seemingly relentless wall of infantry and cavalry bears down upon them. If they fail to slay the enemy before he reaches them, they will be cut down like wheat at harvest-time. To those on the receiving end, the attacks are a deadly rain, one that cannot be parried, and the attackers are distant specs, not men whom can be seen clearly and matched, blow for blow.

Any unit with ranged weapons that does not intersect an enemy unit can make a ranged attack. A target unit is selected, and the distance between the units is measured in inches. If the target is within the range listed on the weapon, no penalty is applied. For every range increment beyond the first, the attack suffers a -2 penalty.

Ranged weapons in battle have a much greater range than they do in personal combat, because the ranges listed for combat presume a single individual, taking a few seconds to aim at a single individual. In battle, all the presumptions change. Hundreds of individuals are each firing dozens of arrows over the course of one minute and only need to hit a square fifty feet on a side. While in individual combat, a single well placed shot can kill, and an inch to the left or right means a miss. In mass combat, aiming is a waste of time. A steady stream of missiles is directed at the massed foe— if an arrow misses one man, it will surely hit his neighbor.

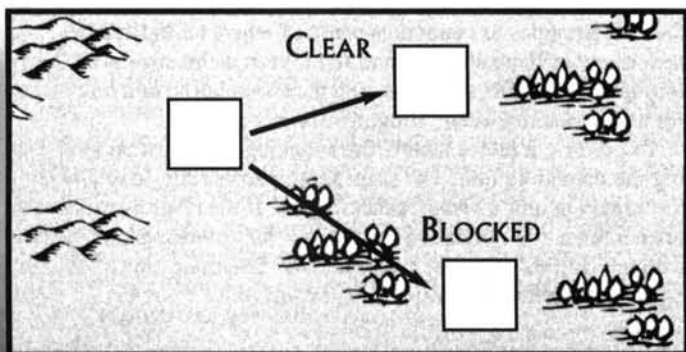
After range has been assessed, the attacking player rolls 1d20 and adds the unit's Ranged Attack Bonus. If the result is equal to or greater than the defending unit's AC, the attacking unit inflicts damage. If the result is less than the defending unit's AC, the attacking unit inflicts no significant damage, and the action is over.

If the attacking unit does not have a clear line of sight to the target unit, it suffers a -2 penalty to the roll. If the attack misses and the attackers didn't have line of sight, the attacking player must roll for scatter.

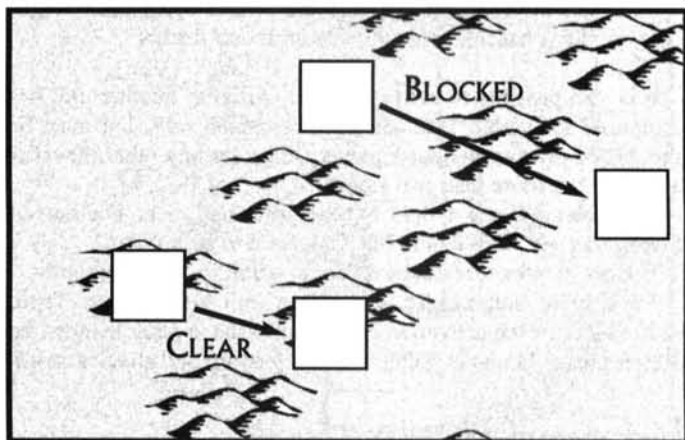
## LINE OF SIGHT

Ranged attacks are more likely to hit their target if the attackers can see their opponents. Line of sight refers to the ability of one unit to see another clearly without terrain or other units obstructing their field of view. To determine if one unit has line of sight (LOS) with another, the player should sight from the attacking unit to the defending unit. If another unit or terrain obscures half or more of the defending unit, the attackers do not have line of sight. It's important to sight from the attacker to the defender, not the other way around.

When using two-dimensional counters, it's impossible to literally sight from one unit to another. In this case take a string or tape measure and lay it across the battlefield in a straight line in such a way that it covers both attacking and defending units. If this line overlaps any other unit or terrain piece, LOS is blocked.



If there are hills or mountains between units, line of sight is blocked. If the terrain along the LOS includes areas with opposite slopes (in essence, a complete hill/mountain), then there is no LOS. If the entire incline is sloped the same way (one unit is on top of a hill, the other is at the bottom), LOS exists.



It can sometimes be difficult to judge if LOS can be had from one unit to another. If there is a dispute not easily resolved by simply studying the map or trying to draw a line, a sighting roll can be made. This is a simple 1d20 roll, made by each side (if desired and if the skill levels are known, Spot may be added to the sighting unit's roll, and Hide to the roll of the unit being sighted). If the attacker wins the roll, the unit has LOS. If the attacker loses, they do not, at least until one unit or the other moves, or until some other condition on the battlefield changes.

## SCATTER

Units that make ranged attacks without LOS and miss have to roll for scatter. The attacking unit rolls 1d20 and consults the Scatter Template (see p. 174). The center of the Scatter Template is located directly over the initially targeted unit with the arrow pointing in the direction of the attack. Depending on the scatter roll, the attack hits a one full inch away from the target unit in the appropriate direction. If the actual impact point is over another unit, friendly or hostile, that unit becomes the new target. The attacker must roll to hit normally against that unit. If he misses, the action ends and no more rolls are made.

1-2	3-6	7-8
9-10	↑ Target	11-12
13-14	15-18	19-20

## FIRING INTO MELEE

When two hostile units intersect, melee occurs. Firing arrows into the helter-skelter chaos of such a fight can be as dangerous to allies as to enemies. Still, this is not entirely without military merit. Irregulars sent to slow a charge by intercepting the enemy cavalry are basically expendable; they keep the cavalry distracted while the archers turn the cavalry—and, oh, a few peasants—into pin-cushions. Some unscrupulous regents love this tactic.

Any friendly unit which intersects a hostile unit that is the target of a ranged attack suffers an attack equal to half the Power of the one aimed at the hostile unit, using the same die roll, but against their armor class. (Yes, this means the lightly-armored irregulars fighting the plate mail-wearing cavalry are more likely to be hit. In general, it's bad to be an irregular.) An attack that misses scatters normally and may miss both allied and hostile unit.

A unit that takes a wound from friendly fire has a -2 circumstance penalty to all Morale checks for the duration of battle.

Archer subtype units are trained to not hit their own men, and only inflict an attack on an allied unit as a result of scatter.

## Damage

After one unit hits another, the attacking unit must make a damage check by comparing the attacker's Power to the target's Toughness.

The player controlling the successfully attacking unit rolls 1d20 and adds the unit's Power. The DC for the damage check is the defending unit's Toughness.

When making a damage check, if the attacking unit's roll plus Power equals or exceeds the defending unit's Toughness, the defending unit takes a wound.

## WOUNDING

Fresh units normally begin battles with two Wound Levels, more if the unit is exceptionally large and powerful (see p. 50). At this point, they are considered healthy. After taking one or more points of damage, the unit becomes wounded. When the unit is reduced to zero Wound Levels, it is dead. Unless treated by magic, the unit keeps its wounds in subsequent battles that day and that week. Units naturally regain Wound Levels at one point per week.

**Option:** If a damage check succeeds by more than 10 plus the Toughness of the unit, overkill has occurred and the defending unit takes an additional wound. For most units, with only two Wound Levels, this means death. As a further option, for each additional +5 that the damage check exceeds Toughness (over the initial 10), one more wound is taken. Thus, if the damage roll is 15 greater than the target unit's Toughness, three wounds are taken.

If using the counters provided (see p. 174), a normal unit is flipped over when wounded. This signifies that it has one more Wound Level before it is considered dead.

To keep track of Wound Levels for units with more than two, try the following technique: Place a number of small markers, or pennies, equal to the number of extra Wound Levels (Wound Levels above two) the unit has. Each time a wound is taken, remove one marker. When the unit has no extra Wound Levels left, and is wounded, flip the unit counter as usual. Since it is likely that few units in play will have more than two Wound Levels, this should not prove burdensome.

Wounds for fortifications are tracked as detailed on p. 59.

## WOUNDS AND HIT POINTS

If a PC unit has taken a wound, it loses a proportionate number of hit points when individual combat is entered, or when the battle is over and it's time to see the cleric. Divide total hit points by wounds to determine how many hit points each wound represents to a character.

**Examples:** A fighter with 76 hit points has three Wound Levels, and  $76/3 = 25$  (after rounding), so each wound equals 25 hit points. If he suffers one wound in battle, he has taken 25 hit points of damage, and has 51 left.

A paladin with 90 hit points also has three Wound Levels, but each wound represents 30 hit points. If the paladin suffers one wound, he has 60 hit points remaining.

### A NOTATION ON "WOUNDED"

When a unit is wounded, it does not lose functionality. This is done for two reasons:

- 1) The d20 rules, generally, do not acknowledge any loss of ability until death. A fighter with 200 hit points fights as well with one hit point as he does with 200.
- 2) In combat, not all the soldiers in a unit are engaged at any given time. Only the front ranks are actually swinging and being swung at; those in the back are not directly threatened. As front-line soldiers are wounded or killed, they are replaced. When a unit is wounded, it means a number of its constituent soldiers are no longer capable of fighting. It does not mean it has any fewer healthy soldiers in the front lines than it did when starting out, just that there's a lot fewer men to replace those front-liners when they fall.

A "dead" unit is one no longer capable of fighting effectively. A number of the soldiers in that unit may still be alive, but they are wounded, tired, battered, and otherwise not going to keep on fighting. These troops may be reformed into units using the Recover Troops martial action (see p. 42).

## Morale

When it comes time to battle, Harolde the Farmer, standing in a line clutching a cheap spear or rusted sword, is going to see his friends and neighbors gutted, eviscerated, and slain. He will be covered in their blood and the blood of his—or, rather, his lord's—enemies. He will smell death, hear the anguished screams of the wounded coming from all sides, and need to look into the eyes of a man who has done him no personal wrong and jam several feet of sharpened steel into him. What keeps him from turning, screaming, running, and not looking back?

Morale. The belief (right or wrong) that the fight is justified, right, proper, or necessary. The belief that victory, or at least survival, is possible. The fear that the consequences of running may be worse than the consequences of staying and fighting, either because the gods will never admit a coward to the afterlife, or because the lord's men will never permit a deserter—or his family—to live a peaceful (or long and pain-free) life. In the end, most soldiers fight for the person standing next to them, their friend.

# FIELDS OF BLOOD

Units must make Morale checks in the following cases:

- The unit takes a point of damage.
- An allied adjacent unit breaks Morale.
- An allied adjacent unit is killed.
- The unit fails a save against a spell.

To make a Morale check, the controlling player rolls 1d20 and adds the unit's Morale bonus. If the result is equal to or greater than 10, the unit holds Morale. If the result is less than 10, the unit's Morale fails.

When a unit's Morale fails it must spend its next activation retreating double its movement back toward its deployment zone, which is the area of the map where the unit was originally placed. If this would take the unit to a river, cliff, or the edge of the map, the unit breaks. Broken units are removed from the board, and counted as casualties.

After spending a turn retreating, the unit gets to make another Morale check before its next activation. If successful, the unit returns to the control of its general. If it fails this check, it breaks.

## Actions

Over the course of a battle, a unit can do many things—from standing still (possibly blocking a pass or holding fast against a charge) to charging the foe, axes high and voices raised in cries of battle. This section details all the actions a unit may undertake. Actions are separated into movement, attack, full-turn, and free categories. Each action lists a DC for the Command check to see if the unit successfully performs it, and a description of its effect.

## MOVEMENT ACTIONS

Movement actions change the position of a unit, ranging from simply adjusting direction to charging headlong across the field. Aerial units get two additional move action types (see p. 73).

### CHANGE FACE

**DC:** 5

**Effect:** A unit can change its facing in place as a movement action. This simply rotates the counter on a center axis to a position at a right angle to its original facing. Or, to put it more simply, the unit can turn around, left, or right, without moving. If the Command check succeeds by more than 10, the unit may execute another movement action immediately afterwards. This command may not be given during the course of another movement action.

### MOVE

**DC:** 0

**Effect:** A unit (not a formation) can move its full movement forward with up to one 20 degree wheel or a two inch shuffle (movement to the side with no change in facing) with this action. Cohorts can use this action to move their full movement and take a one inch shuffle. All other formations can only use this action to move directly forward.

### MOVE THROUGH

**DC:** 10

**Effect:** Units that try to pass through friendly units during movement must perform this action to maintain unit cohesion. Failure means the units intersect and halt movement at that point.

## SHUFFLE

**DC:** Varies

**Effect:** Shuffling moves left or right without changing facing, and then moving forward. Table 5.1: Shuffle Action provides DCs based on the degree of movement. The shift to the left or right can occur at any point during movement. For example, a unit with six inches of movement may move forward two inches, shuffle left two inches, and then forward another two inches. Or, it may move forward one inch, shuffle left one inch, then forward four inches.

Table 5.1: Shuffle Action

Shuffle	Unit	Cohort	Company	Legion
1"	DC 0	DC 5	DC 10	DC 15
2"	DC 5	DC 10	DC 15	DC 20
3"	DC 10	DC 15	DC 20	DC 25

## WHEEL

**DC:** Varies

**Effect:** Wheeling consists of turning a unit around a central point. This is a complex maneuver for a massed army to engage in, but it allows units to turn and do a full move. The larger the group, the more difficult this maneuver is to accomplish. The DC listed on Table 5.2: Wheel Action increases with the sharpness of the turn and the size of the formation. The turn can occur at any point during movement. Only one turn can be made during the movement action, and it may not be sharper than 90 degrees. Sharper turns must be performed with the Change Face action.

Table 5.2: Wheel Action

Turn	Unit	Cohort	Company	Legion
20 degree wheel	DC 0	DC 5	DC 10	DC 15
45 degree wheel	DC 5	DC 10	DC 15	DC 20
90 degree wheel	DC 10	DC 15	DC 20	DC 25

## WITHDRAW

**DC:** 10

**Effect:** Units engaged in melee combat can use this command to break from combat and move their full movement. Failure means the unit stays in place (or was unable to disengage) and does nothing else this turn. All intersecting enemy units get an immediate free attack against the unit.

## ATTACK ACTIONS

Attack actions assault an enemy unit.

### "DON'T FIRE UNTIL YOU SEE THE ELDRITCH GLOW OF THEIR EYES!"

**DC:** 10

**Effect:** Only units with the archer subtype may execute this maneuver, and they must be equipped with ranged weapons to do so. This maneuver requires a unit to hold its attack action. It may target any unit moving to intersect it. At the exact moment of intersection, the unit fires at the target unit, with a +5 circumstance bonus to RAB, and a +5 circumstance bonus to Power. However, since the unit is now in melee while still holding ranged weapons, they suffer a -3 circumstance modifier to MAB and AC, and are Melee Power 1 until the end of the next turn (when they shift weapons). It is recommended that the overkill rule (see p. 69) be used with this maneuver, to give the archers a chance to kill the charging unit outright.

In addition to the Command check, a DC 15 Morale check must be made, to reflect the fact that the archers are being asked to hold their fire until the enemy is, literally, at their throats. If this check fails, the unit performs a normal ranged attack, gaining no bonuses (the soldiers broke and fired too soon), but they still suffer the melee penalties noted above.

## FIRST STRIKE

**DC:** 10

**Effect:** A unit equipped with long weapons can use their added reach to get in a first blow against a unit moving to attack them. If an enemy unit makes a normal (non-charge) move against the unit and ends its move intersecting the unit, and the defending unit has not yet taken an attack action, the defending unit may immediately attack the enemy unit with a +2 to MAB. If the enemy unit is wounded, it may not take an attack action this turn.

## MELEE ATTACK

**DC:** 0

**Effect:** This action directs a unit to attack any adjacent unit with its melee weapons.

## RANGED ATTACK

**DC:** 0

**Effect:** This action directs a unit to fire its ranged weapon at any other unit on the field within range of its weapons.

## RECEIVE CHARGE

**DC:** 5

**Effect:** Units armed with long weapons can ready those weapons to receive a charge. If the unit makes its Command check, the weapons are ready. If it receives a charge before its next action, two things occur. First, the readied unit must make a Morale check. If it fails, it cannot receive the charge and combat occurs as normal. If it succeeds, the readied unit attacks the charging unit (at double weapon Power) before the charging unit gets its attack.

## REFUSE FLANK

**DC:** 15 + 5 per flanking unit

**Effect:** A unit intersecting with two or more enemy units can refuse flank as an action. It's extremely difficult, but allows an attack against one flanking opponent without penalty, while denying any flanking bonus to either opposing unit (see p. 67).

## SUPPRESSING FIRE

**DC:** 10

**Effect:** Only units with the archer subtype may execute this maneuver, and they must be equipped with ranged weapons to do so. Suppressing fire consists of rapid, but inaccurate, shots into an opposing unit, designed to keep them from moving freely or concentrating on an attack. Should an enemy unit intersect a unit performing this maneuver, the unit suffers a -2 modifier to AC.

If this maneuver is successful, the target unit suffers an attack at half the normal Power of the attacking unit, but also suffers a -2 morale penalty to AC, RAB, and MAB, and all movement command DCs are increased by four.

## FULL-TURN ACTIONS

These actions take an entire turn and cannot be combined with other actions. Aerial units get an additional full-turn action type (see p. 73).

## ALTERNATE FRESH TROOPS

**DC:** 10

**Effect:** This action allows a formation to replace wounded front-liners with fresh units from the rear. This is a complex process since it involves a reordering of the entire formation based on each unit's current health. It allows a formation to last longer, as it increases the chances of all units in the formation surviving, negating any need to split a formation into smaller groupings. If successful, the controlling player can reorder the units in a formation in any fashion he wishes.

## CHARGE

**DC:** 0

**Effect:** This action allows a unit to move double its movement rate and attack. The unit gets +2 to its attack this turn, but suffers a -2 to its AC until its next action.

## DOUBLE TIME

**DC:** 0

**Effect:** Any unit not in melee can move double its movement with no Command check. The movement can be accompanied by one 20 degree wheel or a two inch shuffle. Cohorts can use this action to move double their movement and take a one inch shuffle. All other formations only use this action to move directly forward.

## FULL WHEEL

**DC:** 0

**Effect:** A unit can turn through 90 degrees as an action with no Command check, if it does nothing else that turn.

## HURL WEAPONS

**DC:** 10

**Effect:** A unit equipped with thrown weapons can fling them at oncoming troops, or launch them just prior to entering melee. This allows a one-time attack (the weapons are then lost). The target unit must intersect the attacking unit. Should the maneuver fail, the attacking unit foregoes its action completely. This maneuver can only be performed by a unit which has not yet used an attack action this turn, and only immediately after an intersection has occurred—i.e., after one unit has moved into melee range with another.

## KILL THEM ALL

**DC:** 5 if troops are of evil alignment, 15 if of neutral alignment, 30 if of good alignment

**Effect:** A dead unit is often not one hundred percent dead. Many individual soldiers remain alive, but wounded; the unit itself has lost too many soldiers to be an effective fighting force. A regent can reform the remnants of dead units into new units for little or no cost (see p. 42). More bloodthirsty enemies may act to prevent this on a battlefield. This order may be given to any unit with an MAB of +1 or greater and a Power 4 or greater which is intersecting a unit that has just been destroyed. The unit sweeps through the scattered and wounded remains of the unit, slitting the throats of the unconscious, attacking badly wounded or surrendering soldiers, and so on, to make sure there are no survivors.



# FIELDS OF BLOOD

Neutral units must make a Morale check at a DC 15 after performing this action, even if the command was successful. Good units must make a Morale check at DC 30. Failure means they retreat from battle.

A good unit failing the Command check will immediately switch sides if the other side is neutral or good; it will leave the field (and cease to exist in game terms) if the other side is evil.

## MASSED FIRE

**DC:** 15 + 2 for each additional unit involved

**Effect:** Ranks of archers can hone their fire on a single special unit, attempting to turn a rampaging elder wyrm into a pincushion. Individually, each arrow does little, but enough of them together might bring the beast down. The unit with the highest Ranged Power is considered the base; each additional unit adds +3 to the Ranged Power and +2 to the RAB. A maximum of six units can target a special unit. This is the attack action for all the units involved, and it cannot occur until all units have activated. All units involved must have LOS to both the target and to each other.

## PUSH BACK ATTACK

**DC:** 10

**Effect:** It is possible for a unit to advance into another unit while attacking, forcing the defending unit to move backwards (if there's anyplace for them to move to). If a push back attack succeeds in wounding the target unit, that unit must move one inch away from the attacking unit (instead of taking a wound). If this is impossible (e.g., the unit is pushed against a cliff face), the unit must make a DC 15 Morale check. If the unit is forced to intersect another unit, this second unit may attack even if it has already made an attack this turn. If it is forced into a friendly unit, that unit must make a DC 15 Command check to maintain coherence; if it fails, it is incapable of action until it makes the check or until the other unit has moved away.

## READY COUNTER CHARGE

**DC:** 15

**Effect:** Exceptionally well-trained units, upon seeing another unit charging them, may respond with their own charge. This is a bold and difficult maneuver. If successful, the unit waits for an opposing unit to charge. If one does, the readied unit and the charging unit meet in the middle. The readied unit attacks as though it had charged (+2 to hit, -2 to AC), and then the charging unit must make a Morale check. If successful, it gets its normal charge attack.

A formation can only Ready Counter Charge against a unit directly in front of it. No counter charge may be performed if doing so would require turning.

## SHIELD WALL

**DC:** 10

**Effect:** A unit with shields can attempt to present them in a unified wall. The unit cannot move that turn, but it gains +4 to its AC until it takes another action.

## SWARM SPECIAL UNIT

**DC:** 15 + 2 for each additional unit involved

**Effect:** Particularly powerful special units, such as dragons, can be nigh impossible to harm by ordinary units, resulting in hundreds or thousands of deaths as the beast rampages unopposed. However, even the greatest beast can be brought down by sufficient force, or so the theory goes. Using this maneuver allows multiple units

which all intersect a special unit to attack simultaneously, increasing their Power considerably. The unit with the highest Melee Power is considered the base; each additional unit adds +3 to the Melee Power and +2 to the MAB. A maximum of four units can swarm a special unit. This is the attack action for all the units involved, and the attack cannot occur until all units have activated.

## ON THE POWER OF SPECIAL UNITS

It is difficult for regular, or even elite, troops to take out highly powerful special units, such as dragons, even with the Massed Fire or Swarm actions. This is deliberate.

Consider the effect of a 10d6 breath attack on a unit of troops composed of first level warriors with 10 hit points each. Even if, somehow, all of them made their saving throw, it wouldn't matter—they'd be dead.

A dragon loose on a battlefield without equally powered opposition—either a group of high-level PCs or similarly powered special units on the opposing side—would rule the field, literally. Without such opposition, it is quite likely that, barring exceptional luck, an adult dragon in *Fields of Blood* could kill thousands without any real risk to itself. This is one reason why PCs are usually hired by kings to go kill dragons, storm giants, or other powerful creatures—“all the kings horses and all the kings men” got sent home in coffins when they tried.

The devastation a creature such as a dragon can wreak against massed units of normal men should serve to drive home the special nature of the PCs and the power they wield.

## TESTUDO

**DC:** 10

**Effect:** A unit with shields can attempt to move its full movement with its shields over its member's heads, protecting them from ranged attacks. If successful, the unit can move its full movement without wheeling or shuffling, and gains +4 to its AC against all ranged attacks.

## FREE ACTIONS

Free actions require very little time to perform considering the span of a turn. Units can perform a free action while taking another action.

## RALLY

**DC:** 10

**Effect:** A unit that has failed a Morale check has one chance to rally before it breaks (see Morale, p. 69). If a unit rallies, it may then act normally during that activation.

## Aerial Combat

While, in the real world, air power did not become a military issue until less than a century ago, in fantasy, flying creatures are an important component of warfare. Pegasi mounted cavalry can charge not from the left or right flank, but from above. Harpies can swoop down to harass infantrymen. Manticores can drop rocks from great heights. This section discusses integrating aerial combat with ground combat.

## ALTITUDE

For purposes of *Fields of Blood*, exact altitude does not generally matter. Three basic altitudes are important.

**Very High:** The unit is out of range of magic or archery attacks, and cannot use those attacks against ground units. The unit can fly over any terrain.

**Battle Height:** The unit occupies the air above the battlefield, out of melee range, but in range of magic and missile weapons. Terrain effects on movement are ignored; the unit easily passes over tall trees or jagged outcroppings of rock. Such terrain may still provide cover for troops on the ground from attacks from the air, however.

**Hovering:** The unit moves to within ten or fewer feet of the ground, and can engage ground troops in melee. An aerial unit that chooses to engage in melee with a unit on the ground is considered to be “on the ground,” even if, in “reality,” it’s hovering a few feet over the unit it’s fighting. The counter representing the aerial unit can be placed directly over the unit it intersects with.

## AERIAL EXCEPTIONS

All rules apply to aerial units as much as they do for ground units, *except as follows*:

- 1) Friendly aerial units may pass through each other without a Move Through action; one unit swoops low, the other high. This slight change of altitude is too small to matter otherwise.
- 2) Aerial units ignore all terrain, except for blockages too high to fly over. The GM or players must note such blockages.
- 3) Aerial units suffer a -2 circumstance penalty to ranged attacks against units in light or dense forest terrain (see p. 76), and a -2 circumstance penalty to melee attacks against units in dense forest terrain.

## AERIAL COMBAT MANEUVERS

Aerial units may attempt some maneuvers that are unavailable to ground units.

## CHANGE LEVEL

**DC:** 0

**Effect:** With a move action, the unit can move up or down one level, from battle height to hovering, for example.

## DISPERSE

**DC:** 20

**Effect:** With a move action, the aerial unit can spread out, making it harder for archers to target individuals. The unit must have at least one inch of clearance on all sides (in the air) to attempt this. If it succeeds, ranged attacks against the unit during the remainder of the turn suffer a -4 circumstance penalty. If it fails, the unit has lost coherence and must reform; this requires a DC 15 Command check each turn until the unit has reorganized itself.

## SWOOP

**DC:** 10

**Swoop:** The aerial unit may charge downwards, slash with melee weapons, and retreat to the sky before the groundlings can react. This is a full-turn action. If the Command check fails, the aerial unit does not act during that turn.

If the unit successfully Swoops, a contest of Command checks is performed between the aerial unit and the ground unit. If the aerial unit wins, it may move from battle height to hovering, make a melee attack at -2 Power, and return to battle height, without the ground unit being able to make a melee attack in response. If the check fails, the aerial unit ends its move hovering over the target ground unit, but it may still make a melee attack -2 Power.

## Individuals

You’ve built a nation, raised an army, and marched it to war. You know how to deploy troops, how to maximize strength and minimize weakness, and soon volleys of arrows and legions of soldiers will wash across your enemy, commanded by your orders and experience. The only question you’ve got left is “What do I do?”

First, it’s important to recognize that you, the player, control your army. The units do what you want them to do. This remains true regardless of what character is leading the troops. Your PC might be nowhere near the battle, but the army is still yours.

## SECUNDING

All armies, all formations, and all units have leaders. Leaders are simply the soldiers who command the men. The typical leader is only a little more experienced than the men he leads, and is usually indistinguishable from the other troops at this scale. While these rules presume each unit has a leader, we do not keep track of these leaders unless the leader is considered an individual.

Individuals are important and powerful characters who have been secunded to a unit. An individual might be your character, one of your friends’ PCs who aid you in your martial endeavors, an NPC your character hired, or a master from one of your guilds.

When an individual is secunded to a unit, the individual moves with the unit at all times. Because of the scale of the battle, it’s impossible to keep track of precisely where in a unit the individual is. The unit moves, all the soldiers within it move, and the individual moves with them.

It’s almost impossible for an individual to die through the normal course of battle. Even though the unit or formation may die, the individual will not. The individual may attach himself to another unit, flee the field, or even be captured by the opponent.

The only real opportunity for an individual to die is in single combat with another unit’s individual. When two units meet on the battlefield, and one attached individual wants to attempt to fight the opposing unit’s individual in single combat, there’s a possibility one individual will be able to fight her way into the fray and confront the opposing individual in single combat.

## UNIT BENEFITS FROM INDIVIDUALS

A unit or formation can only have one individual attached. This individual becomes the unit's leader. A unit with an individual attached gains the following benefits.

- 1) +1 MAB and RAB for each basic attack the individual has. This does not include attacks from feats or special abilities such as the monk's flurry of blows.
- 2) The individual's Command skill rating adds to the unit's Command and Morale checks.
- 3) Certain special abilities, namely spell-casting, can be used by the unit. An individual can cast spells normally from within a unit, though he must observe all the normal spell-casting rules (see **Chapter Six: Magic**).

## INDIVIDUAL ACTIONS IN BATTLE

Among the massed ranks of soldiers, archers, and cavalymen are individuals of great skill—the commander secunded to the unit, or a high level PC or NPC (often both the same person). If an individual is secunded to a unit, he may take actions as well.

Most of the individual's time while part of a unit will be spent commanding it; thus, they can do less "on their own" than might otherwise be possible in a minute. Each individual may take a single "individual action" during his or her unit's activation. The possibilities follow.

### CAST SPELL

An individual who is able to cast spells may cast one spell per turn. Casting a spell in combat is difficult; all casters must make a Concentration check at a DC of 10 plus the spell level. If a spell has a multi-turn casting time, the Concentration check need be made only on the turn of casting, unless the unit has been wounded or has moved more than one inch per turn. If either of these conditions occurs, an additional Concentration check must be made, or the spell is lost.

### USE MAGIC ITEM

Only a few magic items have any effect on the *Fields of Blood* scale. Those that do are detailed in the magic items section of **Chapter Seven: Heroes** (see p. 108).

### SEPARATE FROM A UNIT

A character can become separated from his unit in one of two ways. Either the unit is destroyed as a result of battle, or the commander wishes to leave the unit voluntarily.

Separating from a destroyed unit is easy; indeed, it is automatic. An individual whose unit is destroyed becomes a special unit consisting of one individual, unless there is another allied unit adjacent to the location of the destroyed unit that lacks a commander. In such a case, the newly freed commander may attempt to secund himself to that unit immediately.

Separating from an active unit is more difficult. A DC 5 Command check must be made to extricate an individual from his unit. If the unit is elite, there is no other effect. If the unit is irregular or regular, however, abandoning the unit causes some confusion as a new unit commander steps in to take control. This results in a -2 morale penalty to both Morale and Command checks for the next turn.

These rules apply only if the commander has five or more hit dice—that is, if he can exist as an individual special unit under *Fields of Blood* rules. Commanders with fewer than five HD cannot separate from their units and join other units; they are pretty much "rank and file." If they are PCs, however, they will survive the destruction of their unit.

## JOINING A UNIT

An individual character can only join a unit that lacks a secunded commander. If a unit already has one, that leader must separate before the new individual can take over. Taking over requires a DC 10 Command check, and the unit can do nothing else for that turn.

## INDIVIDUALS AS UNITS

It is possible for an individual of extraordinary power to have an effect on battle as units. Individuals with less than six HD cannot be units, but even they will be weak. For the most part, an individual should be at least 10 HD to be an effective unit. The individual is effectively invisible on the *Fields of Blood* scale, where a square inch counter represents a massed martial unit, but that's not practical in game play. To represent an individual, use a counter of one-half inch on a side. This counter does not block other units, nor does it force a Move Through action for any unit. An individual unit is simply laid atop of any unit it intersects.

An individual unit must be intersecting an opposing unit to engage it in melee.

An individual unit calculates his *Fields of Blood* stats as a special unit (see **Chapter Four: Units**). He may perform any action he likes and need not make Command checks to do so.

## COMBAT BETWEEN INDIVIDUALS

One of the things distinguishing fantasy battles from real-world war is the concept of a clash of titans—the moment when two great figures meet each other in the center of the conflict. Whether it is King Arthur battling Mordred or Sauron battling Isildur, the scope and sweep of a clash of armies becomes symbolized and encapsulated in a battle between two individuals. *Fields of Blood* would be incomplete if it did not allow this sort of epic action.

When two individuals are in melee range (this includes units with a secunded individuals), it is possible for them to engage in one-on-one combat. If both parties desire single combat, the process is automatic. Likewise, if neither individual wishes to engage the other directly, no individual combat takes place.

If one individual wishes to fight, and the other does not, it must be determined which one will get what he wants.

### "I'M CALLING YOU OUT!"

The general of the unit with the individual who wishes to initiate combat must declare this during the unit's activation. The unit may take no other actions this turn; it is focused on helping its commander gain the upper hand.

The unit trying to initiate the individual combat makes an attack against the defending unit as normal, using Power plus 1d20 against Toughness. If the attack succeeds, the defending unit is not damaged, but two commanders are now locked in individual combat. If the defending unit has been wounded, then the check is made at +4. There are simply fewer individuals left to shield the commander. If the attacking unit is an individual, the check is made at -4. It's hard for one man to force his way through an army.

If the effort fails, nothing occurs. The two characters are unable to push through the mass of soldiers and challenge each other, and neither side inflicts enough damage for the other to notice. The unit attempting to initiate individual combat can try again next turn.

## FIGHTING INDIVIDUAL COMBAT

When individual combat occurs, it is almost as if the world stops. The battle moves from the main battle board to an auxiliary map (or, possibly, just a small unused corner of the board). If desired, miniatures can be placed on a standard game map to represent the two combatants and any surrounding soldiers. At this point, combat is conducted using all of the standard d20 rules. A round is six seconds long, all magic items and feats come into play, and so forth.

If a unit representing an individual has been wounded prior to entering individual combat, that individual's hit points are adjusted on a pro-rata basis (see p. 69). If a character receives enough damage to lower his hit points to more than half while in individual combat, and he survives, he is considered to be wounded when treated as a special unit. If he is secunded to a unit as its commander, his individual status has no impact on the functioning of that unit.

At the end of ten rounds (one battle turn), if one individual wishes to withdraw from combat, and the other does not, the unit of the willing combatant makes another Power check, modified as noted above. If it succeeds, combat continues.

## EFFECT OF UNITS

If both participants in individual combat are secunded to units, it is assumed their respective units keep each other busy while the commanders have it out. They clear a circle for the two combatants, but otherwise generally continue fighting each other. If, however, one of the individuals was a special unit and alone on the battlefield, he is at a distinct disadvantage—his opponent has backup. This grants the opponent the following advantages:

- 1) Each round, 1d4 individuals from the unit (treat as normal members of their type) can enter individual combat as well, attacking their commander's opponent. This may be only a minor distraction, but it can be enough.
- 2) If the lone individual is a spell-caster, the opposing individual's unit can harass him, firing arrows, throwing rocks, and otherwise doing all it can to keep him from casting spells. This mandates a DC 10 plus spell level Concentration check.

In sum, it is often a good idea for individuals to make sure they are backed up by their own army before facing down an opponent.

## TARGETING A UNIT DURING INDIVIDUAL COMBAT

One-on-one combat exists "outside" the main battlefield. When in battle with another commander, an individual cannot lob a *fireball* at his unit—only at him. Thus, individual characters fighting each other cannot target their opponent's unit during personal combat. Other than the limited ways a unit's members can affect the individuals, the rest of the battlefield effectively ceases to exist during individual combat.

Any resources used during individual combat—most especially spells cast—are expended, and this must be tracked when individual combat ends. If a mage casts all of his *fireballs* while in individual combat, he doesn't have any left to cast when he's back to commanding a unit.



## Terrain

Terrain adds a lot of depth to *Fields of Blood* battle, but also complexity. While these rules are designed to be simple to implement and use, they add one more factor to be considered in almost every roll, which can slow down play somewhat. The battle rules work fine without including terrain rules. Still, if a general decision to ignore terrain is made, certain adjustments must be made. For instance, the terrain-trained subtype and glacia should be banned, so no one wastes RPs buying them.

Battlefield terrain matters a great deal. Battles have been won or lost, kingdoms save or conquered, by simple things like muddy fields and swollen rivers. A unit of cavalry that can charge across an open plain would be slaughtered if forced into a swampy mire. Elves, it is said, can slay ten times their number if the battle occurs in a forest.

Note that battlefield terrain is different than province terrain (see pp. 13-14). How they relate to each other is described later in this chapter (see p. 78).

Battlefield terrain has two features: Type and incline.

## TERRAIN TYPE

All effects are cumulative. Terrain type may also have an impact on magic (see **Chapter Six: Magic** and **Appendices A and B**). Some spells, such as *entangle*, work only in specific terrains.

The *Fields of Blood* abstracts all terrain into a few basic types, for ease of play.

## FLATLANDS

**Description:** This terrain consists of open fields, with light vegetation (short grasses, wheat fields, cropland), and no serious obstacles to vision or movement.

**Effect:** No effect. If no other terrain is specified or marked on the battle board, the terrain is assumed to be flatlands.

## BARREN FLATLANDS

**Description:** This generally flat surface has no or minimal vegetation. This is relevant for some spells and effects.

**Effect:** As flatlands, except where noted in spell or other effects.

## LIGHT FOREST

**Description:** Terrain that contains trees, enough to slightly impede movement or provide cover.

**Effect:** Lightly wooded terrain offers a few opportunities for cover, but also impedes rapid motion. Executing a charge maneuver through light forest incurs a -3 circumstance penalty to the Command check. Ranged attacks made against units in light forest suffer a -1 circumstance penalty.

## DENSE FOREST

**Description:** This terrain is packed with trees, so that movement is extremely difficult and cover is commonplace.

**Effect:** Densely wooded terrain is a problem for many armies. Movement is halved. All movement maneuvers (Wheel, Charge, and so on) incur -5 circumstance penalty to the Command check. Ranged attacks made against units in dense forest suffer a -3 circumstance penalty.

## MARSH

**Description:** This is terrain partially between water and land. Soft ground and hidden pools of water make it difficult to move through safely.

**Effect:** Marsh terrain is among the worst for combat, unless the units are native to marsh or swamp regions. Movement for light infantry is halved; movement for all other units is quartered. Command DC for movement maneuvers suffer a -4 penalty for infantry units and a -8 penalty for cavalry. Races or mounts with a natural swim speed may ignore these penalties.

## SHALLOW WATER

**Description:** This is water no more than three to four feet deep, which can be crossed on foot by Medium creatures or their mounts.

**Effect:** It is rare for a unit to spend much time in shallow water, but units often pass through it. Movement speed is halved. Further, a DC 5 Command check is needed to get a cavalry unit to enter the water.

## DEEP WATER

**Description:** This is water more than four feet deep, where Medium creatures and their mounts must swim.

**Effect:** Deep water cannot be crossed, except by units with a native swimming speed, or by cavalry with mounts which have such a speed. A unit forced to enter deep water must make a DC 15 Fortitude save each turn or take a wound.

## ROCKY

**Description:** This terrain is mostly barren of plants, but which contains many rocks, boulders, crevices, and uneven surfaces, and so on, making movement more difficult.

**Effect:** Rocky terrain is used for badlands, mountains, canyon floors, and so on. It is rough, uneven, and harsh terrain, with no significant vegetation to provide cover or food. Movement across rocky terrain is difficult, as the footing is unsure. Animals are prone to get their legs caught in small crevices, humans to stumble, and so on. Movement is reduced by 25 percent, and Charge maneuvers suffer a -4 circumstance penalty to the Command check.

## JAGGED

**Description:** This is similar to rocky terrain, except there are many large outcroppings of rock, small gullies, and other features that can provide cover or concealment.

**Effect:** As rocky, except ranged attacks made against units in jagged terrain suffer a -4 circumstance penalty.

## GLACIER

**Description:** This is frozen, slippery terrain.

**Effect:** Glacial terrain is difficult to walk on, and cold to boot. Movement rates are halved. Charging and wheeling are exceptionally difficult, due to the slipperiness of the surface, and suffer a -6 circumstance penalty to the Command checks.

## TERRAIN INCLINE

In addition to the terrain type, the terrain's incline must also be taken into account. Terrain incline can be flat, sloped, steep, or impassable.

By combining the terrain type and incline, most common battlefield terrains can be created. For example, a forested mountain would begin as steep dense forest, become steep light forest as the trees thinned out towards the top, and become steep glacier above the tree line.

## FLAT TERRAIN

**Description:** Flat terrain is, well, flat. It offers no additional modifiers.

**Effect:** All terrain is assumed to be flat unless otherwise specified. Flat terrain can include slight inclines—up to 10 degrees or so.

## SLOPED TERRAIN

**Description:** Sloped terrain is slightly inclined. Moving upwards, against the slope, is slightly difficult. Units attacking down-slope have a slight advantage.

**Effect:** This includes terrain with an incline of 11 to 45 degrees. It can be tiring to walk up (battle movement is slowed by 25 percent) and units that are uphill have a slight combat edge, gaining a +1 to MAB and RAB when attacking against downhill units.

## STEEP TERRAIN

**Description:** Steep terrain is extremely difficult to move up. Movement is greatly affected.

**Effect:** This includes terrain with an incline of 46 degrees to about 60 degrees. Movement rates in battle are reduced by 25 percent. Units that are uphill gain a +2 circumstance bonus to MAB and RAB when attacking against downhill units.

## IMPASSABLE TERRAIN

**Description:** Impassable terrain cannot be crossed, except by magic or unusual movement abilities.

**Effect:** Terrain inclined at more than 60 degrees is considered to be a wall as per the Climb skill in the d20 core rules. As such, units cannot freely move up it or down it, or fight on it. Units with a natural climb speed may traverse the terrain as if it were flat.

## SPECIAL TERRAIN FEATURES

Besides type and incline, terrain may impose certain other special rules and features.

## FIRE

*Fireball* spells, dragon's breath, and elemental attacks can all ignite a conflagration in some terrain types. If a fire-based effect strikes an area of light forest, dense forest, or flatlands, there is a chance of ignition as noted on Table 5.3: Fire Effects. If the effect engulfs a large area (as the *rain of fire* spell), each area is checked separately.

**TABLE 5.3: FIRE EFFECTS**

Terrain Type	Ignition Chance
Flatlands	3% per Power of the attack
Light Forest	2% per Power of the attack
Dense Forest	1% per Power of the attack

If the area borders a marsh or water terrain, halve the chance of ignition.

When an area is on fire, it can be dangerous to pass through. Any unit intersecting a burning area takes a Power 10 attack, unless it is immune to fire. The Power of the attack is increased one for each turn the unit remains in the area.

Fire tends to distort and conceal, and the thick smoke of burning forests is also an impediment to vision. Any ranged attacks made through a burning area suffer a -2 circumstance penalty to RAB.

Mounts are extremely loathe to enter, or even pass close to, a burning area. A DC 15 Command check is needed to get cavalry units within one inch of burning terrain, unless the units are immune to fire or have the Fire subtype.

## FORMATIONS AND TERRAIN

A large formation may easily cover several types of terrain. When a formation moves over mixed terrain, the following rules apply:

- 1) The formation moves at the speed of the slowest unit. Thus, if part of a formation passes through a marsh, the entire formation must slow down, or the formation dissolves.
- 2) If some of the units in the formation are reduced to half the speed of the fastest units, keeping the formation together is difficult, and a DC 10 Command check must be made to retain coherence.

## HIDING

It is possible for units to hide in some types of terrain, only revealing themselves when another unit intersects them. To accomplish this, note the locations of hiding units, but do not place counters for them on the map. This indicates a unit is trying to hide; whether it succeeds depends on the type of terrain and the perceptiveness of the opposing army.

The order to hide is a DC 10 Command check.

To spot a unit that is hiding, opposing units must make a Search check, using their Will save bonus as the modifier (unless the skill level of the unit's individuals are known). The DC for the check varies depending on the terrain at issue:

- Light Forest:** DC 13
- Dense Forest:** DC 16
- Marsh:** DC 12
- Jagged:** DC 14

If the hiding unit is composed of elves, the DCs for light forest and dense forces are each increased by +2. If dwarves, the DC for jagged terrain is similarly increased. If the hiding unit is composed of creatures with a racial swim speed, the DC for marsh is increased by +2. Other modifiers can be applied as desired.

The commander of the searching unit must declare that the unit is looking in a specific area; this is a movement action. No Command check is needed. If the Search check succeeds, the unit must be revealed.

If a unit is successfully hidden, it may ambush an enemy unit that intersects it, taking an attack action against a flat-footed unit (no Dex bonus to AC). Afterwards, combat proceeds normally.

## BATTLEFIELD VS. REALM TERRAIN

On the realm level, terrain is primarily a source of production, not an impediment to combat. Thus, the terrain types are somewhat different. Battlefield terrain with its effect on fighting is generally more detailed. A single hex of province terrain probably contains several types of battlefield terrain, though, obviously, there is some degree of correspondence.

The following describes how to convert realm terrain to battlefield terrain when drawing up battle maps.

**Aquatic:** Aquatic realm terrain becomes shallow or deep water. Many rivers have points where they can be forded (shallow water); these become crucial spots for battle, as they offer an invading army an opportunity to easily cross a river that may otherwise be a powerful deterrent to attack. The presence of such a point in a river hex should be noted on the realm map, and mapped onto the strategic hex level and battle board (if relevant).

**Desert:** Deserts are usually a mix of (barren) flatlands and rocky terrain. Sandy deserts (which is not all of them, by any means) reduce movement speeds by 1/4 in combat, except for cavalry mounted on desert dwelling animals.

**Forest:** Forest can be either light forest or dense forest. Generally, the outermost areas of larger woods will be mostly light while the inner areas will be dense. A smaller forest area can be either a sparse grove (light) or a dense stand of trees (dense; the remnant of a great wood now vanished).

**Hill:** Hill terrain is generally sloped, and the terrain type will be whatever is appropriate. If the hills rise out of a forest, they will likely be light forest; if they border a vast field, they will likely be flatlands, and if they are the borders of a wasteland, they will be rocky. It is quite possible to mix several terrains within the same range of hills; a line of hills may begin as flatlands where they touch the plains below, then become light forest further on.

**Marsh:** Marsh realm terrain becomes marsh battlefield terrain. However, in all but the largest swamps, there will be patches of dryer ground (flatlands) and clusters of trees (light or dense forest), as well as areas where the water is so deep that it is shallow or even deep water.

**Mountain:** As with hills, mountains are a terrain with an incline, usually a mix of sloped (at the base), steep (higher up), and impassable (in many areas, forcing units to take the long way 'round). At their bases, mountains are often covered with forest, either light or dense, while the upper reaches will be rocky, jagged, or glacier. Just as rivers have fords, mountains often have passes, and these passes will be areas which invading armies can exploit. An unguarded pass is an invitation to invasion.

**Plains:** Use flatlands. Plains near to a range of hills on the realm map may have a sloped incline in spots. Plains bordering a river will often have shallow or deep water terrain, while plains bordering a forest will have some light forest regions as well.

**Underground:** It is highly unlikely for battle to occur underground; while the caverns of the netherworld are vast, they do not support massed troops marching in formation. Nonetheless, if there are mile-wide caverns in the dark below, where armies can clash, then the terrain will usually be rocky or jagged, with many areas of steep or impassable incline to make life interesting.

## Battlefield Fortifications

All battlefield fortifications are designed to be completed in a week. The number of units working on the fortifications determines how grandiose they may be, but *something* functional can always be produced in a week's time. Battlefield fortifications may be placed around a population center. They come into play when the place is attacked. They may also be placed in a specific hex of the strategic map at the beginning of the strategic movement phase (as the builder desires).

On the battlefield, walls should be considered to be one-eighth inch thick. Lines can be drawn on the battle map, or string or toothpicks can be used to mark them. String is especially good for curved ditches or redoubts; each inch of construction equals one inch of string, and the string can be laid down as needed.

Table 5.4: Battlefield Fortifications details the cost, time to construct, Toughness, and Wound Levels of various temporary defenses. The cost represents resources, time, and extra effort. The time column represents the labor of one unit. Thus, four units could build a four inch wooden redoubt in a week, or dig an eight inch ditch.

### REDOUBT

Redoubts are improvised field fortifications. They usually consist of little more than stacked stones or logs, or modest earthworks. Besieged armies use them to protect units stationed outside the main defenses, and besieging armies use them to protect units guarding valuable fixed points, such as deployed siege weapons or the entrance to a mining tunnel. Redoubts may also be used in regular pitched battles as long as there is time to prepare the ground.

The various types of redoubts require different resources. Common sense should dictate what can and cannot be built given the local environment, but, as a guideline:

- Earthen redoubts require access to flatlands or barren flatlands terrain.
- Wooden redoubts require access to light forest or dense forest terrain.
- Earth/stone redoubts require access to rocky or jagged terrain, as well as flatlands or barren flatlands terrain.

**Table 5.4: Battlefield Fortifications**

Type#	Cost (RPs)	Time	Toughness	Wounds
Earthen Redoubt, 1"	50	1	18	1
Wooden Redoubt, 1"	60	1	20	1
Earth/Stone Redoubt, 1/2"*	75	1	20	2
Ditch, 2"	30	1	N/A	N/A
Ditch, 1", Covered	40	1	N/A	N/A
Cavalry Stakes, 1"	75	1	15	1

# Sizes are given in *Fields of Blood* inches, so a 1" redoubt is actually 50 feet long.

\* This must be at least 1" long to be effective in battle.

Redoubts cannot be built in marsh, light forest, or dense forest terrain. A redoubt gains +1 Toughness if built in jagged terrain, as it can incorporate natural outcroppings and hardpoints.

Redoubts provide 1/2 cover. Wooden redoubts grant an additional +1 to AC; Stone/earth redoubts grant an additional +2.

## DITCH

A ditch is a deep furrow in the ground, intended to serve as an obstacle for troops. It is at least 10 feet deep and 10 feet wide, too big to casually leap over or climb out of. Units generally may not cross a ditch, but must divert around it. If forced to maneuver itself through the ditch, a unit is vulnerable to ranged attacks while doing so, suffering a -4 to AC and Toughness, as well as a -4 to Reflex saves. It takes the first unit five minutes (five turns) to cross a ditch. Units which follow can do so in two turns (as the ditch will have been partially filled in, ladders or ropes will have been placed, and so forth). A *move earth* spell will fill in three inches of ditch per ten turns of casting time.

Units can hide in a ditch. This provides 1/2 cover (see p. 81).

## COVERED DITCH

As with a standard ditch, except it has been covered over and hidden. This can provide a useful trap to infantry, and especially to cavalry. Any units whose move takes it across a covered ditch (the location of which must be noted prior to battle), may make a DC 16 Spot check (use the Will save bonus of the unit, or the Spot skill if known, or of the commander if an individual has been seconded to the unit). The DC is 20 if the unit is charging. Failure to spot it means the unit plunges in, taking a Power 12 attack (Power 15 against cavalry).

## CAVALRY STAKES

Thick wooden logs with sharpened ends are set to cause serious harm to anyone running into them. The stakes provide 1/4 cover against both ranged and melee attacks to any unit behind them. An infantry unit can attack through the stakes, though it must make a full-turn action to move through the stakes and reach the soldiers behind them. Cavalry units cannot pass through the stakes normally. If it charges over the stakes, it can attempt to overrun the defense. This causes a Power 20 attack on the cavalry unit.

Alternatively, the attacking unit may make an attack on the stakes. If the stakes are destroyed, the unit may then make an attack against the unit behind the stakes.

## Weather

In addition to the complications of terrain, weather can have an impact on the outcome of a battle. Weather can be ignored if desired; assume battles happen on sunny days. Otherwise, the actual weather is dictated by the GM or based on the campaign world being run. If not, roll a d20. On a five or less, there is inclement weather. Roll d4 or choose from among these conditions.

### LIGHT RAIN

**Description:** A light rain can impede vision and make the ground slick and slippery.

**Effects:** All ranged attacks suffer a -1 circumstance modifier to RAB. All Command checks for movement suffer a -1 circumstance modifier. The chance of terrain catching fire is halved.

### HEAVY RAIN

**Description:** Similar to light rain, but more extreme. Low-lying areas of the battlefield may become marsh terrain (this should be considered prior to setting up the battle board). Visibility becomes poor. The sound of the rain itself can drown out the orders of the commanders.

**Effects:** All ranged attacks suffer a -2 circumstance modifier to RAB. All Command checks suffer a -1 circumstance modifier. All Command checks for infantry movement suffer a -2 circumstance modifier. All Command checks for Cavalry movement suffer a -3 circumstance modifier. (The movement check penalties are not cumulative with the general Command check penalties). All fire-based spells and effects have their Power reduced by one. The chance of terrain catching fire is quartered.

### FOG

**Description:** Fog or mist makes it hard to see, impacting ranged attacks and also unit formation.

**Effects:** All ranged attacks suffer a -4 circumstance modifier. Command checks related to formations suffer a -2 circumstance modifier.

### SNOW

**Description:** Snow makes terrain slippery and obscures vision. It can also transform flatlands or barren flatlands to glacier, for gaming purposes. If the snow was recent, simply consider all flatlands or barren flatlands terrain to be glacier.

**Effects:** All Command checks to movement suffer a -4 circumstance modifier. All ranged attacks suffer a -2 circumstance modifier. All fire-based spells and effects have their Power reduced by one. The chance of terrain catching fire is halved.

## Unit Condition Summary

Powerful battle magic and the special abilities of some monsters can impose conditions on entire units, something most normal spells cannot do. This section discusses the common d20 conditions that can affect a unit, and precisely what the effects of such conditions are.

A unit affected by a condition should be marked in some way. A small counter (1/4" in size) with a distinctive color can be used, with different colors indicating different conditions (i.e., red for slowed, green for frightened, and so on.)

### BLINDED

The individuals in the unit cannot see at all, and thus everything has full concealment to them. It has a 50 percent chance to miss in combat, loses its positive Dexterity bonus to AC (if any), and grants a +2 bonus on attack rolls to enemies attacking it, just as if all its enemies were invisible. It moves at half speed and suffers a -4 penalty on most Strength and Dexterity-based skills (if skills are used). All Command checks are at -5.

### BLOWN AWAY

Some powerful spells or creature effects can force a unit back or down by the wind. A blown away unit is forced back one inch. It is not damaged, but it must make a DC 15 Command check to organize itself again. Until this check succeeds, the unit cannot move or attack.



# FIELDS OF BLOOD



## CHECKED

A unit is considered checked when an opposing force, such as wind, prevents motion. The unit may not move against the checking force.

## CONFUSED

A confused unit is consumed in chaos, as each individual in the unit is affected differently. A DC 20 Command check is needed each turn the unit is confused, or the unit simply dissolves, and is removed from the board as if it had been killed. It counts as a destroyed unit for purposes of recovering units after a battle (see p. 42). During the effect's duration, the unit may not move or attack and suffers a -2 penalty to AC. After the effect expires, a DC 15 Command check is needed to reform the unit. Until this check is made, the unit may not move or attack, but can defend normally.

## COWERING

A cowering unit cannot move, loses any positive Dex bonus to AC, and can take no actions. Any unit attacking it gains a +2 circumstance bonus to hit.

## DAZED

A dazed unit may not move or attack, but may defend normally.

## DAZZLED

A dazzled unit suffers a -1 penalty to attack rolls and a -5 penalty to any movement Command checks. (It's hard to move in formation when you can't see your fellow soldiers.)

## DEAFENED

A deafened unit suffers a -4 penalty to initiative and a -10 penalty to Command checks.

## ENTANGLED

An entangled unit suffers a -2 to attack rolls, a -4 to Dexterity (and thus, a -2 to AC) and cannot move.

## EXHAUSTED

Units may become exhausted due to forced marches (see p. 41). An exhausted unit moves at half normal speed and suffers a -3 circumstance penalty to Power and Armor Class. An exhausted unit also suffers -4 to all Morale and Command checks.

## FATIGUED

A unit may be fatigued due to long marches (see p. 41). A fatigued unit suffers a -1 circumstance penalty to Power and Armor Class. A fatigued unit also suffers -1 to all Morale and Command checks.

## FRIGHTENED

A frightened unit suffers -1 morale penalty to all attack rolls and saving throws, and a -2 penalty to all Morale checks. It will seek to flee if at all possible, and will fight only if there is no way to flee.

## HELD

Powerful spells may hold an entire unit. A held unit cannot move or act in any way. If an individual secured to a unit can cast spells without any motion, including using psionic abilities, that individual may still act.

## HELPLESS

A helpless unit may be eliminated whenever an enemy unit intersects it, provided the enemy unit takes no other action.

## INCORPOREAL

Spell effect may make a unit incorporeal, or a unit may be composed of naturally incorporeal creatures. Only units equipped with magical weapons, or spells, supernatural abilities, or spell-like effects, can harm them. Furthermore, incorporeal units may ignore all terrain effects on movement—they do not slip on ice or get tangled in trees. Incorporeal beings do not ignore any cover bonus granted by terrain to other units, and they do gain such a cover bonus themselves.

## INVISIBLE

An invisible unit gains a +2 bonus to attack, but most invisibility effects will terminate after an attack is made. Units attacked by an invisible unit gain no Dexterity bonus to AC.

## NAUSEATED

A nauseated unit suffers a -4 penalty to Morale saves, in addition to being unable to attack or use special abilities. A nauseated unit may take a single move action.

## PANICKED

A panicked unit suffers a -2 morale penalty on all saving throws, and will attempt to flee the field of battle. Each turn the unit is panicked, it must make a DC 20 Command check or disintegrate.

## PARALYZED

The effect is identical to held.

## PETRIFIED

A petrified unit is immobile and incapable of any action. Its counter should remain on the battlefield, however, since it is possible to restore the unit to flesh through other magic. A petrified unit can be considered to be a fortification with a Toughness of 20 and one Wound Level, and can be targeted by catapults, etc. If a siege engine destroys the petrified unit, it cannot be restored later in play.

## SHAKEN

Shaken units suffer a -2 morale penalty to attack rolls, checks, and saving throws.

## SLOWED

Slowed units may take only one action—a move action or an attack action—per turn. Full-turn actions may not be used. They also suffer a -2 circumstance modifier to AC and Reflex saves.

## STUNNED

The unit loses any Dexterity bonus to AC and may not take any actions. Opposing units are at +2 to hit the unit.

# Laying Siege

From simple ditches dug across the battlefield, to primitive hill forts, to grand castles and fortress towns, humans have used constructions to aid them in battle. Many cities began as fortresses, as places where folk could retreat to when bandits or barbarians came to call. Of course, just as much effort and ingenuity has been put into ways of tearing down such defenses.

This section discusses sieges. This is much more than simply battlefield fortifications (see p. 78). These rules are intended to model the great sieges of history and fantasy, capturing the tension of hoping the walls will hold until the relief force arrives, or the thrill of throwing wave after wave of attackers against a seemingly impervious fortress, until it finally collapses before your unstoppable army.

## FORTIFICATIONS

A unit that shelters within a fortification may not attack or be attacked by enemy units on the opposite side of the fortification's walls, as long as it is inside a roofed structure such as a building or a bastion. A unit may also shelter in an open space, such as a bailey. In this case, however, it is vulnerable to aerial attack as long as the flying unit moves over the fortification's walls, so that the wall is no longer between it and the target. Under this circumstance, the sheltering unit may also attack aerial units within range of its weapons. Units attacked through breaches, open gates, or doorways are not considered sheltered.

An exposed unit is one that has popped its collective heads over parapets or into open windows so it can attack the enemy from cover. As a general rule, exposed units have 1/2 cover. A GM may vary this degree of cover depending on the situation (the defenders are behind arrow slits, are just looking, not firing, etc.). The varying effects of cover are detailed on Table 5.5: Cover Effects.

The defenders may also receive a bonus to AC that varies according to the type of fortification they occupy (see p. 21). These benefits only apply, however, if the fortification's wall is between the garrison unit and its attacker.

**Example:** A garrison unit is deployed on the ramparts above a castle gate. If an enemy unit of archers breaks through the gate and gets into the bailey behind, they can attack the garrison unit from the rear and deny it the fortification's benefits. The same is true of an aerial unit that attacks the garrison unit from directly overhead.

Table 5.5: Cover Effects

Degree of Cover	Cover AC Bonus	Cover Reflex Save Bonus
1/4	+2	+1
1/2	+4	+2
3/4	+7	+3
9/10	+10	+4
Total	—	—

## SIEGES

Your army is on the march. Already, two provinces have fallen to your advances, but they were of little importance to your enemy. Now, though, you have penetrated deeper into his realm, and have reached the province where one of his major population centers, a large city, stands. If you take it, the province is yours to rule...

# F I E L D S   O F   B L O O D

Smashing through the outer walls of the city was difficult. The inhabitants, untrained peasants and craftsmen, were determined to protect their home. Those who had bows harassed your front lines as they approached the gates, and those who did not still beat the troops who mounted the scaling ladders. The few trained units stationed in the city used their positions atop the walls and in the guard towers to full advantage, each one capable of taking out five or six of your units before they finally fell. But fall they did, and the gates of the city were smashed to splinters and your troops rode in, burning and pillaging . . .

. . . while the remaining defenders retreated to the great castle in the center of the town and locked themselves in.

More walls—taller, and stronger, and lined with arrow holes—confronted you. Inner walls created kill zones for any troops lucky or unlucky enough to breach the outer barriers. Tall towers manned by lethal bowmen, picked off anyone who tried to get close. A mass assault could work, but it would be lethal. The castle had to fall with a minimum loss of life, if only so that there would be enough troops remaining to hold the province against the inevitable counterattack.

You were prepared for this, of course. You ordered your runners to go to the units you held in reserve, the ones mustered for just this contingency.

The next day, the defenders of the castle woke to the sound of the gods pounding on their walls, as the massed ranks of your catapults began to pound the last bastion of your enemy into rubble.

Laying siege to a well-guarded and strong fortress is a difficult and time-consuming process. It's also no fun, so these rules tend to simplify, and, most importantly, accelerate the process. The siege of Troy took years, and only ended due to a trick no PC would ever fall for.

## BLOCKADE

The simplest method to force the surrender of a fortress or city is simply to blockade them, preventing any food or supplies from entering the place, and eventually, starving them into surrender. (A continual bombardment with catapults doesn't help morale, either)

In *Fields of Blood* terms, a population center stores food equal to its resource multiplier in weeks (one for a thorpe, five for a metropolis; round up as needed). A population center may have a supply cache (see p. 20), which increases this time. After this period has expired, the population center begins to starve.

There are other mitigating factors, however.

A Temple or a Cathedral (see p. 17) can extend the total time a population center can survive by one or two weeks, respectively, by use of *create food and water* spells.

A thieves' guild of 6th level or higher can extend the total time a population center can survive by one week for each (100 RPs times the population center's resource multiplier) paid, provided there is at least one governed province which contains no enemy units adjacent to the besieged province. This represents the guild using smuggling and spies to provide resources. The resources must be paid each week, and the guild does not extend credit. This can be done for one week per guild level, maximum.

Access to a river or other source of fresh water *within the city walls* increases the survival time by 50 percent.

*Fields of Blood* does not deal with naval battles. It can be assumed that any ports the city may have are also blocked, unless there is a compelling reason why the invader would not be able to harass shipping and fishing.

Once a population center or fortress has begun to starve, it will be on the verge of surrender. The first week, the chance of the province giving in is 50 percent; each additional week increases this by 10 percent. An additional five percent is added if the province is in a colony. Each two weeks, the population center decreases by one step (from large city to small city, for example). If it ever falls below thorpe, the province falls to the invader.

A regent can always order the surrender of a province. There are many reasons to do this. The regent may not wish to see his people die, or he may plan to retake the province soon and does not want it the population center degraded.

Units in the besieged structure also weaken during the course of a siege. Each week of siege causes irregular units to suffer a -1 morale penalty to all Morale checks and Will Saves, up to a maximum of -4. Every two weeks of siege has this effect on regulars, while elite troops lose only -1 point for every four weeks. After starvation hits, there is a 1 in 4 chance per week of each unit taking a wound; two such wounds and the unit is killed.

Given enough time, and assuming those units in the besieged structure lack the power to break out, any city will fall. However, it takes a long time (the siege of Troy lasted for years; even in modern wars, Stalingrad held out against the Germans for months), a time in which a lot of troops are tied up watching the city, and during which an opponent can get his armies into position and launch a counter-attack. Thus, you may well wish to speed things along . . .

### How Many Troops Besiege?

There is no fixed number of troops which must remain in a province to keep it besieged—but remember, if there are too few, the troops holed up in the fortifications might just decide to come out and kill the attackers. There need to be enough troops outside the castle to keep the troops inside the castle inside.

How does a regent know for sure that he has enough? Well, it is on just such decisions that wars are won or lost.

## OPENING A BREACH

If you can't—or would rather not—starve a garrison into submission, your only alternative is to launch a general assault on the fortification. This means getting your soldiers over or through the walls and having it out with the defenders, who, if you're successful, will wonder why they didn't surrender peacefully when they had the chance.

To this end, opening a breach in the walls can make things a lot easier. A breach is a hole through which your army can enter an enemy's fortification. In *Fields of Blood*, breaches are measured in increments large enough to accommodate a standard unit. Open a breach one increment in size, and a martial unit can move through it. Garrison units cannot shelter behind a breach, nor derive any of the fortification's other defensive benefits from a breach.

Of course, you don't need breaches to launch a general assault; you can rely on scaling ladders, siege towers, or flying units. Supplementing that with battering rams and drills is a tricky business, because you have to get right up against a fortification to use them. This makes the engine and its crew vulnerable to a counter-attack by the garrison. If you want to use these siege engines but the garrison wants to contest you, a general assault develops and both sides must fight a tactical battle until the besieging army either withdraws or defeats the garrison.

## BOMBARDING FORTIFICATIONS

Siege engines like catapults, battering rams, or drills really have only one purpose in a besieging army—beating down a fortification's walls to deny the defenders its protective benefits. And even the strongest walls will break if you take enough whacks at it. Catapults are the most useful because they can batter down a fortification's walls from a distance, but the process takes a while. *Fields of Blood* abstracts this process so that you don't have to share the tedium of this particular aspect of siege warfare.

The attacking player divides his catapult units (see pp. 84-85) into groups each day, and rolls 1d20 plus number of catapult units in the group, for each group. A modified roll on the d20 of 1-7 inflicts no wounds on the fortification; 8-18 inflicts one wound; 19+ inflicts two wounds.

**Example:** Dave assaults a fortress. He has 15 catapult units in his army, and divides them into three groups of five. Each day, he rolls 3d20. On the first day, he rolls a 2, a 16, and a 3, which becomes 7, 21, and 8 after the catapults are added in. He does two wounds to the fortress that day.

Wounds accumulate from day to day, as the siege drags on. When the fortification is reduced to zero Wound Levels, one increment of breach has been opened in its walls. The besieging player may choose to open up more breaches (or widen the initial breach) by repeating the process: Once he again inflicts as many wounds as the fortification's maximum Wound Levels, he creates another increment of breach. The besieging player may declare a general assault at any point in this process and initiate a tactical battle. When setting up the playing pieces for resolving the general assault, the besieging player may place all breeches wherever he wishes (after all, we presume he decided which spots on the walls should bear the brunt of his catapults).

The garrison player may also try to repair damage to the fortification's walls. As soon as a fortification receives catapult damage, the garrison player may try to patch it up, using rubble and mortar, or whatever materials are at hand. He may detail one unit per breach or attempted breach (and no more than one breach or attempted breach per unit) to effect repairs. A unit must make a successful skill test (DC 20), adding Strength and Dexterity modifiers to the roll (or the Craft skill bonus if known), to repair one wound. A unit with the combat engineers subtype receives a +10 bonus to the roll on top of any other modifiers.

A total number of breaches equal to the Wound Levels of the wall can be repaired. There is a point at which no more material is available and all the troops can do is rearrange the rubble.

## BOMBARDING INTERIORS

It is also possible to bombard the interior buildings, rather than assaulting the walls. This is more useful against a population center than against a fortress, as there's more to destroy and it's generally less well protected. By the same token, a huge city is less susceptible to bombardment, as you're more likely to hit a merchant's stall than a vital military target.

You may dedicate as many catapults as you wish to bombardment. Each day, roll 1d20, subtract twice the production multiplier of the city (see p. 15), and add the total number of catapults. Compare the result on Table 5.6: Bombardment Results. A catapult can be used to batter down walls or bombard the town each day, not both.

If the side doing the bombardment has good intelligence on the inside of the city—from aerial units, spying, spies, or detailed maps—they may gain a +1 to +5 circumstance bonus.

### Table 5.6: Bombardment Results

d20 Roll	Result
1-15	No damage
16-18	Civilians killed; 1d4 irregular units take a wound
19-20	Barracks hit; 1d4 regular or elite units take a wound
21-25	Vital structures hit; a guild or utility building is reduced by 1d4 levels, or an additional feature of a fortification, such as a bastion, is destroyed
26-30	Supplies destroyed; fortification loses one week of food, or lucky shot—an individual or special unit garrisoned in the fortification takes 1d4 wounds.

The controller of the fortification may choose which units or structures take damage, and may assign two wounds to the same unit, but not from the same assault, unless there is no other option. That is, it takes a minimum of two assaults to kill a unit, unless there are fewer units than there are wounds.

**Example:** Suppose a bombardment resulted in a roll of 17, and the 1d4 came up a 4. The defender has only three irregular units in the city; one of them must take two wounds. If the defender had five irregular units, four would take one wound each. If, on the next assault, a single wound was inflicted on an irregular unit, the defender could choose to kill one unit or wound the remaining unwounded one.

## SAPPERS

Another important tactic for assaulting a fortress is sapping, which consists of tunneling under walls and then collapsing the tunnels, causing the walls above to crumble. This requires a unit of combat engineers to oversee the operations in general, and one unit per each tunnel attempted. Sapping is risky work. Once per week, roll 1d20 on Table 5.7: Sapper Results per unit attempting the sapping. Add +1 to this roll for each unit of combat engineers after the first assigned to oversee the operations. Add +2 if the unit of sappers is gnomish or orcish, +4 if the unit is dwarvish.

Wounds equal to the fortification's Wound Levels creates one breach.

### Table 5.7: Sapper Results

Roll	Result
1-5	Unit is killed with no effect on the fortifications
6-10	Unit is wounded with no effect on the fortifications
11-15	1 wound to the fortification; unit killed
16-20	2 wounds to the fortification; unit wounded
21+	2 wounds to the fortification; unit unharmed

## GENERAL ASSAULT

You've been starving them for a month, but they won't surrender. Your catapults have done only moderate damage to the walls . . . you've knocked a breach through which you can get one unit, but that's really not enough . . . then your scouts report an army is massing in the capital, and will be here in two weeks. Either the city falls soon, or this entire escapade has been for naught.

With reluctance, you signal for a full-scale attack.

A general assault is handled as per a normal *Fields of Blood* battle, with the difference that the defenders have, generally, a huge advantage. Your troops are vulnerable to arrow fire as they approach, to rains of boiling oil and Greek fire as they batter at the walls, and must scramble over the ramparts directly into the

# F I E L D S   O F   B L O O D



enemy's weapons, with little room to maneuver or regroup. Only massive superiority of numbers (or skill, or the presence of spellcasters, flyers, or special units) will allow you to take down a decent fortification while the walls still mostly stand. The losses are likely to be staggering even if you do win.

## URBAN TERRAIN

The scale of *Fields of Blood* does not permit the mapping of individual houses, though large structures in a city may be marked off. It's assumed a unit can pass freely through the streets of a city or town. However, there are some disadvantages to being the invader. Defending units may hide in buildings, launch rapid strikes from alleys, and disappear behind walls quickly; attacking troops may not. During combat in any urban area, any defending troops gain +2 to AC and +1 to RAB, to reflect their ability to take advantage of the terrain.

## SIEGE WEAPONS

Siege weapons that are considered to be units (catapults and ballista) have no melee combat abilities (MAB 0, RAB 0, AC 15, Wound Levels 1, Melee Power 0). They occupy a one-half inch square. If any hostile unit intersects a siege unit, and there are no friendly units within one inch, the siege unit may be destroyed as a free action the next time the intersecting unit activates.

A unit may equip scaling ladders, drills, and rams, and each requires a unit to transport it. A unit can drop any of these as a free action; if they do so, a hostile unit intersecting it may destroy them. Represent the dropped equipment with a one-half inch counter. Equipping scaling ladders, drills, or rams from the ground is an attack-equivalent action (see p. 70).

Siege towers are generally towed along with the army. They reduce the MPs of an army by one.

**Ballista:** A mechanical device that shoots a heavy spear, its short range makes it poor at breaching walls. Ballista are, however, effective against Huge or bigger creatures, and a ballista can make a Power 12 attack against such creatures. It has a range increment of two inches.

**Battering Ram:** A battering ram is a simple device, little more than a heavy pole swung back and forth so that it repeatedly strikes a fortification. Sometimes it is attached to a movable scaffold so that its characteristic ramming motion is performed mechanically, but it may also be carried by its crew and operated manually. It is useful for crashing gates and weakening walls, but the fact that it is used in such close proximity to the enemy makes its crew vulnerable. A unit equipped with a battering ram may make a Power 15 attack against a gate, or a Power 10 attack against a wall.

**Battering Ram, Gnomish Rocket:** This device may only be purchased by gnomish realms, or be realms allied with gnomes. It consists of a heavy metal cylinder filled with rocket propellant and explosives. Unlike other battering rams, it can be used at range (up to four inches) but travels only in a straight line, so the unit equipped with it must be facing the target. This device delivers a Power 18 attack against either a gate or a wall.

**Catapult:** This mechanical device flings a heavy stone or metal projectile, making it effective for battering walls while keeping its crew at a reasonably safe distance, but is not terribly accurate. In tactical combat, catapults can hurl damaging payloads at exposed

units, either outside or within the fortification. Furthermore, catapults mounted within the fortification can be used to bombard those outside during tactical combat. Catapults can have two kind of payload: rocks and burning pitch. Rocks are free, and in near-infinite supply. A pile of rocks impacting a unit is considered to be a Power 12 attack. Burning pitch may set forests or wooden walls ablaze (see p. 77). Pitch is a Power 14 attack.

Any unit targeted by a catapult assault may make a DC 12 Reflex save to halve the Power of the attack.

**Scaling Ladder:** Scaling ladders are tall ladders that allow an attacking unit to climb a fortification's walls, although slowly and at substantial risk. A unit must be equipped with scaling ladders before the beginning of a battle in order to use them, and it must carry the ladders up to the point at which it deploys them. Carrying scaling ladders reduces a unit's movement by half, stacking on top of any other movement penalties. A unit may not attack while carrying scaling ladders, and it suffers a -2 penalty to AC.

Deploying scaling ladders (i.e., leaning them up against a fortification's wall) requires a move action. Climbing them requires a full-turn action. A unit in the process of climbing suffers a -4 penalty to AC; on the other hand, it may only be attacked by missile weapons. After a unit has completed the process of climbing, it is considered to be hovering between the ramparts and the ground, in a precarious no-man's land. It may attack, but at a -2 penalty. It defends at a -2 penalty to AC.

Scaling ladders are usually made out of wood, and they may be set on fire.

Only units composed of Large, Medium, or Small-sized creatures may use scaling ladders. Tiny creatures are just too small to navigate the rungs, and the ladders are too flimsy to support Huge or Gargantuan creatures.

**Siege Tower:** A large wooden platform can be wheeled up to a basic structure so that the attackers stationed on it are level with the defenders on the ramparts. They are expensive and fragile, but as a general rule, they are less dangerous than scaling ladders.

Siege towers have a movement allowance of one inch per turn. This is the speed at which its crew may wheel it around the battlefield. Any unit of Large or smaller creatures that begins a turn adjacent to a siege tower may equip itself with the siege tower as a full-turn action. The unit is considered to occupy the same physical space as the siege tower and moves with it. It may not attack enemy units at ground level unless it has missile weapons. It defends at a -2 penalty to AC.

A unit occupying a siege tower that is set afire must abandon it, or else it is eliminated (unless it is immune to fire, of course). A unit that abandons a burning siege tower must make a successful Reflex save (DC 10), or suffer one wound.

A siege tower may not cross a moat.

Siege towers have to be assembled on or near the battlefield; they cannot travel overland. Assembling towers takes a minimum of a day. The forces with the towers must have routed all non-garrisoned defenders from the province.

**Drill:** A fiendishly ingenious mechanical device that can drill through even a heavy stone wall. It delivers a Power 12 attack to a gate, or a Power 8 attack to a wall. Each turn it is kept in place, the Power of the attack increases by one, up to a maximum of +10.

**Liquid Fire:** Liquid fire is a concoction of tar and pitch that, when set alight, creates a fire impossible to extinguish quickly by non-magical means. A tactic favored by besieged armies is to dump cauldrons of the stuff on the heads of attackers below the parapet and drop lit torches on them. This is a Power 10 attack: an additional Power 8 occurs on the next turn.

## BUILDING SIEGE WEAPONS

Before you can deploy siege engines, you must equip your army with them. Regents build siege engines the same way as units, more or less. Determine the cost of the siege engine according to Table 5.8: Building Siege Weapons. The regent pays the cost in Resource Points when he takes a muster troops action.

Table 5.8: Building Siege Weapons

Weapon	Cost	Is A Unit	Notes
Ballista	175 RPs	Yes	Power 12 against Huge creatures
Battering Ram	25 RPs	No	—
Battering Ram, Gnomish Rocket	150 RPs	No	Only usable by gnomes or realms allied with gnomes
Catapult	200 RPs	Yes	—
Drill	100 RPs	No	—
Liquid Fire	10 RPs	No	Cost is per shot
Scaling Ladder	50 RPs	No	—
Siege Tower	150 RPs	No	Must be assembled on-site

## Using Minis in Battle

While unit counters have been provided for your battles (see p. 174), they can easily be replaced by miniature figures to make your *Fields of Blood* game more colorful and three-dimensional. Little changes with respect to the *Fields of Blood* rules.

Each mini represents one martial or special unit. Remember this is not a skirmish battle between individuals, the minis are simply a shorthand to show the placing of the scores of individuals who make up the unit.

The minis may be mounted on 1" x 1" squares or their bases may be left as they are. Intersection occurs when bases touch or when could touch but for overhanging portions of the mini.

Wounds should be marked by small counters or scraps of paper.

Unit facing is represented by the direction of the mini's face. If the mini has no face, the players should determine facing by mutual agreement.

Line of sight may be judged from any portion of the two minis involved. It is assumed that the unit can see and be seen from any portion of its mini or base.

## Summary of Taking Over A Province

In order to conquer a governed province, the following must be accomplished:

- 1) All external units (units not in a city or fortifications) must be defeated.
- 2) All fortifications and the units they fortify must be conquered.

Cities without walls can simply be invaded using normal tactical combat. Cities with walls must be taken through siege warfare, either by breaching the walls and then attacking, starving the city into submission, or launching an assault while the walls still stand.

# FIELDS OF BLOOD

If the city contains a castle, citadel, or fort, the fortification forms the “last line of defense” if there are any units left to man it. The controller of the province must decide which units are going to be in the city or manning the city walls, and which units will be in the castle. The castle (or other fortification) should be shown on the battle map containing the city; units may move into the castle provided the gates are open. (Likewise, enemy units can move into the castle if they’re quick!)

Generally, it is recommended that the conquest be fought as three battles if the province is fortified totally, having walled population centers and a fortification within the population center.

- 1) One battle to fight non-garrisoned units.
- 2) One battle to take the city proper. This may occur immediately or following a prolonged siege.
- 3) One battle to take the city’s castle. This, too, may occur immediately after the city itself is taken or following a siege.

At any point, of course, the regent can negotiate a surrender, including such things as safe passage for defending troops.

If a city is taken, but a castle is not, the attacker can execute the Plunder or Raze actions (see p. 42), leaving the fortification alone. Only if the defender chooses to leave the safety of the fortress and attack can he prevent the destruction or looting of his city.

## Quick Combat

*Fields of Blood* combat is designed to be fast-paced and exciting, but some battles can still take a while, and there are times when it is better to resolve a conflict without using the full system. While some detail and precision are lost, the following quick battle rules enable you to run a battle in a handful of die rolls.

## RATIO

The first step is to determine the ratio of forces. Each side should tally the total Resource Points of the martial and special units involved. Any individual powerful enough to act as a special unit (see p. 74) should have his RP value calculated as such. Then the player decides whether to use him as a unit. As a unit, each individual adds his full RP value to his side’s ratio but can be killed in battle. If not used as a unit, such an individual is treated as a seconded commander. He adds only half his RP value but is not subject to death (he ducks out if his unit is destroyed).

The total RP cost of each side’s units is the Base Army Value, or BAV.

Compare the two values to find their ratio. Ratio is always expressed at two whole numbers (round normally), in the format Player:Opponent.

**Example:** If Joe and Fred are fighting, Joe’s ratio is Joe’s BAV:Fred’s BAV. Fred’s ratio is the opposite. If Joe has 1500 RPs of troops and Fred has 1000, Joe’s ratio is 2:1 (1.5 is rounded up), while Fred’s is 1:2. If Joe had only 1400 points, both sides would have a 1:1 ratio (1.4 is rounded down).

## TACTICAL PROWESS

Each side should determine the highest Command skill modifier possessed by a commander. Add +1 for each additional five ranks, total, possessed by all other commanders. Round to the nearest whole number when dividing. This number is the Tactical Bonus.

**Example:** Dave’s army has a general with Command +12, and two other commanders with Command +4 and +9. Dave’s Tactical Bonus would be  $12 + (13/5)$ , or 15.

## BATTLE STANCE

Each side secretly chooses a battle stance: Attack, Hold Ground, Retreat. This declaration is used after the fighting is over to determine the actual results on Table 5.11: Results of Battle.

**Attack:** The army seeks to eliminate the opposing army.

**Hold Ground:** The army seeks to remain in the province. If enemy units begin fleeing, they will not be pursued.

**Retreat:** The army wishes to leave the province with as few casualties as possible.

## CONFLICT

Now to battle. Each side rolls 1d20 for initiative and adds its Tactical Bonus. The higher total acts first.

The side that won the initiative chooses an action—either Battle or Maneuvering. The action is resolved and each side’s ratio is adjusted. The side that lost initiative now acts, again results are determined and ratios recalculated.

The sides continue to alternate actions. The battle is over when 100% of the units on one side are lost, or when one commander calls it quits.

## BATTLE

When a side chooses Battle, that player is considered the attacker and his opponent the defender. The attacker rolls 1d20 and consults Table 5.9: Quick Results under his ratio’s column. The result refers to the percentage of forces that are threatened. A result of 20a means 20 percent of the attacker’s troops are at risk. A result of 40d means 40 percent of the defender’s troops are threatened.

Both sides now make opposed 1d20 rolls and add their Tactical Bonus. The result is referenced on Table 5.10: Casualties and a percentage of the threatened forces are lost.

Table 5.9: Quick Results

Roll	Ratio (Attacker to Defender)								
	1:5	1:4	1:3	1:2	1:1	2:1	3:1	4:1	5:1
1	100a	100a	100a	80a	60a	40a	20d	0	0
2-3	100a	100a	80a	60a	40a	20a	0	0	20a
4-6	100a	80a	60a	40a	20a	0	0	20a	40a
7-10	80a	60a	40a	20a	0	0	20a	40a	60a
11-14	60a	40a	20a	0	0	20d	40a	60a	80a
15-17	40a	20a	0	0	20d	40d	60a	80a	100a
18-19	20a	0	0	20d	40d	60d	80a	100a	100a
20	0	0	20d	40d	60d	80d	100a	100a	100a

## Table 5.10: Casualties

Roll	Result
Threatened side loses by 10 or more	Full damage
Threatened side loses	Half damage
Threatened side wins	Quarter damage
Threatened side wins by 10 or more	No damage

**Example:** Battle is chosen and the the Table 5.9 result is 40a. That means 40 percent of the attacker's forces are threatened. The two side's make Tactical checks and the attacker's total is four points higher than the defender's. Consulting Table 5.10, one quarter of the threatened percentage is lost. Thus, the attacker's BAV is reduced by 10 percent, and ratio is recalculated.

## MANEUVERING

A superior general can sometimes beat an overwhelming force with clever tactics. If the player with initiative chooses Maneuvering, his side attempts to increase its BAV for purposes of the combat ratio only.

Both players roll opposed Tactics checks. For each point by which the player with the initiative beat hit opponent, his BAV for purposes of determining ratio increases by five percent, until the end of his next turn. For each point by which he loses, his BAV, again for purposes of determining ratio, decreases by five percent.

**Example:** Fred's 1,000-RP force is on the short end of a 1:2 ratio with Joe's 1,500-RP army. Fred attempts Maneuvering. His Tactics result is six points higher than Joe's. Fred can increase his BAV by 30 percent until the end of the next turn. He now has an effective 1,300-RP army and his new ratio is 1:1.

## RESULTS OF BATTLE

Once all actions are completed and one side has been entirely lost or has withdrawn, Table 5.11: Results of Battle is consulted. The attacker's Stance is located vertically; the defender's horizontally. The result box reveals the final outcome of the fight.

The destroyed units must be identified. Each opponent picks units from the other side until the total percentage destroyed has been exceeded. If the total number of points left to be destroyed is less than the point value of the cheapest unit on that side, that unit must be selected, and the picking is over (for that side).

**Example:** Joe's 1,500-RP force has six units—five infantry each worth 200 RPs, and one special unit worth 500 RPs. He invades Fred's land, defended by a 1,000-RP army with ten units of 100-RPs each. Joe's ratio is 2:1; Fred's is 1:2. Neither has any individuals. Joe adopts an Attack stance; Fred wants to Hold.

Joe wins the initiative check and chooses Battle. He rolls a 10 and consults the 2:1 column of Table 5.10, resulting in no damage to Fred's forces. Fred Battles as well and rolls a 19—20 percent of Joe's forces are threatened! Joe and Fred have a contest of Tactics and Joe loses, but only by two. Table 5.10 reveals that half the threatened forces (or 10 percent) are lost. Joe's BAV is now 1,350. This makes the ratio for both sides 1:1.

Joe Battles and rolls a 16, for a 20d result. Fred rolls very poorly and loses the subsequent opposed Tactics roll by more than 10. Fred loses 20 percent of his BAV, or 200 points, reducing him to 800. The ratio swing back to 2:1/1:2.

Fred decides on Maneuvering in an attempt to get his dwindling forces in position to magnify their skill. Another opposed Tactics roll and Fred beats Joe by five, increasing his BAV by 25 percent to 1,000. The ratio on both sides is again 1:1.

The conflict continues and goes badly for Fred. He decides to withdraw when his losses amount to 500 RPs. By that time, Joe has lost 600 RPs worth of troops.

Consulting Table 5.11 under Hold on top and Attack on the side, the bottom middle result applies. Joe (the attacker) was victorious so Fred's forces are removed to an adjacent province. Three-fourths of Fred's lost troops (375 RPs worth) are destroyed. Half of Joe's losses (300 RPs worth) are destroyed.

Joe has little choice with Fred's forces. He chooses four 100-point units. Fred could pick two of Joe's 200-point infantry units, but he decides to take out the special unit instead. That maximizes Joe's pain. Fred feels that it's the least he can do.

## Table 5.11: Results of Battle

Attacker Stance	Defender Stance		
	Retreat	Hold	Attack
Retreat	Both sides are removed from province; 1/10 of each side's lost units are destroyed.	Attacker is removed from the hex; 1/10 of each side's lost units are destroyed.	Attacker is removed from the hex; 1/4 of attacker's lost units are destroyed; 1/10 of defender's lost units are destroyed.
Hold	Defender is removed from province; 1/10 of attacker's lost units are destroyed; 1/4 of defender's lost units are destroyed.	Victor holds province; 1/2 of each side's lost units are destroyed.	If attacker victorious, defender is removed from hex and 1/4 of attacker's lost units are destroyed. If defender victorious, attacker is removed from hex, and 3/4 of attacker's lost units are destroyed. In both cases, 1/2 of defender's lost units are destroyed.
Attack	If defender victorious, defender is removed from hex and 1/10 of defender's lost units are destroyed. If attacker victorious, defender is removed from hex and 1/2 of defender's lost units are destroyed. In both cases, 1/10 of attacker's lost units are destroyed.	If defender victorious, attacker is removed from hex and 1/4 of defender's lost units are destroyed. If attacker victorious, defender is removed from province, and 3/4 of defender's lost units are destroyed. In both cases, 1/2 of defender's lost units are destroyed.	Victor remains in province. 3/4 of each side's lost forces are destroyed.





## CHAPTER SIX: MAGIC

*Velidens swore.*

First he did so in the common tongue of the Weald, then in Low Draconic, and, for good measure, he uttered some words in the language of the lower planes. Those final expressions were not curses, per se, but anything in that bleak speech sounded blasphemous.

The fight had turned several times. The initial charge of the Weald had been turned back, but the westerners were not used to continued resistance—they fought quick skirmishes where the goal was more honor than conquest, with the losing side retreating quickly to fight another day, bearing no wounds but the shame of a defeat which might be expunged in the next week. They were not used to ongoing conflict, with an enemy willing to inflict significant casualties on his foe and willing to die in numbers. Velidens had promised Lord Jaspyr this, and Jaspyr had counted on it.

Velidens, much as his lord, hated being wrong above all else. Which meant, in turn, that victory was required.

The surrounding band of men looked on him with a mix of awe and fear. Some few had held undisguised contempt for the skinny man who could barely tell which end of a knife went into a foe's gut; those feelings vanished when Velidens turned a man into a charred corpse with a single, liquid syllable. Now some thought they were in the service of a demon. Others looked at him as a god. Velidens vastly preferred either impression over his soldiers thinking of him as he thought of himself—a man who had mastered a few useful tricks.

Time to use those tricks, he thought. All his training and experience had taught him to hoard his powers. No matter what horror faced you now, something far worse might lurk around the next bend in the corridor. Still here the enemy here was all arrayed in the open, and . . .

There. Jaspyr's personal guard was under assault by some hulking axemen, and Jaspyr was in the thick of it. Velidens had never fully decided if he liked Jaspyr or just needed him, but, either way, he could not permit him to die.

Velidens reached into the leather pouch he kept at his waist, and felt for a particular bag of silk. He drew it forth and held it, working the sulfur and bat guano into his hand as he watched the battle, waiting for the right moment . . . now! He began to speak, reciting a ritual to unleash the power he'd so carefully shaped and stored earlier that day.

A handful of powder  
From thrice-damned hell.  
Refuse from the night  
to which light will come.  
A sign to focus,  
A word to summon,  
A word to shape,  
A word to bind,  
A word to . . .  
FIRE!



The ball exploded in the densest knot of axemen, singed only a few of Jaspyr's own men. The roar of the explosion momentarily drowned the clash of metal; it was followed by a crescendo of screams. The ball had killed perhaps a quarter of its targets outright, but had burned many more, and had frightened the rest. Between Jaspyr's men hacking at them and the sudden, burning doom manifesting in their ranks—doom that could not be seen nor parried—they broke. The axeman dissolved into chaos, some fleeing, some surrendering, some few standing to fight without protection and being cut down in seconds as Jaspyr's men swarmed them. In instants, they were gone.

Jaspyr's unit rode to Velidens. At his liege's signal, Velidens strode to Jaspyr's horse.

"Nice work," Jaspyr said.

Velidens gestured dismissively. "I do what I must. I don't relish dying to these barbarians anymore than you do."

"We're winning, you know."

"Yes. But we haven't won."

"You sound like Merrick."

Velidens winced. That wasn't a compliment.

"Merely trying to maintain perspective."

Jaspyr nodded, as if he had only half heard. "Nonetheless, I need more help. I want to take my men directly against their commander, but his archers will get too many shots at us before we close. Anything?"

Velidens checked his pouch. Yes. That would do.

"Begin the charge. I'll do my part."

## MAGIC IN MASS COMBAT

Normal martial units aren't affected by most combat level spells. There are simply too many individuals in a unit of elite elven heavy cavalry to take notice of a *ray of frost*, for instance, or *aid*. While such a spell could affect one member of the unit, a spell needs a decent chance of affecting the entire unit to work in battle.

Special units, on the other hand, are sometimes composed of a single individual. Spells that might never affect a normal unit, because they target only a single creature or a small number of creatures, may well impact a single special unit.

Most of an individual's special abilities don't affect combat. Even a cleric's turn undead ability cannot affect enough members of a unit of undead to force a damage check. To determine a spell's affect in the *Fields of Blood*, use the following rules.

## CASTING TIME

A single turn in a battle lasts about one minute. During this time, a spell-casting leader is going to spend most of his time commanding his troops and moving with them, and could not possibly concentrate enough to cast more than one spell per turn of battle. He can cast one spell per turn with a casting time of one minute or less. Casting times greater than this must be divided by one minute to determine how many turns of battle (on the *Fields of Blood* scale) it takes to cast the spell.

**Examples:** Steve has a druid seconded to a unit of heavy infantry. He wants his druid to cast *call lightning* to strike an enemy unit. The casting time is 10 minutes, which means it will take 10 battle turns.



Joe's cleric wants to cast *create greater undead*, but this takes a full hour to cast, or 60 turns. That's too long to work during a normal battle, but he could, of course, take the time to cast it before the battle. There's nothing stopping a spell-caster from casting all the spells he wants before the battle.

## PREPARING SPELLS

Armies rarely surprise each other, at least not in the sense of coming upon each other completely without warning. An army makes a lot of noise when on the march, and is obvious from far away. Even a sneak attack is likely to be detected an hour or so away, unless great magic, such as *teleportation*, is involved. As a consequence, a caster attached to an army usually has at least a few hours' warning before battle begins. If the caster's army was stationary (for example, if they had been ordered to hold or fortify a province, or were stationed in a fortress or castle), the caster has at least a full day to cast any spells that might affect the field of battle and that will endure until the battle begins—*hallucinatory terrain*, for example. If both armies are on the move, then the precise point at which they meet and fight is unknown, but the caster can still cast summon spells (which have long durations), or a druid could cast *shambler* and have the unit summoned marching along with them. All such spells pre-cast must be noted, and the spells deducted from the casters allotment for the day.

## RANGE

One square inch on the battlefield is about 50 feet on a side. Spells with ranges less than this do not have the distance necessary to effect another unit, though they may be able to effect the caster's unit and, of course, the caster himself in individual combat. Such spells may also affect an opposing unit in melee with the caster's unit.

Use Table 6.1: Spell Range to convert range in combat to range in battle when converting spells from other sources. **Appendix A: Core Magic** contains a large number of basic magic spells already converted to this scale. In some cases, ranges and areas were fudged slightly to make them easier to use in battlefield play; feel free to do the same. (For example, ranges of forty feet become fifty feet, or one *Fields of Blood* inch.)

### WHAT ABOUT ALL-CASTER UNITS?

These rules assume that casters are either seconded to a unit as commanders, or act as special units. There are no rules for all-caster units—that is, a unit of dozens of casters all casting the same spell. One of the defining paradigms in the core d20 rules is that casters are rare. Using the sample demographics provided in the core rule books, a metropolis would, barely, be able to field a unit of 100 first-level wizards or sorcerers, and be utterly unable to field a martial unit of any higher-level casters. Such a unit would have the lifespan, in combat, of a snowflake on hot iron, and, furthermore, would be difficult to recruit from a "game reality" perspective. Try getting a hundred wizards, even those at first level, to all march in formation, prepare the same spells, and otherwise act as a cohesive unit. If you happen to have a hundred wizards at your beck and call, they are much more useful dispersed throughout the battlefield. In addition, bookish wizard types are not generally good at the basic training required to turn them into soldiers; their time is better spent elsewhere. The same is true of other caster types.

### Table 6.1: Spell Range

Combat Range	Battle Range
0 ft.	Self only
10 ft.	Self/unit only
20 ft.	Self/unit only, or an intersecting unit
30 ft.	Self/unit only, or an intersecting unit
40 ft. per level	1 inch per level
50 ft.	1 inch
60 ft.	1 inch
Close	1 inch at 5th level, an additional inch every 10 levels thereafter
Five miles	Anywhere on the battlefield
Long	8 inches plus 1 inch per level
Medium	2 inches plus 1 inch per five levels
One mile	Anywhere on the battlefield
1 mile per level	Anywhere on the battlefield
Personal	Self/unit only
Touch	Self/unit only
Two miles	Anywhere on the battlefield
10 ft. per level	1 inch at 5th level, an additional inch every 5 levels thereafter
Unlimited	Anywhere on the battlefield

## AREA OF EFFECT

Spells either affect individuals, the battlefield itself—its terrain, for instance—or units.

Spells that affect individuals are only of use against some special units (those with only one individual). Spells that increase a unit leader's level or leadership skill are the exception, and can affect a unit's stats.

Spells that affect an area, or a number of creatures, can impact a unit if they can simultaneously affect a reasonably large percentage of the unit—as rough guideline, if one-fourth of the unit can be hit, the spell has some chance of damaging the unit. This was the criterion used for the spells converted from the core d20 rules in **Appendix A: Core Magic**. (Battle magic spells are designed to affect units or large areas.)

Some spells create objects, such as *wall of stone* or *create water*. Unless a spell creates an object usable by the caster or another individual (in which case the object may be useful in single combat) or creates an object of at least 50 feet across (in which case the object can have an effect on the battlefield), the spell has no effect on battle. *Wall of stone*, for instance, can create a four-inch thick, five-foot high, 50-foot long wall of stone at 10th level. This would make a wall one inch long on the battlefield.

## DURATION

Duration, like casting time, must be translated from combat time to battle time. Each minute of duration equals one turn on the battlefield. Spells with a duration of less than one minute are considered instant on the battlefield.

## SAVING THROW

Saving throws work the same way in battle as they do in one-on-one combat. Fortitude saving throws reflect the hardiness of the individuals in a battle. Reflex saving throws reflect a unit's ability to react, either by ducking, clustering together, hiding behind their shields, when a spell hits them. Will saving throws reflect the mental strength of the individuals in a unit.

Units are trained for warfare, and soldiers do not encounter spells as a matter of course. As a result, units tend to react badly when spells are used against them. In addition to the normal effects of failing a saving throw, units must also make Morale checks when spells are used against them. Well-trained units tend to react better than untrained units, as Table 6.2: Morale Check for Magic describes.

### Table 6.2: Morale Check for Magic

Unit Training	Morale Check When
Irregular	Any spell is cast on the unit
Regular	Only when the unit fails its save
Elite	Never

The DC of the Morale check is 10 plus the level of the spell cast on the unit. Morale checks are only necessary against spells that can affect the entire unit. Some spells have effects that are exceptionally frightening or demoralizing; these are noted in the spell descriptions.

## BURST SPELLS

Spells which have a burst effect centered on the caster always impact the caster's own unit, as well as any other units mentioned in the spell description. The chaos of battle is such that the members of the caster's unit cannot trivially "clear out of the way" when the spell goes off.

## EFFECT

The effects of spells is described in **Appendix A: Core Magic**. Dozens of spells have been translated to *Fields of Blood* terms. These spells should serve as a guideline for translating spells from other d20 products.

## Metamagic Feats

### NEW CORE FEAT

#### FOE-SEEKER [METAMAGIC]

You can target a specific individual even in the chaos of battle.

**Benefit:** Normally, spells are targeted against units, not against an individual secunded to the unit. A spell prepared with this feat can target an individual in a unit, provided the unit is visible to the caster. If the spell has an area effect, it still affects the rest of the unit as normal. Resolve the damage to the individual and the damage to the unit separately. A foe-seeker spell uses up a slot one level higher than normal.

### CORE METAMAGIC FEATS

The effects of core metamagic feats are noted below. Note that, for sorcerers, metamagic is especially effective, as the full-round casting time required is not meaningful on the *Fields of Blood* time scale. This makes sorcerers slightly more powerful in *Fields of Blood* battle than wizards, as they can use metamagic on the fly at no penalty, while the wizard must still prepare spells with metamagic ahead of time. Counterbalancing this is the fact that, on the realm level, the wizard's much wider spell selection allows him to be useful in a variety of non-combat roles, while the sorcerer remains primarily a mobile artillery platform.

# FIELDS OF BLOOD



Unless otherwise noted, metamagic feats affect battle magic spells directly. If a battle magic spell affects one square inch for one turn, an enlarged, extended version of the spell will affect one and a half square inches for two turns. The following rules are designed primarily for use when using core magic.

## EMPOWER SPELL

This feat does not increase the number of units affected by a core magic spell, but it does increase the Power of any attack by half. Thus, a Power 8 attack becomes a Power 12 attack. If used with a battle magic spell, it does increase the number of units affected.

## ENLARGE SPELL

This feat affects spells normally. Most of converted core spells use an optimized estimate of their area to include enough of the soldiers in a unit to impact that unit. Thus, generally, increasing the area of an area-effect spell such as *fireball* doesn't make the spell more efficient in *Fields of Blood*. However, if the total area of the spell is increased to more than one square *Fields of Blood* inch (more than 50 ft. by 50 ft., in other words), it may impact one additional unit for each square inch, or fraction thereof, the spell now covers. Thus, a spell enlarged to cover 4.25 square inches impacts five units, provided, of course, all such units are within the area of the spell.

## EXTEND SPELL

If the total extended time of the spell is less than one minute, but the spell does damage over time (such as *incendiary cloud*), the Power of the spell is increased by one-fourth. If the total extended time of the spell is greater than one minute, the spell continues to have its full effect for an additional *Fields of Blood* turn.

**Example:** A 7th-level wizard casts *confusion* on an enemy unit. This will normally confuse the unit for only one turn. If this spell is extended, it will last for 14 normal d20 rounds, or 1.4 turns, and will affect the target unit for two full *Fields of Blood* turns.

## HEIGHTEN SPELL

This feat works as normal. All spell effects are as if the spell was cast at the higher level.

## MAXIMIZE SPELL

This feat doubles the Power of any core magic spell.

## QUICKEN SPELL

Since the limits on spell-casting during a *Fields of Blood* turn are based on finding the best opportunity to cast during battle, and not on casting time per se, a quickened spell is treated just as a regular spell, except during individual combat, when, of course, all normal d20 rules apply.

## SILENT SPELL

This feat functions as normal. It allows a spell to be cast even if the caster's unit is silenced.

## STILL SPELL

This feat functions as normal. It allows a spell to be cast even if the caster's unit is held, entangled, or otherwise restrained.

### BATTLE METAMAGIC FEATS

Battle magic spells are powerful as designed. Adding metamagic to them, while difficult for all but the most powerful casters, makes them even more so.

As an option, GMs or players may wish to mandate that special, battle-metamagic feats must be learned (i.e., Extend Battle Magic Spell, Maximize Battle Magic Spell, and so on). Such feats would have the core metamagic feat as a prerequisite. As a second option, a single feat, Battle Metamagic, could allow use of any core metamagic feats known to the character with battle magic spells.

## Battle Magic

Battle magic is a special class of spells designed for, and only of use on, the battlefield. These spells are not detailed in standard core magic format, and it is not recommended that they be used outside of battlefield play. In many cases, they do not cause more damage than a normal spell of their own, or even a lower, level; they just affect a wider area or have an extended range. If it is somehow considered necessary that these spells be used in a normal play situation, they should have a minimum casting time of 30 seconds—five normal combat rounds.

Battle magic spells work as do normal spells in most respects, with the following changes.

There is one new range: Very Long, defined as 16 inches plus two inches per caster level.

To use battle magic, a special feat is required, as follows:

### BATTLE MAGIC PROFICIENCY

The caster knows how to cast battle magic spells.

**Prerequisites:** Caster level 7+

**Benefit:** Battle magic spells are rarely taught in standard magical curricula; for one thing, apprentices are wholly incapable of mastering even the simplest of them. For another, few mages really wish to spend time learning spells whose power is such that they can be used effectively only under limited circumstances. It would be the equivalent of arming every soldier in a modern army with a small tactical nuclear weapon, on the grounds that it is much more powerful than an M-16. As such, special training is needed to learn battle magic. This feat represents such training. The GM may allow a wizard, sorcerer, druid, or cleric to learn this feat from self-study, or may require time spent with trainers.

**Normal:** Without this feat, sorcerer, wizard, cleric, or druid battle magic spells may not be learned.

**Special:** The battle spells of paladins, bards, and rangers are more limited in scope, and represent specialized knowledge, but do not require this feat.

## Realm Magic

In addition to core d20 spells and battle magic, a third type of magic can be found in *Fields of Blood*: Realm magic. Realm spells require extensive rituals and preparation, as well multiple participants, so they may only be cast if a church or wizard's tower is present in the realm. Each such guild is limited to one spell per season. Thus, if a realm has a Chapel, a Temple, and an Arcane Tower, it may cast three realm spells per season, each limited to the level of the casting guild.

Realm spells cost 1,000 RPs x (level squared), or, 1,000 RPs for a first level realm spell, 4,000 RPs for a second level realm spell, up to 81,000 RPs for a ninth level realm spell. Table 6.3: Realm Spell Costs describes the cost in RPs for each spell level.

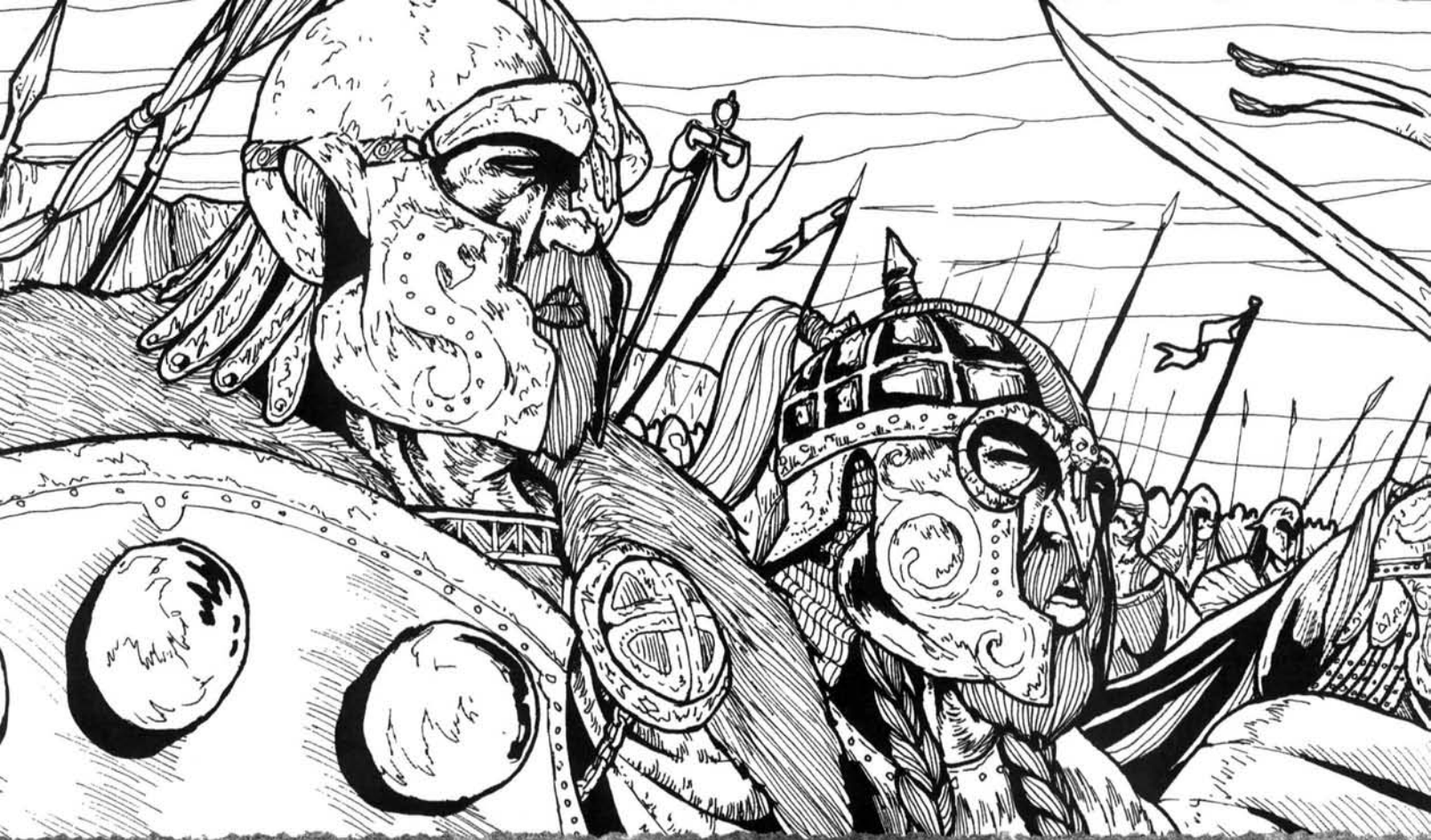
Table 6.3: Realm Spell Costs

Level	Cost
1	1,000 RPs
2	4,000 RPs
3	9,000 RPs
4	16,000 RPs
5	25,000 RPs
6	36,000 RPs
7	49,000 RPs
8	64,000 RPs
9	81,000 RPs

Both arcane and divine realm spells are tightly linked to the land itself, and are castable only by the consent of the land's ruler and the tacit acceptance of the people of the land. Thus, only provinces in the realm where the spell is cast may be targeted, unless explicitly noted otherwise.

**Option:** Because realm spells involve more in the way of precious gems and strange arcane materials than peasant sweat, gold pieces may be turned into Resource Points for the purpose of paying realm spells *only* at an improved rate of 10 to 1.

Realm spell descriptions can be found in **Appendix C: Realm Spells**.



## CHAPTER SEVEN: HEROES

*Jaspyr stood on the parapets of Hoddenhill Holdfast, watching the work on the walls.*

*The invasion from the north, led by that traitor, Merrick, had been turned back, but at great cost. The old walls had crumbled, and the race to build new defenses before the Northmen could reform their armies was on. Striking back was not yet an option; his forces were spread thin in the west, holding them down. It should have been two years or more before the North stopped being a "beloved trading partner" and became a "hated bastion of our foemen," but now Merrick, a thousand gods curse him, had forced the issue.*

*According to the priests, the nine hells held a special place for traitors. Jaspyr hoped they were right.*

*The twang of bowstrings and thudding of arrows interrupted his work. Startled, he rushed to the other side of the tower, to look down into the inner courtyard. There was Velidens, and two-dozen archers—wearing Jaspyr's own colors—were shooting at him.*

*Either Velidens had turned traitor, as well, or the archers had. Either way, something had to be done. Jaspyr grabbed his longsword from where it leaned against the parapets, and dashed to the stairs, speaking four discordant syllables as he did so. By the time he'd reached the ground floor, the sword's blade crackled with burning energy.*

*He raced to the courtyard, waving to command guards to follow him as he rushed past. "Hold! All of you, hold!" he shouted as he*

*passed through the open gates. "The next to move will have a true fire in his belly, this I swear!"*

*To his mild surprise, he was obeyed. The archers put down their bows, and Velidens pocketed his pouch of dried dung and snake fangs. He strode towards Jaspyr, stopping once to pluck an arrow from the ground near him. Smiling a strange half-smile, he handed it to Jaspyr, who took it, frowning.*

*Jaspyr examined the arrow, his frown deepening. The head was wrapped in padding, and the point beneath was blunt wood, not sharp steel. This was a training arrow, used by the youngest recruits so they didn't deplete their ranks on their first day on the practice field.*

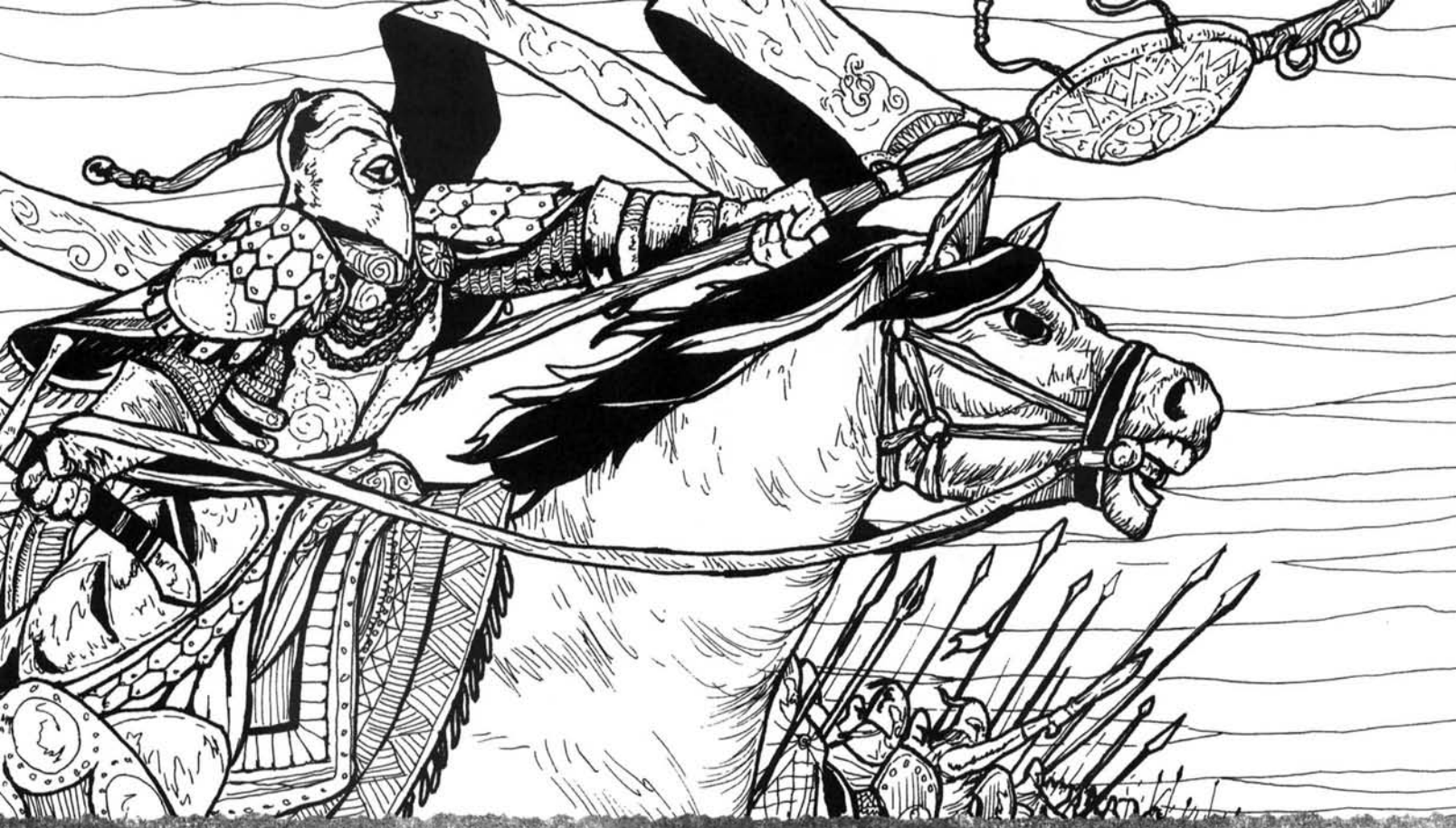
*Jaspyr hissed between gritted teeth. "Velidens, is this some sort of joke? I assure you, I am not in the mood to be mocked, and your usefulness, and our friendship, does not . . ."*

*Velidens put a calming hand on Jaspyr's shoulder. "Easy, my liege. I suppose I should have mentioned this, but you have been . . . preoccupied . . . of late." Jaspyr stared at Velidens' hand on his shoulder as if it were a venomous insect. Hastily, Velidens removed it, and continued. "Well, you recall that, during the attack, my concentration was interrupted . . ."*

*"You barely managed a single spell. Merrick knew to direct his archers against your position, to harass you," Jaspyr snapped.*

*"Yes. To be honest, my liege, my failure then has been weighing on me. I have been studying."*

*Jaspyr sneered. "Imagine that. You, buried in books. What a*



surprise. I lost three hundred good men, Velidens. Brave men, loyal men. You could have . . .”

He stopped. Velidens was glaring at him. Jasp yr still held his blade, but he also remembered Velidens could kill, or worse, with a whispered word. Velidens had reached into his many-pocketed robe and brought forth a few scraps of yellow parchment. “Read!” he commanded, forgetting, for a moment, who was Lord. Jasp yr, momentarily shocked out of rage, took the pages and read.

As he did so, his expression shifted, melting like a wax sculpture left too near the flame, turning from anger to surprise, then joy. “You can do this, you think? Master these techniques?”

Velidens nodded. “I think I can. My training,” he gestured at the archers around him, “is underway. It means some loss of time studying other aspects of my craft; considerable time, actually, but it seems the course of my life is set. If I am to spend much time on the field of battle, it’s best I learn to thrive there.”

Jasp yr stared at him for a few seconds, his eyes unreadable. Then he said, “For you to give up any measure of power, even the slightest . . .” He paused, struggling to find words. “Please, continue your training, and let me know what else you might need. Soon, very soon, we will need those new skills of yours.”

## Player Characters

Even as hundreds or thousands clash in battle, fighting and dying only to be forgotten by history, a rare few individuals stand out. Brilliant leaders, mighty warriors, or both, their names are remembered for centuries. Individuals of power, skill, and determination can stand out from the mob, striking the blow that slays

an enemy general, turning a rout into a charge with a few well-chosen words, or devising a cunning tactic that lets a hundred men slay a thousand. These individuals, in the game, are the player characters (and a selection of their NPC opponents), the few who effect a history-making difference.

This chapter provides information discussing and converting the skills, feats, and other elements characters possess into useful features for the battlefield. The chapter rounds out with an assortment of battlefield oriented prestige classes.

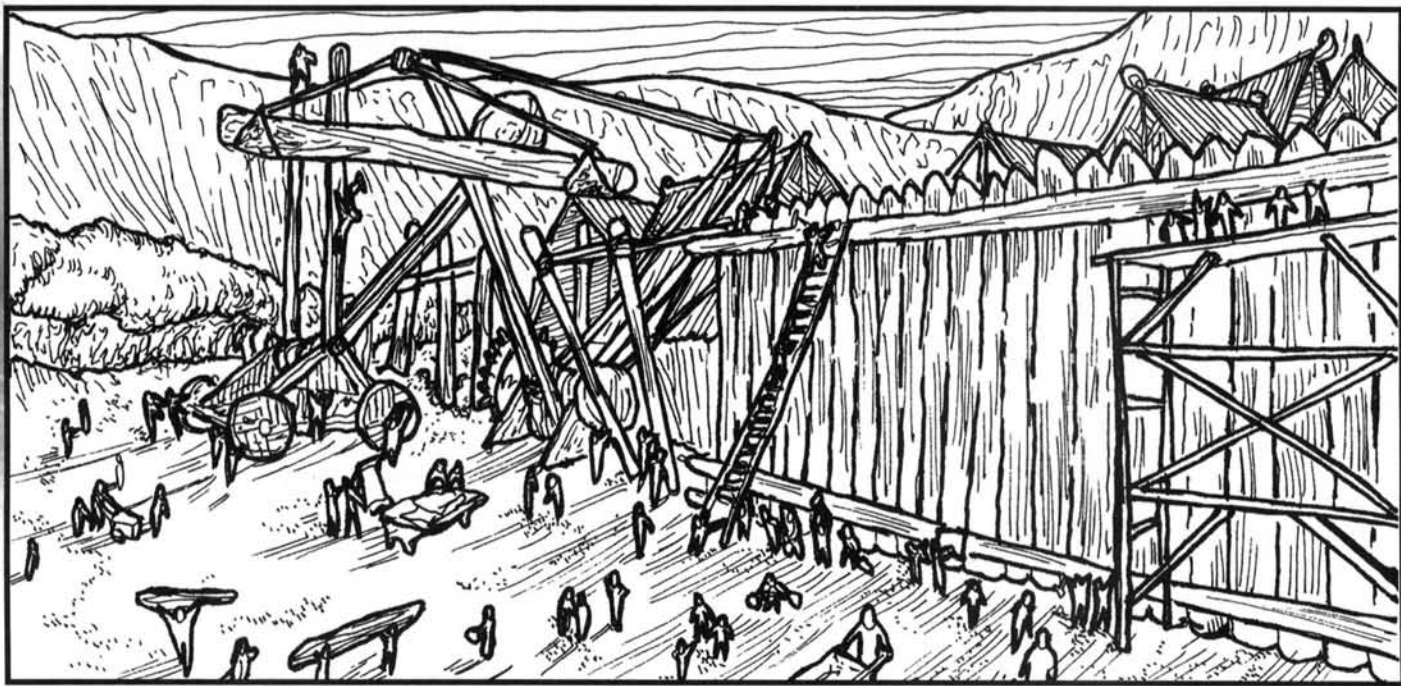
## Secunding Characters

When a character is secunded to a unit, they take command of it and fight as part of it. This allows them to add their fighting skill to the unit as a whole, as well as improving their discipline and morale. If they are a caster, they can cast spells that can impact their own unit or enemy units. Secunding is the best use for medium powered individuals (5th to 10th level or so), as they can add much to a unit by being part of it, but cannot survive alone on the battlefield as a special unit for long. Extremely powerful individuals may be of more use on their own, though a caster is almost always better off with a hundred armed guards, rather than wandering the field of battle unprotected.

## Skills

The following skill additions are useful to characters who intend to spend time on the battlefield.





## CRAFT

**Fortifications:** Craft (Fortifications) covers the art and science of building everything from simple barricades to mighty fortresses. While it includes some knowledge of stone carving and woodworking, it is more concerned with directing the process, designing the building, understanding the procedures required to create a building which won't collapse during construction, and so on.

Someone with Craft (Fortifications) can use the skill as follows:

Serve as an additional "unit" for purposes of determining build time for fortifications: DC 15 (see p. 40). This roll must be made when construction begins. If the check fails, no harm is done, but the character is not especially useful during construction.

Increase the Toughness of a fortification as it is being built: DC 20. If the check succeeds, the fortification gains +1 Toughness; if it fails, the fortification suffers -1 Toughness. This check is made during the first week of construction.

Help allocate resources more efficiently: DC 20. If the check succeeds, the cost of a fortification is reduced by 10 percent.

Other skill checks, in a roleplaying as opposed to battlefield context, can be made to determine the stability of building the PCs are in, signs of a hidden tunnel or concealed room in a castle, or the location of a weak spot in a wall.

## COMMAND (CHA OR INT)

**Check:** Use this skill to command troops in battle, and to assess strategic and tactical situations. When issuing orders in combat, this is a Charisma-based skill; when studying strategy or tactics, this is an Intelligence-based skill. Command check DCs of various moves are given in **Chapter Five: Battle** (see pp. 70-73).

In a GMed campaign, Command can be used to attempt to second guess an enemy realm's army movement, or to determine the likely composition of an army. Both checks are made at a DC 25, and require a day of studying reports, evaluating conditions, and so on. Only one check may be made per day.

If a check to determine movement is successful, the commander of the force being scrutinized may make a Command check, with the DC being the result of the opposing Command check. If he

fails, the GM must reveal the movement of an indicated army, and allow the realm of the player who made the Command check to move first. The other army may not change its movement orders.

If a check to determine the composition of an army is successful, the GM must reveal the makeup of at least 50 percent of the units of that army, as well as the total number of units in the army.

A character with five or more ranks of Command gains +2 synergy bonus to Intimidate checks.

Command is considered a class skill for fighters, paladins, and aristocrats. It is a cross-class skill for all other classes. It may be used untrained.

## KNOWLEDGE

There are a number of new Knowledge skills that can be of use to a character in a *Fields of Blood* campaign. These include:

**Politics:** Knowledge (Politics) covers the art and science of running a nation. It includes both political theory and knowledge of the local ruling powers and their likely actions. Some sample checks include:

Know the name of the regent of a known realm: DC 5

Classify a government according to the terms used in *Fields of Blood* after brief study: DC 10

Know the major councilors and advisors to a regent: DC 10

Identify weaknesses in a political power structure: DC 20

**Strategy:** This includes an understanding of whatever the "common wisdom of war" is in the character's culture, a familiarity with many of the major battles of history and how they were believed to have been lost or won, and the ability to formulate strategic-level plans. An opposed Knowledge (Strategy) check against the leader (or general, or whoever does the planning) of an enemy realm may permit the character to have good idea what that realm is likely to do over the next week. This is a higher-level awareness than can be gained with the Command skill, which focuses only on a single army. In game terms, the player should be told of at least one martial action the regent is going to take in the next week, plus one for every five points by which he won the opposed check.

Five or more ranks in Knowledge (Strategy) grants a +2 synergy bonus to Command checks.

## Feats

There is a new prerequisite for feats: realm authority. Realm authority is not a feat, and is not selected by the players. Rather, the GM simply decrees that a PC or NPC has it, or doesn't. Most PCs in a *Fields of Blood* game that includes realm-level play should have realm authority. Realm authority means the PC is either a regent, or answers directly to the regent and can speak with his voice in matters related to the feat. Put more simply, these feats are intended for use when the PCs are running a realm (i.e., one PC is the regent and the rest are his assistants, advisors, special agents, and so on). If the characters ever lose their political authority, they may not make use of the feat, though if they regain political authority over a different realm, they may once do so. The GM is the final authority on whether a character has lost or regained realm authority.

### ADVANCED SIEGE WARFARE

You are an expert at conducting sieges.

**Prerequisite:** Siege Warfare

**Benefit:** You easily spot weak points in defenses and blind spots where troops can safely move. When you are in command of a siege, you may select up to your Intelligence bonus in units. These units gain an effective +2 to AC when being attacked by anyone inside the fortification (until they are themselves inside) and any attacks made by those units against a fortification itself (battering ram, siege engine) are made at +2 Power.

### INSPIRING LEADER

You are an inspirational figure, and people will swallow their fear to fight in your name.

**Benefit:** During battle, you gain a +4 on all Command checks to rally a unit which has failed its Morale save. You may only do this if you are the commander of the unit.

### JUDGE OF CHARACTER

You are generally good at "reading" people.

**Benefit:** Regardless of your class, Sense Motive and Bluff are considered class skills.

### LOGISTICS EXPERT

You know how to get masses of men moving efficiently.

**Prerequisites:** Realm authority, Track, Wilderness Lore 6 ranks, Command 1 rank

**Benefit:** Any army that you are part of gains one extra Movement Point.

### NOBLE BIRTH

Your family is part of the ruling class.

**Benefit:** This is a fairly abstract feat, though it does give one concrete benefit—starting gold is doubled. This is the PC's personal wealth, not Resource Points (though personal money can be converted for use by the realm as normal). Beyond this, it is designed to allow the GM a reason for one character to be given legal authority over an area. While this can be done without needing a feat, simply by declaring it part of the character's background, this feat is provided in the event the GM feels such a potentially powerful connection requires an in-game balancing mechanism.

**Special:** This feat may only be taken at first level.

## SIEGE WARFARE

You are very good at directing sieges.

**Prerequisite:** Realm authority, BAB 4+, Knowledge (Strategy) 5 Ranks

**Benefit:** When you are placed in control of an army besieging a castle or town, you may add your Intelligence bonus to each roll to determine how much damage the catapults cause. This feat may be used by whichever character is directing the siege as long as they are at the site of the assault.

## SPYMASTER

You are skilled at overseeing intelligence operations.

**Prerequisite:** Realm authority, Wis 13+, Int 13+

**Benefit:** Once per week, you can personally direct an Espionage action (see p. 36-37). You may add your Wisdom bonus to either or both of the d20 rolls—the one for effectiveness and the one for awareness. If you choose to add to both rolls, you must divide the bonus between the two as you see fit.

## Prestige Classes

There are many specialized roles to play in the world of ruling realms. Each offers a wide variety of advantages and abilities. This section details many prestige classes designed to enhance battlefield or leadership prowess. Because *Fields of Blood* assumes that gameplay will be balanced between realm-level and adventurer-level activity, these are five-level prestige classes. They need not completely consume a character level progression.

The *Fields of Blood* prestige classes are:

**Battle Shaman:** The forces of nature are deadlier than any army, and the battle shaman wields them in battle on behalf of his people.

**Battlefield Crusader:** With divine might behind him, the battlefield crusader channels the energy of the gods into himself and his units when engaged in a righteous cause (as defined by the deity in question).

**Battlefield Magus:** Few indeed are those arcane casters who venture into the chaos of battle, and fewer still are those who learn to love it and to master its intricacies. The battlefield magus is one such, and he can turn a battlefield into a nightmare of fire, frost, and fury with his spells.

**Dreadlord:** When dark powers move to conquer and pillage, there is often a dreadlord at the forefront. These allies and servants of evil gods exist to enact the bleak will of their infernal masters.

**Hordemaster:** Subtle strategies and cunning plans are of no interest to the hordemaster, who whips his army into a frenzy before unleashing it on his enemies.

**Living Legion:** It has been said that one man matters no more in a battle than one grain of sand matters to a beach. The living legion defies this notion; he is an expert at combat when outnumbered hundreds to one, and can cut down entire units with ease.

**Master Mason:** No mere stonemason, the master mason is capable of quickly and expertly assembling fortifications that can withstand any attack—or bring down the most imposing fortress in an instant.

**Warrior:** Communication is often the key to victory, and the warrior is an expert in this. The warrior is also capable of bolstering flagging morale or sending enemies fleeing in terror.

**Warlord:** The warlord is the master of battle itself, a cunning general and a lethal warrior, combining personal combat skill with an unearthly command of the battlefield as a whole.

## BATTLE SHAMAN

The forces of nature are deadlier than any army, and the battle shaman wields them in battle on behalf of his people.

The battle shaman usually comes from a Nomadic or Barbaric culture whose religious life is defined by druids and adepts rather than by clerics. While most druids tend to abstain from local politics, viewing such things as just part of nature, some take a more active role in defense of the local culture, especially if it is threatened by a society the druid feels is out of balance with the natural order. The battle shaman takes his skills onto the front lines of combat, where he can wield them in defense of his people.

**Hit Die:** d8

### REQUIREMENTS

To become a battle shaman, a character must fulfill all of the following criteria:

**Alignment:** Any Neutral

**Skills:** Command 6 ranks, Concentration 6 ranks, Wilderness Lore 12 ranks

**Abilities:** Wild Shape

**Table 7.1: The Battle Shaman**

Level	BAB	Fort	Ref	Will	Special
1	+0	+2	+0	+2	+1 Caster Level, Friend of the Land
2	+1	+3	+0	+3	Call the Pack
3	+2	+3	+1	+3	+1 Caster Level, Stormlord
4	+3	+4	+1	+4	Beastfriend
5	+3	+4	+1	+4	+1 Caster Level, Hostile Terrain

### CLASS SKILLS

Class Skills for the battle shaman are: Animal Empathy (Cha, exclusive skill), Concentration (Con), Craft (Int), Diplomacy (Cha), Handle Animal (Cha), Heal (Wis), Intuit Direction (Wis), Knowledge (nature) (Int), Profession (Wis), Scry (Int, exclusive skill), Spellcraft (Int), Swim (Str), and Wilderness Lore (Wis).

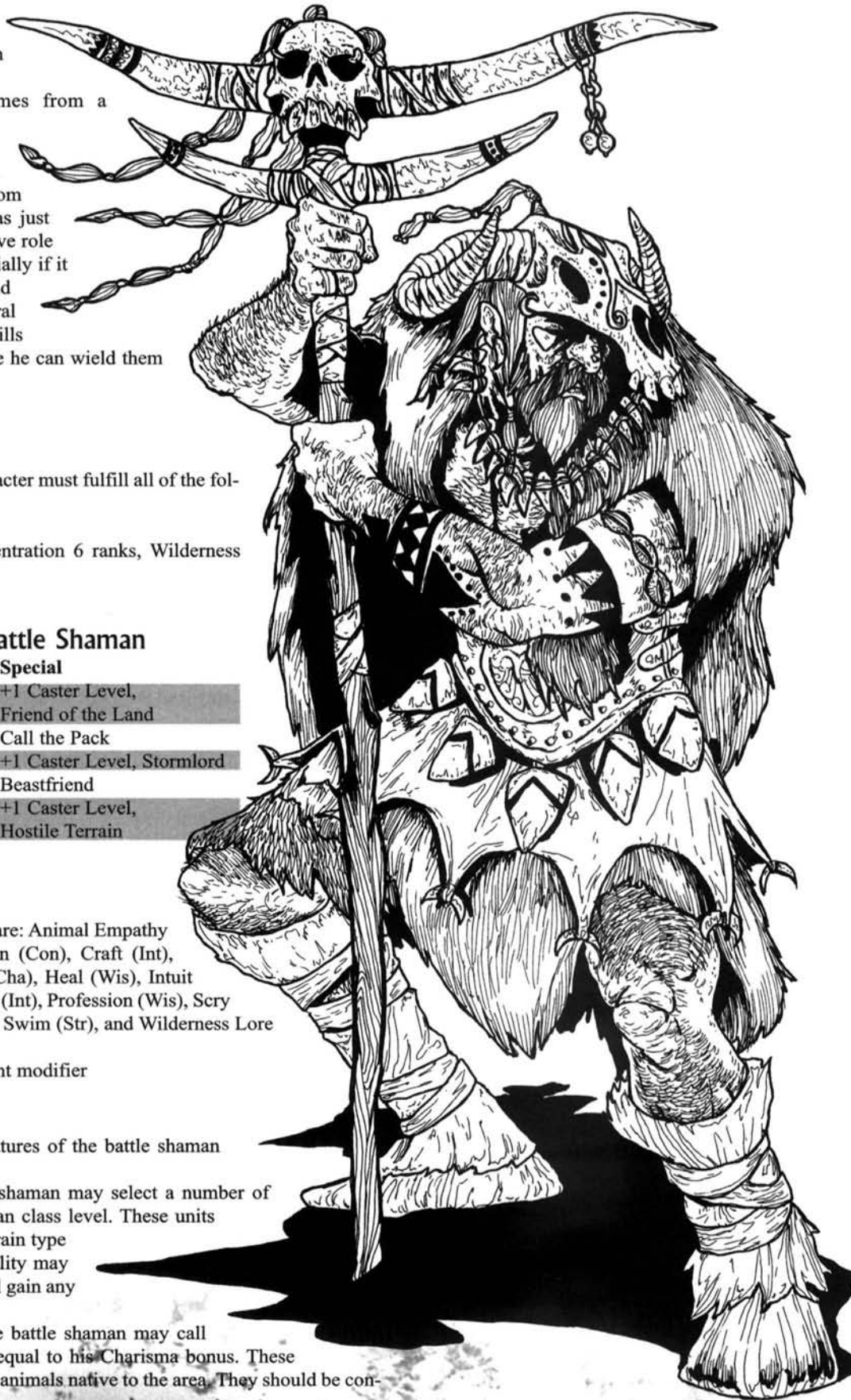
**Skill Points at Each Level:** 4 + Int modifier

### CLASS FEATURES

All of the following are class features of the battle shaman prestige class.

**Friend of the Land:** The battle shaman may select a number of units equal to twice his battle shaman class level. These units ignore all negative effects of one terrain type for the duration of a battle. This ability may be used once per week. The units still gain any positive effects of the terrain type.

**Call the Pack:** Once a week, the battle shaman may call forth a number of units of animals equal to his Charisma bonus. These units may consist of any 3HD or less animals native to the area. They should be con-

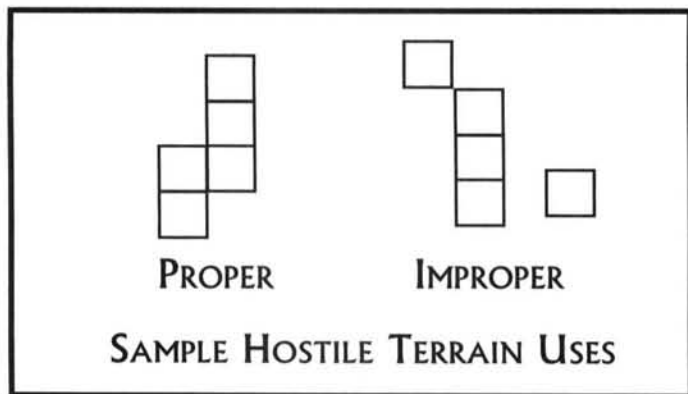


verted as per the rules for special units, and have a Morale and Command bonus equal to 5 + the battle shaman's class level.

**Stormlord:** This ability can be used only when there is some hint of a storm—dark clouds and high winds, light rain, or, ideally, an actual storm. The battle shaman can cause lightning to emerge and smite his foes. He can pull down a total number of bolts equal to his Wisdom bonus in a given battle, with each bolt dealing an attack of Power 5 + 1 per caster level. (If the battle shaman has multiple caster levels, use the highest). This ability may be invoked once per week. Calling a bolt is a free action. The battle shaman must have LOS to the unit being attacked.

**Beastfriend:** This ability is especially destructive to forces that rely heavily on cavalry. The battle shaman can cause animals nearby to not attack him or his allies, even if ordered to do, and, furthermore, can drive animals away. By taking a full-turn action, the battle shaman can impose a circumstance penalty equal to the battle shaman's Charisma bonus plus class level to Command checks made for cavalry units within a one-inch radius per class level of the battle shaman. This applies only to enemy units. This modifier applies as soon as the unit enters the area of effect; for example, if an enemy unit was ordered to charge the unit containing the battle shaman, as soon as the cavalry unit entered the area of the Beastfriend power, the Command check must be made again, with the penalty, to see if the unit continues charging. If not, the unit stops dead. Any unit which fails a Command check due to the influence of the Beastfriend class ability must make a Morale check as if it had been affected by a spell.

**Hostile Terrain:** The battle shaman can cause the land itself to turn against the enemy, in a variety of ways. Once per battle, as a full-turn action, the battle shaman can cause one of a variety of effects. The battle shaman must be able to see all the terrain to be affected by this power. The battle shaman may affect a number of square inches of terrain equal to his class level. All of the one inch squares that compose the affected terrain must share at least one edge with one other square, but may otherwise be arranged as the shaman desires.



The effects are:

**Mire:** The caster may change the terrain to soupy mire, ensnaring or drowning troops. This has the effects noted in the *devouring mire* spell.

**Thorns:** All plants in the area sprout sharp thorns, as per the *thorns* spell.

**Incineration:** Forest and flatlands terrain may be affected by this usage. The terrain immediately goes up in flames, delivering a Power 11 attack to any units in the area. The flames remain unless magically or mundanely extinguished, and may spread if adjacent terrain is flammable.

**Crevice:** This may be cast only on barren flatlands terrain. The terrain affected immediately becomes jagged, and any units in the terrain when the spell takes affect suffer a Power 9 attack.

**Clinging Vines:** Dense forest or swamp terrain comes alive, sending vines, branches, and roots to grasp the enemy. The effect is identical, in game terms, to an *entangle* spell.

All terrain effects last until the end of battle or until they are dispelled. Incineration cannot be dispelled; the fire is started magically, but is otherwise mundane. The terrain affected by this class ability impacts friend and foe alike, with one exception. If the Friend of the Land ability is used to provide immunity to the effects of jagged terrain, this continues to apply, but it does not negate the initial damage, which is due to the sudden shift in terrain, not the terrain itself.

## BATTLEFIELD CRUSADER

Sometimes, the battle against evil is fought in dark alleys or deep caverns; other times, it is fought in the hearts and minds of men. Still other times, it is fought in the open, on the field of battle. The battlefield crusader is a true warrior of light, leading armies to victory over darkness.

Those who take this class are servants of gods (either as clerics, paladins, or sometimes both) who believe that righteousness and virtue must be battled for directly. Evil will not hesitate to slaughter and kill; to prevent this, Good must stand against it in full battle array. Meek submission to darkness is tantamount to conspiring with darkness. To not take up arms against evil is to let evil win.

Thus, battlefield crusaders rarely come from the ranks of the followers of gods of peace, mercy, or diplomacy, even if such gods are good-aligned. The GM should make sure that the doctrine of the god the character worships supports the existence of this class.

In battle, the crusader literally shines with the power of his god. Those who stand near him feel the presence of the divine not as an abstract symbol, but as tangible force. There can be no doubt in their minds that they fight on the side of right, and this absolute certainty burns away the morass of doubts, fears, and confusions that can cause a less inspired soldier to hesitate, break, or flee.

**Hit Die:** d10

### REQUIREMENTS

To qualify to become a battlefield crusader, a character must fulfill all of the following criteria.

**Alignment:** Any Good

**BAB:** +10

**Skills:** Command 4 ranks, Knowledge (religion) 4 ranks

**Abilities:** Ability to cast divine spells, Inspiring Leader

**Table 7.2: The Battlefield Crusader**

Level	BAB	Fort	Ref	Will	Special
1	+1	+2	+0	+2	Divine Aura
2	+2	+3	+0	+3	Smite the Heathen, +1 Caster Level
3	+3	+3	+1	+3	Banish the Darkness
4	+4	+4	+1	+4	Shield of Faith, +1 Caster Level
5	+5	+4	+1	+4	Crusader's Charge, Greater Divine Aura

# FIELDS OF BLOOD

## CLASS SKILLS

The class skills for the battlefield crusader are Command (Cha), Concentration (Con), Craft (Int), Diplomacy (Cha), Handle Animal (Cha), Knowledge (religion), Knowledge (Tactics) (Int), Profession (Wis), and Ride (Dex).

**Skill Points at Each Level:** 2 + Int modifier

## CLASS FEATURES

All of the following are class features of the battlefield crusader prestige class.

**Divine Aura:** This class ability allows the character to project their certainty in the rightness of their cause to the unit they are commanding, causing that unit to gain a divine bonus to Toughness and Morale equal to the battlefield crusader's class level.

**Smite the Heathen:** During battle, the battlefield crusader may specify a number of units equal to his class level, in addition to the unit he is secunded to. These units gain a +2 divine bonus to Power when attacking any unit composed of creatures of evil alignment.

This bonus lasts for a number of *Fields of Blood* turns equal to 3 plus the crusader's Charisma bonus, and may be invoked once per week.

**Banish the Darkness:** The power of the battlefield crusader is projected outwards in an aura of positive energy, disrupting, demoralizing, and destroying undead who approach him or the unit he commands. Any undead unit approaching to within two inches of the crusader must make a Morale save at a DC 10 plus crusader's Charisma bonus plus crusader's class level. Any undead unit engaging in melee with the unit to which the crusader is secunded suffers a -4 divine modifier to Toughness.

**Shield of Faith:** The gods bless those who do their work. The battlefield crusader's unit, and all allied units within one inch per class level, gains a bonus to saves against hostile spells equal to the battlefield crusader's Wisdom bonus.

**Crusader's Charge:** Once per battle, the battlefield crusader can call upon his gods to grant him, and his allies, a surge of divine power. This may be done as a free action, but lasts only one *Fields of Blood* turn. When this class ability is used, a number of allied units equal to twice the crusader's class level gain a +4 divine bonus to Power, Toughness, Morale, and Command.

## BATTLEFIELD MAGUS

Few indeed are those arcane casters who venture into the chaos of battle, and fewer still are those who learn to love it and to master its intricacies.

The life of a wizard or sorcerer is, or should be, a quiet one of contemplation and study, or, perhaps, one of questing for knowledge while standing safely behind a number of large, burly, people in heavy armor. Being directly exposed to swinging blades and flying arrows is just not on the agenda.

For most.

For some, though, there is an allure to battle that cannot be denied. Whether by choice or fate, some arcane casters find themselves constantly on the battlefield, summoning eldritch power while a hail of arrows flies by, turning hundreds of soldiers to ash with a gesture, or shielding a city from destruction by a besieging force. The battlefield magus is an arcane caster at home in battle.

**Hit Die:** d4

## REQUIREMENTS

To qualify to become a battlefield magus, a character must fulfill all of the following criteria.

**BAB:** 2+



**Skills:** Command 1 rank, Concentration 10 ranks

**Abilities:** Ability to cast 5th-level arcane spells, Battle Magic Proficiency

**TABLE 7.3: THE BATTLEFIELD MAGUS**

Level	BAB	Fort	Ref	Will	Special
1	+0	+0	+0	+2	+1 Caster Level, Improved Targeting +1
2	+1	+0	+0	+3	Terrorcasting
3	+1	+1	+1	+3	+1 Caster Level, Improved Targeting +2
4	+2	+1	+1	+4	Precision Spell
5	+2	+1	+1	+4	+1 Caster Level, Warcaster, Improved Targeting +3

## CLASS SKILLS

The class skills available to the battlefield magi are: Command (Cha), Concentration (Con), Craft (Int), Knowledge (Tactics) (Int), Profession (Wis), Scry (Int, exclusive skill), and Spellcraft (Int).

**Skill Points at Each Level:** 4 + Int modifier

## CLASS FEATURES

All of the following are class features of the battlefield magus prestige class.

**Weapon and Armor Proficiency:** Battlefield magi are proficient in light armor.

**Improved Targeting:** The battlefield magus has learned how best to precisely aim spells against units of tightly-packed soldiers so as to maximize the effect on a unit. All spells targeted against a unit gain +1 Power. This improves at level 3 to +2, and at level 5 to +3.

**Terrorcasting:** Magic has power on the battlefield beyond that which can be justified solely by its destructive power. It is strange, alien, terrifying. Soldiers who can look death in the eye when it comes in the form of an axe or an arrow may still break ranks and flee when lightning bolts rain from a clear sky, or their own armor and weapons begin to glow red-hot. A battlefield magus knows how to exploit this, timing and casting his spells so as to maximize their impact on morale. A battlefield magus may add his class level to all Morale save DCs made against his spells.

**Precision Spell:** One of the most frustrating things a spell-caster can face is seeing his most potent spells splash impotently against the walls of a keep or castle, while those within continue to lay down wave after wave of arrow fire. With this ability, though, a battlefield magus can choose to aim spells through the smallest openings or take advantage of the briefest exposure. The battlefield magus may choose to trade off Power for accuracy. For each -1 to a spell's Power, he reduces any cover bonus to Armor Class or Reflex Saves by -1, up to a maximum of -4.



# FIELDS OF BLOOD

**Warcaster:** The difficulties of casting spells while in the midst of a raging battle are clear. Long practice has enabled the battlefield magus to partially overcome this limitation. If he wishes, the battlefield magus may cast two spells as a single standard action, provided he can make a Concentration check at a DC 20 plus the spell level (use the level of the highest spell). The spells may have different targets, etc., but both are considered to go off at the same time. Only core magic spells may be cast in this manner; battle magic spells may not be doubled-up.

## DREADLORD

The battlefield is a place of blood, sweat, and terror. The ground is slick with the blood of the fallen, and the air is filled with the stench of death. Dark clouds result of countless smoldering fires started by men and magic. The defenders stand among the carnage, exhausted, but hopeful. The last wave of invaders has been beaten back. The field is theirs. All that remains is to bury the dead and rebuild the barricades.

Then, there is the sound of marching coming out of the mist, and the war-cries of a thousand soldiers. From the smoke and fog the invaders appear again, charging forward with renewed strength, and at their vanguard is a figure of infinite malice. He seems to embody malign power. Where he gestures, his soldier hurriedly go, and when he strikes a blow, ten men fall. To face him is to face death itself. The defenders make a brief, feeble, stand, then break and run, leaving the field to the dead . . . and the dreadlord.

The dreadlord is a warrior who serves dark powers, and who wields his blade on their behalf. He can terrify his own troops into fanatic loyalty, or send opposed armies scurrying merely by being seen.

Gods of conquest, bloodshed, slaughter, and violence are those most likely to have dreadlords as their servants. Gods who spread evil via trickery, cunning, or stealth have little use for the raw brutality these soldiers of death can provide. Someone who wishes to become a dreadlord should be a loyal follower of an appropriate deity, as determined by the GM.

**Hit Die:** d10

## REQUIREMENTS

To qualify to become a dreadlord, a character must fulfill all of the following criteria.

**Alignment:** Any evil

**BAB:** 10+

**Skills:** Command 12 ranks, Intimidate 10 ranks, Knowledge (Religion) 4 ranks

**Feats:** Great Cleave

## Table 7.4: The Dreadlord

Level	BAB	Fort	Ref	Will	Special
1	+1	+2	+0	+0	Brutal Discipline
2	+2	+3	+0	+0	Bonus Feat
3	+3	+3	+1	+1	Aura of Terror
4	+4	+4	+1	+1	Bonus Feat
5	+5	+4	+1	+1	Unholy Fury

## CLASS SKILLS

The class skills for the dreadlord are: Command (Cha), Concentration (Con), Craft (Int), Diplomacy (Cha), Handle Animal (Cha), Intimidate (Cha), Knowledge (religion) (Int), Profession (Wis), and Ride (Dex).

**Skill Points at Each Level:** 2 + Int modifier

## CLASS FEATURES

All of the following are class features of the dreadlord prestige class.

**Brutal Discipline:** Those who serve under a dreadlord know his slightest whim is absolute law, and any harm that could be dealt to them by a foe is nothing compared to what the dreadlord will do to them if they fail to obey. As a consequence, all allied units that have line of sight to the dreadlord and do not have a seconded commander of their own, may add the dreadlord's class level to all Command checks. The dreadlord adds twice his class level to any Command checks he personally makes.

**Bonus Feat:** The dreadlord may choose any of the fighter's bonus feats.

**Aura of Terror:** The dreadlord has mastered the art of projecting his malign will outwards. Those who stand against him know they stand against a living incarnation of darkness. All units that intersect the dreadlord's unit suffer a penalty to their Morale and Power equal to the dreadlord's class level plus his Charisma bonus. All units within Charisma bonus inches and which have line of sight to the dreadlord suffer a penalty to their Morale and Power equal to the dreadlord's Charisma bonus.

**Unholy Fury:** The dreadlord is capable of inspiring those who serve him to feats of extraordinary martial courage. Once per battle, he may select a number of units equal to 3 plus his Charisma bonus. These units gain +4 to Power, Toughness, and Morale. This effect lasts for five turns.

## HORDEMASTER

As a general rule, disciplined troops marching in formation and conditioned to obey orders without question will make mincemeat of unruly mobs who cannot coordinate their actions or follow simple orders. This is why, generally, barbarian nations fall inexorably to civilized ones—unless the barbarians can produce a leader who can turn weakness to strength. Such a leader is the hordemaster, a man who can turn a simple mob into a unified and unstoppable force, engulfing an enemy by dint of numbers, will, and fury.

Hordemasters almost always begin their careers as simple barbarian warriors, who discover they have a gift for command as well as for bloodshed. Without taking on the soft, civilized ways of the city-dwellers, they learn to channel rage so that it flows in one direction, and to turn their own perennially seething anger into a force that can sweep out and engulf their allies. Hordemasters rarely directly lead barbarian clans, but they will be the leaders' greatest weapon, to be turned against any who threaten their people.

**Hit Die:** d12

## REQUIREMENTS

To qualify to become a hordemaster, a character must fulfill all of the following criteria.

**BAB:** 10+

**Skills:** Command 4 ranks

**Abilities:** Ability to Rage

Table 7.5: The Hordemaster

Level	BAB	Fort	Ref	Will	Special
1	+1	+2	+0	+0	Inspire Rage
2	+2	+3	+0	+0	
3	+3	+3	+1	+1	Undying Fury
4	+4	+4	+1	+1	
5	+5	+4	+1	+1	Surge

## CLASS SKILLS

The class skills for the hordemaster are Climb (Str), Command (Cha), Craft (Int), Handle Animal (Cha), Intimidate (Cha), Intuit Direction (Wis), Jump (Str), Listen (Wis), Ride (Dex), Swim (Str), and Wilderness Lore (Wis).

**Skill Points at Each Level:** 4 + Int modifier





# FIELDS OF BLOOD

## CLASS FEATURES

All of the following are class features of the hordemaster prestige class.

**Inspire Rage:** The hordemaster can cause entire units to fall into a fury of bloodlust. He may select up to three plus Charisma modifier units within LOS and inspire them to rage. The units each gain +2 Melee Power, +2 MAB, +2 Toughness, -2 AC, and +4 Morale. This lasts for one *Fields of Blood* turn. This can be done a number of times per battle equal to the hordemaster's Con bonus.

**Undying Fury:** The hordemaster can cause troops under his command to continue fighting even after they have been grievously injured. Once per turn, he can select a single unit within his LOS that has just been destroyed, including the unit he was seconded to if it has just fallen. This unit is not removed immediately. Rather, it is considered to have one Wound Level left, and may keep fighting in a limited capacity. It is capable of only a single action each turn, and it will die if it takes an additional wound. It will also not survive the battle—any unit which is kept alive in this fashion is removed when the battle ends, even if that unit survives the immediate conflict.

**Surge:** Once per battle, the hordemaster can cause his entire army to descend on the enemy with unstoppable fury. This surge can break even the most hardened ranks. When a surge is declared, all units which have not yet activated (or which are holding actions) must move towards the nearest enemy unit and attack, suffering a -4 to AC but +4 to Melee Power. Any enemy units that are wounded by this attack must make a Morale save at DC 20.

## LIVING LEGION

A living legion unleashed on the battlefield is an engine of almost incomprehensible slaughter, capable of killing hundreds of enemy soldiers single-handedly. He is, literally, a one-man army. Unlike many of the other prestige classes in this section, which focus on enhancing/improving the performance of units in battle, the living legion focuses on improving his own performance in battle.

Living legions come from a range of backgrounds. All have honed their skill in battling multiple foes. Dwarves who face mass kobold incursions, paladins who wade through armies of the dead, or mercenary fighters who are often badly outnumbered—all are likely to learn the skills and abilities needed to become one of this class.

**Hit Dice:** d10

## REQUIREMENTS

To qualify to become a living legion, a character must fulfill all of the following criteria.

**BAB:** 10+

**Feats:** Great Cleave, Mobility, Whirlwind Attack

Table 7.6: The Living Legion

Level	BAB	Fort	Ref	Will	Special
1	+1	+2	+2	+0	Cutting a Swath
2	+2	+3	+3	+0	Bonus Feat, Improved Callout
3	+3	+3	+3	+1	Lethal Warrior
4	+4	+4	+4	+1	Bonus Feat
5	+5	+4	+4	+1	Impervious

## CLASS SKILLS

The class skills for the living legion are Climb (Str), Craft (Int), Handle Animal (Cha), Jump (Str), Ride (Dex), and Swim (Str).

**Skill Points at Each Level:** 2 + Int modifier

## CLASS FEATURES

All of the following are class features of the living legion prestige class.



**Cutting a Swath:** The living legion can charge through a dense cluster of opponents, slashing, cutting, and slicing, until they give way around him. The character may freely move through an enemy unit, losing one inch of total movement for each unit passed through. The unit takes no damage from the character, and the character is not damaged by the unit. If the character has less than one inch of movement left, he may not use this ability.

**Bonus Feat:** The living legion may select from the bonus feats available to fighters.

**Improved Callout:** When attempting to call out the commander of an enemy unit (see p. 74), the living legion may add his class level to his roll.

**Lethal Warrior:** The Melee Power of a living legion is increased by his class level.

**Impervious:** The living legion gains an additional Wound Level. This applies only to the living legion when acting as an independent, special unit.

## MASTER MASON

In order to conquer a nation, you must defeat its armies—but to hold what you have conquered, you must seize the cities, towns, and castles. No matter which side of the walls your army stands on, the presence of a master mason among the ranks is a tremendous aid to victory.

A master mason is not a mere craftsman. He is quite capable of surviving in a pitched battle, and knows the ways of arms well. However, his real strength is not as a soldier, but as an engineer. He can be the key to breaking a siege or surviving one.

Master masons are the product of civilized societies. They are versed in both the theory and practice of construction, and spend their off-hours studying tomes of craftsman's lore, from ancient texts to the most modern reports. Some begin life as architects and craftsmen, only to find themselves engulfed in war; others are soldiers first, who find they can apply their intellects to things other than violence. Many are members of secret orders, as the mathematical knowledge needed for planning and construction borders on magic, at least as far as the simple folk are concerned.

**Hit Dice:** d8

## REQUIREMENTS

To qualify to become a master mason, a character must fulfill all of the following criteria.

**BAB:** 5+

**Alignment:** Any lawful

**Feats:** Advanced Siege Warfare

**Skills:** Craft (Fortifications) 12 ranks

Table 7.7: The Master Mason

Level	BAB	Fort	Ref	Will	Special
1	+0	+2	+0	+2	Master Craftsman
2	+1	+3	+0	+3	Direct Siege, Resist Siege
3	+2	+3	+1	+3	Reinforce
4	+3	+4	+1	+4	Speed Construction
5	+3	+4	+1	+4	Weak Spot

## CLASS SKILLS

Class skills for the master mason are: Alchemy (Int), Appraise (Int), Command (Cha), Climb (Str), Craft (Fortifications) (Int), Disable Device (Int), Intuit direction (Wis), Knowledge (Architecture, Construction, etc.) (Int), Open Lock (Dex), Profession (Any) (Wis), Use Rope (Dex)

**Skill Points:** 6+Int Bonus/Level

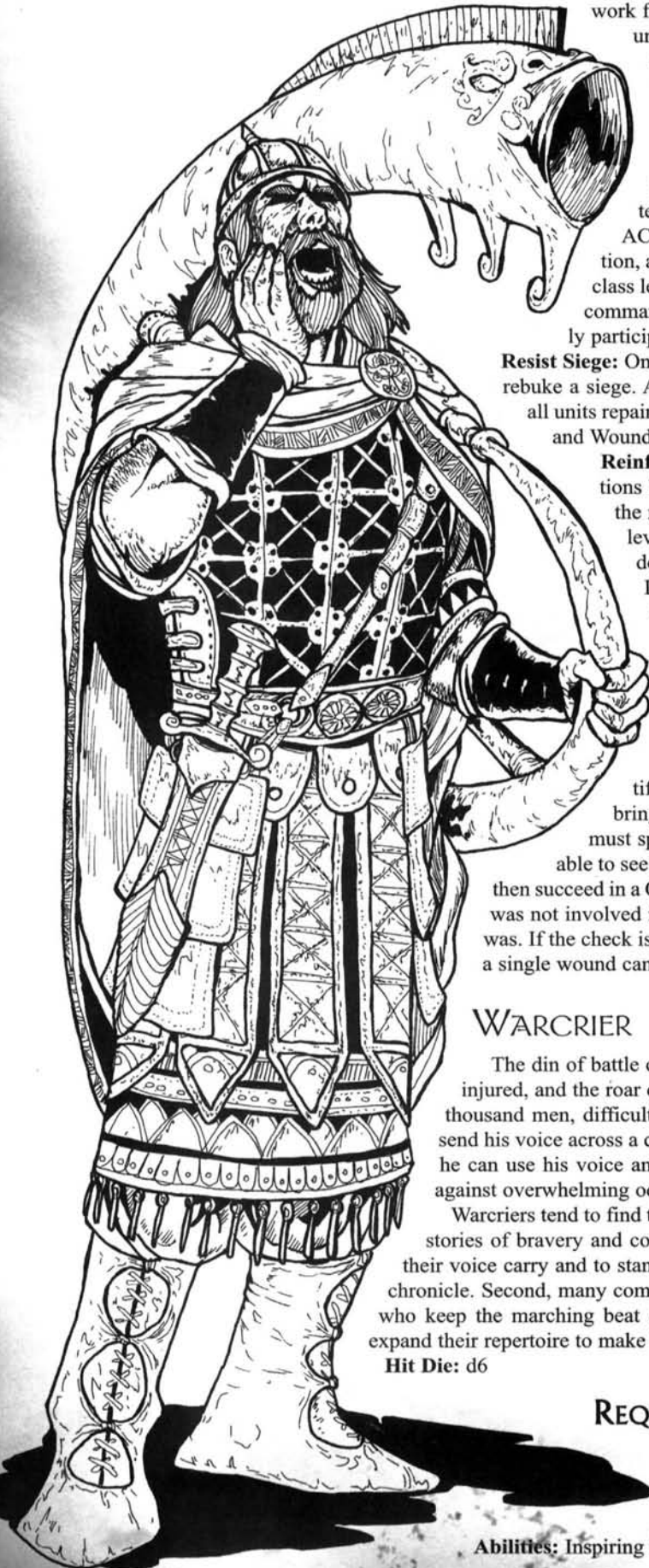
## CLASS FEATURES

All of the following are class features of the master mason prestige class.

**Master Craftsman:** The master mason can direct units under his command with surprising efficiency, allowing them to



# FIELDS OF BLOOD



work far beyond their skill. Any unit he is seconded to may act as a unit with the combat engineers subtype. He must be with a unit for at least a day for them to gain this benefit. The unit loses this benefit when the master mason is no longer directly commanding them.

**Direct Siege:** If the master mason is placed in command of an army conducting a siege, the army gains several benefits. All structures have their Toughness reduced by the master mason's class level, and all units gaining a cover bonus to AC from fortifications have that bonus reduced by -1. In addition, any rolls on Table 5.7: Sapper Results add the master mason's class level. To use this ability, the master mason must do nothing but command and direct the siege; he may not command a unit or directly participate in battle.

**Resist Siege:** On the other side of the walls, the master mason can do much to rebuke a siege. All structures gain his class level in Toughness. Furthermore, all units repairing a breach add the master mason's class level to their check, and Wound Levels plus class level total breaches can be repaired.

**Reinforce:** The master mason can increase the strength of fortifications by adding temporary reinforcements. Given a week to work, the master mason can add a number of wounds equal to his class level to any of the structures in the fortification, but may not double their strength (i.e., if a structure has only two Wound Levels, the most the master mason can add is +2). Because these are temporary, ad-hoc constructions, the master mason must remain at the fortification to maintain them. If he leaves, they decay and are lost within a week.

**Speed Construction:** A master mason who oversees the construction of permanent fortifications can dramatically speed the process, reducing the time required by 25 percent.

**Weak Spot:** Given time to study the construction of a fortification, the master mason can pinpoint a single spot that can bring down an entire building. To succeed in this, the character must spend a full day studying the construction. The mason must be able to see the structure clearly, and so must get within 100 feet of it, and then succeed in a Craft (Fortifications) check at a DC 25 if another master mason was not involved in the construction, or an opposed check of Craft skills if one was. If the check is successful, the master mason has located a weak spot, and, if a single wound can be delivered to that spot, a breach forms immediately.

## WARCRIER

The din of battle can be overwhelming. The clash of blades, the screams of the injured, and the roar of hooves all make conversation, much less giving orders to a thousand men, difficult, if not impossible. The warcrier can overcome this. He can send his voice across a crowded field, or relay a cry few others can hear. Furthermore, he can use his voice and his other skills to inspire and lead, driving troops forward against overwhelming odds.

Warcriers tend to find their path in life from two directions. First, bards, eager to find stories of bravery and courage, begin to follow armies, and find their ability to make their voice carry and to stand out from a crowd is of use to the soldiers whose lives they chronicle. Second, many come from the ranks of the soldiers themselves—from drummers who keep the marching beat or trumpeters who signal a charge. These worthies learn to expand their repertoire to make the army as a whole run more smoothly.

**Hit Die:** d6

## REQUIREMENTS

To qualify to become a warcrier, a character must fulfill all of the following criteria.

**Skills:** Perform 12 ranks, Listen 10 ranks, Command 4 ranks

**Abilities:** Inspiring Leader

### Table 7.8: The Warcrier

Level	BAB	Fort	Ref	Will	Special
1	+0	+0	+2	+2	Convey Command, Joining
2	+1	+0	+3	+3	Improved Control
3	+2	+1	+3	+3	Rally
4	+3	+1	+4	+4	Inspire
5	+3	+1	+4	+4	Sabotage

## CLASS SKILLS

The class skills for the warcrier are Appraise (Int), Balance (Dex), Bluff (Cha), Climb (Str), Command (Cha), Concentration (Con), Craft (Int), Decipher Script (Int, exclusive skill), Diplomacy (Cha), Disguise (Cha), Escape Artist (Dex), Gather Information (Cha), Hide (Dex), Intuit Direction (Wis), Jump (Str), Knowledge (all skills, taken individually) (Int), Listen (Wis), Move Silently (Dex), Perform (Cha), Profession (Wis), Scry (Int, exclusive skill), Sense Motive (Wis), Speak Language (Int), Spellcraft (Int), Swim (Str), and Use Magic Device (Cha, exclusive skill).

**Skill Points at Each Level:** 6 + Int modifier

## CLASS ABILITIES

All of the following are class features of the warcrier prestige class.

**Joining:** The warcrier can command a unit effectively, but he is more useful aiding others. To this end, he can join a unit that already has a seconded commander. The warcrier does not command the unit, but enhances the existing commander, adding his (the warcrier's) class level to all Command checks.

**Convey Command:** The warcrier can send a command from one end of the battlefield to another. This allows the warcrier to substitute the Command check of the commander of any unit he is seconded to for the Command check of any other unit within LOS. This can be done only once per turn, but it can be done at any time—for example, to rally a unit which failed a Morale check or to coordinate a complex turning maneuver.

**Improved Control:** An army with a warcrier is less likely to act against orders due to confusion. During initiative, when an opposing commander seeks to force a unit's activation, he must make a check of his general's Command skill against the warcrier's Perform skill. If he fails, he does not force a unit to activate, and the initiative cycle continues, with the opposing general having missed a chance to order his own troops to action.

**Rally:** A warcrier can motivate a breaking unit to hold its ground. Once per turn, the warcrier may target any one allied unit within LOS which has failed its first Morale save, and allow it to take a second save, using the warcrier's Perform check instead of the unit commander's Command check.

**Inspire:** A warcrier can literally sing courage into the hearts of men . . . or orcs, as the case may be. As a full-turn action, the warcrier can perform a song of battle, which adds a +1 circumstance bonus to the Morale of all allied units within a radius equal to the warcrier's Charisma bonus in inches. This effect lasts for a number of turns equal to the warcrier's level.

**Sabotage:** The warcrier can attempt to fool an enemy unit by giving it false orders. The warcrier may target any unit that intersects the warcrier's own unit, and make an opposed check of Perform vs. the targeted unit's Command. If the warcrier succeeds, the enemy unit obeys the given command. If this command is to attack allied troops, then the warcrier suffers a -10 on his Perform Check. Most often, this ability is used to cause enemy troops to withdraw, or to switch their attack to a much stronger target.

## WARLORD

There are those, it is said, who fight, and those who command. The warlord is that rare individual who does both. He both oversees and participates in the battle, serving as a skilled commander and as a powerful combatant. Even knee-deep in the blood of his foes, he senses the ebb and flow of battle around him. He can issue orders even as he drives his blade into a foeman's heart.

Warlords usually begin as independent fighters who find themselves drawn into positions of authority—and liking it. They learn to see themselves simultaneously as a leader of men and as a free agent, and flip between both roles almost by instinct. They do not need, as many do, to hold back from personal combat in order to maintain perspective on the tactical needs of battle, and they can size up a situation in seconds, issuing orders on the fly.

**Hit Dice:** d10

## PREREQUISITES

To qualify to become a warlord, a character must fulfill all of the following criteria.

**BAB:** +10

**Skills:** Command 12 ranks

**Abilities:** Inspiring Leader

### Table 7.9: The Warlord

Level	BAB	Fort	Ref	Will	Special
1	+1	+2	+0	+0	Instant Control
2	+2	+3	+0	+0	Bonus Feat
3	+3	+3	+0	+0	Dual Command, Far Command
4	+4	+4	+1	+1	Bonus Feat
5	+5	+4	+1	+1	Stand Apart

## CLASS SKILLS

The warlord's class skills are Climb (Str), Command (Cha), Craft (Int), Handle Animal (Cha), Jump (Str), Ride (Dex), and Swim (Str).

**Skill Points at Each Level:** 2 + Int modifier

## CLASS ABILITIES

All of the following are class features of the warlord prestige class.

**Instant Control:** The warlord can take command of any allied unit he is adjacent to, which does not yet have a seconded commander, as a free action. If the unit already has a seconded commander, that commander must separate himself from the unit before the warlord can take control (see p. 74).

**Bonus Feat:** The warlord may choose any of the fighter's bonus feats.

**Dual Command:** The warlord may place himself as the commander of two intersecting units. These units must both be on the same side as the warlord, but do not otherwise need to be identical. Both units gain the full benefit of having the character seconded to them. Likewise, any effect or spells that target either unit also impact the warlord. If the units cease to intersect, the warlord must choose which unit he remains with. This ability can be used with formations; thus, a third-level warlord can second himself to two intersecting legions.

**Far Command:** The warlord may, as a free action, substitute his own Command skill for the Command skill of any unit to which he has LOS. He can do this only once per turn.

# FIELDS OF BLOOD

**Stand Apart:** The warlord may exist simultaneously as an individual and as a seconded commander; he may not use the dual command ability while so doing. While using this power he must be represented by his own figure or counter. So long as he remains adjacent to a unit, that unit gains all the benefits of having him as a commander. In addition, he may attack or use personal abilities as a special unit acting independently, provided he does not stray from his unit.

## Magic Items

Generally speaking, most magic items do not impact the unit-to-unit combat of *Fields of Blood*. An individual soldier might be quite happy that his *+1 ring of protection* is on his finger, but his slight edge won't save his unit from decimation. Likewise, a lone orc guzzling a *potion of bull's strength* or a single fighter with a *+2 dagger* isn't going to matter. If two commanders meet in individual combat, they can and should use their arsenals of magic items, but otherwise, personal magic items can usually be ignored. Of course, a few exceptions exist to this general rule. Others can be dictated by a GM or mutual agreement of the players.

### ARTIFACTS

**Sphere of Annihilation:** Any wizard with an LOS to the sphere may attempt to control it. Thus, only the most confident or the most foolish possessor of such an item would bring it to a battlefield. The power of the item can be worth the risk, though.

Any unit it intersects must make a Reflex save at a DC 15 plus the controller's Intelligence bonus, or be wounded. A special unit or individual intersected by a sphere must likewise make a Reflex save. If it fails, the unit is destroyed. The speed of the sphere is two inches per turn, when it is controlled.

**Staff of the Magi:** The spells cast by this item work exactly as described in **Appendix A: Core Magic**. The retributive strike power unleashes an attack of Melee Power 1 for each charge left in the staff on the possessor's unit and on a single adjacent unit. A Reflex save will halve this.

### RINGS

**Ring of Elemental Command:** A commander wearing this ring may cause elementals of the appropriate type which are attacking his unit to suffer a  $-1$  circumstance penalty to all checks, or he may use the ring's power to attempt to control the elemental, as described in the ring's entry.

**Ring of the Ram:** This item can be used on gates or other barricades, making a Power 7 attack if one charge is used, a Power 8 attack if two charges are used, and a Power 9 attack if three charges are used.

### RODS

**Enemy Detection:** If a unit whose commander wields this item passes within an inch of any hidden enemy units, they will be revealed.

**Flame Extinguishing:** A unit whose commander wields this item may extinguish one square inch of fire per turn as a move action. The unit must intersect the burning terrain.



**Rulership:** Any martial units within two inches of the wielder of this rod, up to a maximum of three units, must make a DC 16 Will save or come under the control of the commander. Each *Fields of Blood* turn consumes one charge from the rod. Alternatively, the owner of the rod may bolster his own unit's Morale and Command checks, expending a single charge to grant a +6 morale bonus to both checks for the next turn.

**Security:** A unit whose commander wields this rod can remove itself from the battlefield as a full-turn action. This item may be used only once per week.

**Splendor:** This item has no battlefield effect; however, it halves the upkeep requirements of the unit whose commander possesses it. The commander must travel with the unit to give it this benefit.

## MAGIC WEAPONS

Magic weapons wielded by random members of a unit have no impact on *Fields of Blood* conflict. Magic weapons in the hands of a special unit representing a single individual, however, can. In general, tally the total bonuses granted by item's special abilities (Brilliant Energy = +4, Shock = +1, and so on). This total is divided by four and added to the individual's Power.

**Mace of Terror:** If this weapon is wielded by the commander of a unit, and he chooses to activate its fear power, both his unit and a single adjacent unit must make a DC 16 Will save or be held; succeeding in the Will save makes both units shaken. If the weapon is wielded by an individual acting as a special unit, he may direct the power against any unit he is intersecting.

## SPELL-CASTING ITEMS

Any item that can cast spells (scrolls, wands, and so on) can be used by the commander of a unit (if he is otherwise qualified to use the item) in lieu of using personal spells. The commander may still cast only one spell per turn, but this saves personal spell slots for later use.

## WONDRIOUS ITEMS

**Chime of Opening:** This item can open any gate that the owner's unit is adjacent to. This can greatly simplify sieges.

**Cube of Force:** This item can prevent the owner from being engaged in individual combat, or provide defense for any special unit composed of Medium or smaller creatures. Such a unit cannot move while protected by the cube. Each attack of greater than Power 10 against the cube drains one charge; when all charges are drained, the cube is destroyed.

**Instant Fortress:** The fortress thus created has three Wound Levels and Toughness 30.

**Drums of Panic:** Any units within one inch of the unit whose commander wields this item must make a DC 16 Will save or become frightened. The unit with the drums may not move or attack while the drums are being used; the soldiers must all cluster into the "safe zone."

**Eversmoking Bottle:** This creates a cloud of darkness in a one inch radius circle around the possessor. Any units in melee within the area of this cloud suffer a -4 to MAB. Any attempts to make ranged attacks against a unit in the area of the cloud suffer -8 to RAB.

**Helm of Telepathy:** The wearer of this helm gains a +2 circumstance bonus to all Command checks made by a unit he commands.

**Horn of Blasting:** All units within a two inches long cone in front of the possessor of the horn must make a Fort save or take a Power 10 attack. Those who make the save are unaffected. Any construction (walls, bridges, siege engines) which are in a two inch direct line from the facing of the unit with the horn take one wound.

**Iron Flask:** If a summoned creature is powerful enough to be considered a special unit, it appears as such and obeys the caster as per the description of the item.

**Mattock of the Titans:** Any unit whose commander wields this item gains +5 Melee Power when attacking walls or ramparts.

**Mirror of Life Trapping:** This item can be used to transport powerful individuals or entities onto the battlefield without them being detected.

**Pipes of Haunting:** The owner's unit, and a single adjacent unit, must make a DC 13 Will save or be shaken for 10 turns.

**Talisman of the Sphere:** Possession of this item can make using a on the battlefield much less risky.



## CHAPTER EIGHT: CAMPAIGN INTEGRATION

The life of a traditional d20 hero is one of rootless uncertainty. Every day, it seems, brings a new village inn, containing a new hooded stranger, who will drop not-too-subtle hints about a nearby fortified underground complex, where tremendous amounts of gold, jewels, and magical weapons have been conveniently stockpiled, sorted, and placed into chests guarded by creatures who are roughly on par with the abilities of the adventurer. The character moves through this world, but is not a part of it; it exists as a source of plunder.

It doesn't need to be that way.

*Fields of Blood* provides guidelines and mechanics for removing characters from their lifestyle as wandering treasure hunters and giving them a firm grounding in the world. They will still slay monsters and accumulate wealth, but they'll do so as part of a larger world. That mountain of gold hauled back from the Fortress Of Doom doesn't go to ale and wenches—it becomes roads, fortifications, and mines. It is not a mysterious hooded stranger who tells the players about an invasion of ankhegs terrorizing the farmers—its the farmers themselves, pounding on the door of their lord's castle and demanding he fulfill his side of the feudal bargain. Clearing the orcs from a region on behalf of the king does not involve delving into their underground stronghold, it entails meeting them on the field of battle—army to army. All the killing and looting has a real purpose, and the game is better for it.

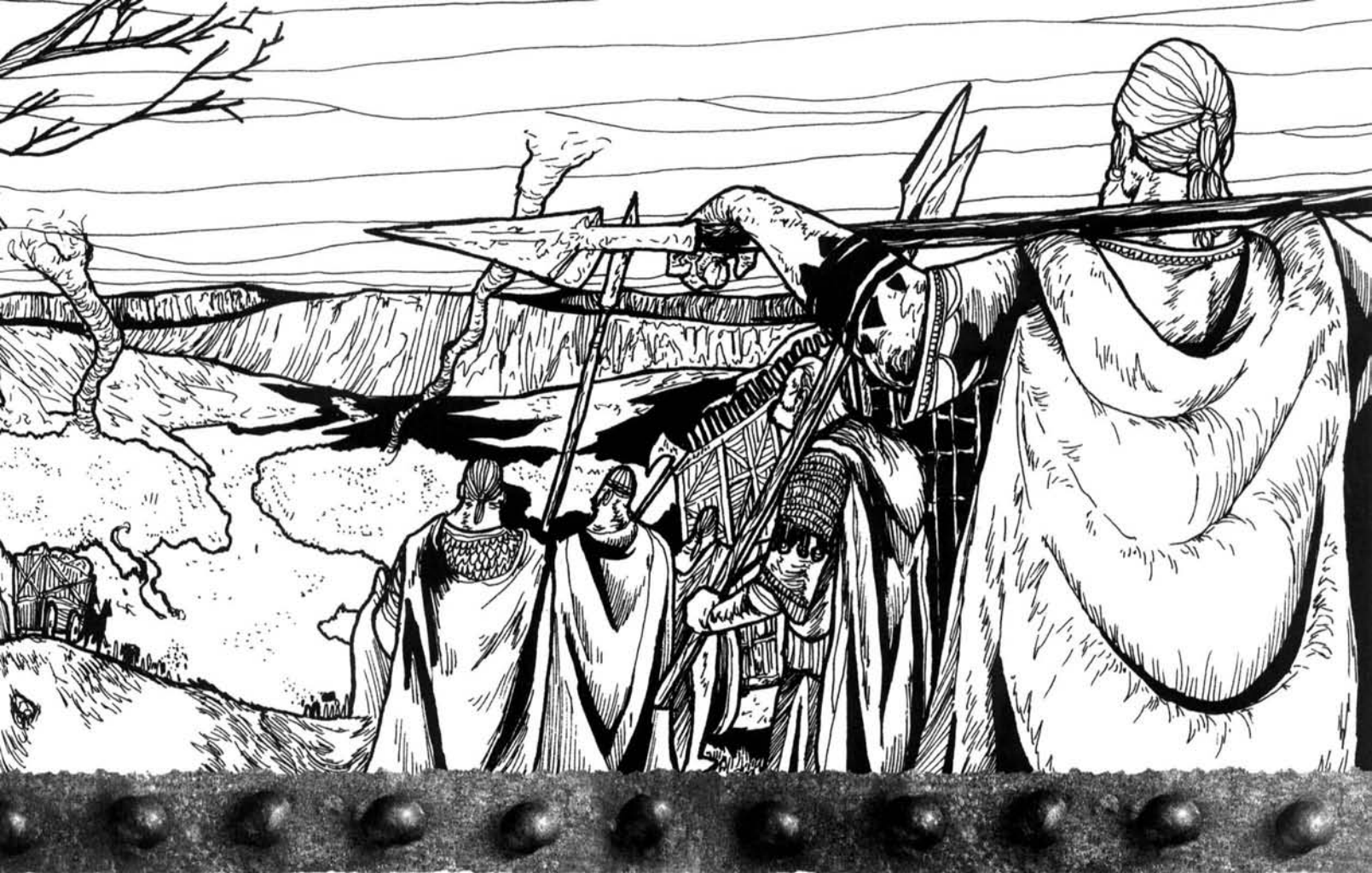
This chapter discusses how to transform your existing campaign into a *Fields of Blood* campaign.

Rule One: Don't play "bait and switch."

Don't try to force the characters into the role of rulers and lords if the players don't want the game to go in this direction. This is a sure way to end a campaign, and possibly, a gaming group. On the other hand, when discussing the possible shift in campaign tone, assure the players that the highlight of each session will not be a debate over how many copper pieces should be charged as a toll on the North River Bridge. The challenges of rulership are many and varied, and there will be ample opportunity for any character to use his skills and powers in an active fashion.

### Preparing for *Fields of Blood* Campaign

The critical difference between a regular d20 game and one incorporating *Fields of Blood* is the role the player characters will play. While in a typical game, the PCs may hobnob with kings and nobles, and perform great services for them, with *Fields of Blood* the PCs become the kingdom's movers and shakers. They are the rulers and advisors and generals. To them falls the fate of the land.



## THE WORLD

Before you can begin a kingdom-spanning *Fields of Blood* campaign, you must first create the setting. Oftentimes, you will already have a campaign setting—the one in which your group's adventures already take place. In this case, all you have to do is adapt your current setting to the needs of a *Fields of Blood* campaign. You've gotten a taste of this in the Elbion example (see p. 22-25). Here we provide more details.

Of course, if you're starting a *Fields of Blood* campaign from scratch, you can use this information in designing a new world.

### STEP 1: HEX MAPPING

The first step is converting your existing campaign map. *Fields of Blood* hexes are twelve miles across, so it might do well to overlay a hex map of that scale over your existing campaign map, or remap the campaign onto hex paper at this scale. Don't worry too much about being exact down to the last few feet; just get the relative sizes of the various areas correct.

Next, assign each hex a *Fields of Blood* terrain type, based on the dominant terrain in the hex (see pp. 13-14). It may be necessary to adjust some geographical features in order to make the hex map work smoothly. Trim back a forest so it neatly follows hex borders, or shift a river slightly, as needs be. The "war map" of a campaign area is going to be somewhat more abstract than the "real map," but this is perfectly acceptable.

### GAME MASTER DEFINED HEXES

The GM can place objectives secretly on the map, such as a Sacred Mound or a Mine, which regents can discover over the course of play. This can allow the addition of an expensive guild or asset without any cost in Resource Points. Some adventure should be associated with this. For example, the PCs may be asked to perform a service for a powerful coterie of wizards. When they are done, the wizards agree to establish a tower in one of the provinces of the players' realm. A mountain province may contain a thorp which was once a thriving city; the few remaining inhabitants say that when monsters occupied the mine, the loss of income drove away most of the people. If the PCs clean the monsters out of the mine, the province will produce considerably more wealth. There are many other in-game actions that the GM can use to reduce upkeep, increase productivity, and so on. Should the player characters begin to grow too rich, the balance can always be restored in a similar fashion; a mine can run dry, a flood can turn a plains province into marsh province for a year, and so on.

### STEP 2: REALMS

Most campaigns will already have various kingdoms, empires, roaming nomad tribes, and so forth already noted. At this stage, each such nation is converted into a realm (see pp. 11-13). Since it is unlikely that an existing campaign already uses *Fields of Blood* terms, here are some guidelines for assigning the appropriate terms to the political entities in your campaign. Civilization level is discussed first.



# F I E L D S O F B L O O D

**Nomadic:** These realms are inhabited primarily by wandering tribes. If your campaign has no such communities noted, this may be a good time to add them. Any area that contains decent resources for hunting, and which is unclaimed by, or distant from, more civilized kingdoms, may play host to nomad tribes. Nomad camps should be placed close to easy sources of food, water, and trade—often near to the borders of civilized lands.

**Barbaric:** These realms feature primitives, but not wanderers. Many humanoid races straddle the border between nomadic and barbaric, and you may well have a Barbaric orc civilization living near the lands claimed by Nomadic orc tribes. Elves, who tend not to travel much, but who also disdain large cities and large scale cultural projects, may likewise be Barbaric, having only the most simple (technologically) of settlements. If your campaign includes any cultures influenced by Viking or Celtic societies, these regions are most like to be considered Barbaric in terms of *Fields of Blood*.

**Cultured:** These realms are the majority. Any societies that come close to the traditional medieval level of technology and cultural sophistication are probably Cultured. Hallmarks of Cultured societies include extensive agriculture, division of labor, specialized craftsmen, an intellectual class of scholars, and a stable nobility with a well-defined method of succession—which may well be ignored if it serves someone's needs to do so. Cultured realms build roads, divert rivers for irrigation, and construct bridges. It should be noted that Cultured is not a synonym for "good"—some of the smarter humanoids, such as hobgoblins, may well achieve Cultured status, though much of the hard labor may be done by subordinate or slave races, such as kobolds or humans.

**Civilized:** Such realms are not common in most games. A Civilized realm is one that has reached the peak of pre-industrial technological and social sophistication. Extensive road networks, advanced economics including banking and investment, a powerful merchant class, and the like, are all signs of a Civilized realm. Such realms should be large and contain many provinces; unless your campaign has a hidden or lost society which maintains an unusually high standard of living, a Civilized realm will likely dominate the political and economic scene of the campaign.

Once the technological/cultural level of the realm has been set, the next stage is the governing style.

**Despotic:** These lands are characterized by a single ruler, or small oligarchy, which views the realm as nothing more than a source of wealth and power. Generally speaking, such realms will be considered evil in d20 terms, and are often typical of humanoid or monstrous cultures. Realms governed by a powerful wizard, or controlled by cult dedicated to a necromantic god, are likely to be Despotic as well. A good or neutral realm which is under continual assault, and which must devote all it has to military forces or perish, might also adopt this form of government as an emergency measure. Even if a dictator or theocratic council is benevolent, guiding their kingdoms like kind parents, the danger of abusing the tools of state runs high. One day, the king might revoke freedoms and impose abusive laws.

**Warlord:** This is a government dedicated to war and power, but not necessarily at the expense of the people. A noble paladin might be a warlord, maintaining a large army and extensive fortifications against the threat of an orcish invasion. A warlord can also be evil, planning conquest solely for purposes of self-aggrandizement, but either unable or unwilling to exploit his subjects mercilessly. Realms inhabited by races with a highly militaristic culture are likely to be Warlord realms; dwarvish realms are often Warlord, as the dwarves usually have enemies abounding and respect military power and prowess.

**Noble:** This government is relatively loose, though stable and secure, where no continual drive to expand or defend exists. Such realms are usually found where no meaningful external threat—a realm bordering an expansionist empire is unlikely to be Noble, even if the rulers are good and kind. Noble realms are often protected by natural barriers, and usually have powerful and well-developed economies, providing them with enough surplus wealth that the realm can thrive without working the populace to death. Empires too large to be seen as targets for easy conquest and that have passed their expansionist phase may be Noble.

**No Centralized Government:** No central, stable authority exists here. While this is often associated with anarchy, this is not always the case. Nomadic, and some Barbaric, cultures often have this form of leadership, but Cultured or Civilized realms might, especially if they are composed of chaotic races. Elves and centaurs, for example, often organize themselves solely on an ad-hoc basis, with each village deciding things for itself after a town meeting, and the realm as a whole existing mostly in the abstract.

**Neutral:** Few realms are truly neutral. Those who are tend to value stability above all, with a "stay the course" mode of leadership. The king does not care for war, or for ego, or for bettering his people, but simply for maintaining the status quo. Long-settled realms with large standing armies and secure borders might be Neutral, as might counties and baronies deep inside an old, stable realm.

## STEP 3: POPULATION CENTERS

The next step is to determine population centers for each hex, as well as the status of each hex in terms of being governed, explored, or wild. Any hex already containing a city is obviously governed. Use the size of the largest settlement in a hex to determine its population center size. For the purposes of *Fields of Blood*, there can only be one population center per hex; if you have a village outlying a small city on your current campaign map, only the larger of the two counts towards RP generation.

Of the remaining hexes—those with no pre-existing cities—some will likely contain small settlements that were not marked because they were not important to your campaign. As a general rule, if an empty hex borders a hex containing a population center of small town size or larger, then the "empty" hex will contain a settlement itself. Roll 1d6. On a roll of 1-3, it contains a thorpe; on a roll of 4-5, a hamlet, and, on a roll of 6, a village.

If an empty hex is not adjacent to one containing a population center, it may still be not quite so empty as it appears. There is a 50 percent chance of any "empty" hex containing a thorpe.

Of the hexes remaining, those bordering any hex with a population center are considered explored; the remainder are wild.

This is also the time to note the guilds that may exist, what population centers they are located in, and what levels they hold (see p. 16-18). Powerful churches, mages guilds, and thieves' guilds should all be noted. Furthermore, any improvements to the land—irrigation systems, mines—should be detailed as well. The exact terminology used (see p. 19-22) should not unduly constrain you; what matter are game effects. If a mountain hex has particularly rich ore near the surface, this has the same game effect as a mine, even if there isn't a formal mine present. It is also at this stage that roads should be noted, and classified as either roads or highways.

Another thing that must be considered at this stage is anything special, unique, or interesting about the hexes. As the GM, you can establish the special conditions that may affect the course of the campaign (and the fate of the realm). Is there an old fortress, partially destroyed, in one? After the player characters clean out the

vampire who lives there, they may be able to turn it into a full-fledged fortress at half price. Is the Old Forest known to be full of evil fey? You could establish that any population centers in the forest can only produce at half their capacity due to harassment from the dark sidhe (thus setting up an eventual conflict between the realm and the drow). Large cities probably have extensive fortifications and garrisons already, upon which the regent can depend. In this way, you can lay the groundwork for future adventures and battles, and hide the “Easter eggs” for the player characters to find.

## STEP 4: STANDING ARMIES

Few kingdoms exist without any standing armies, especially Warlord or Despotic kingdoms. The extent of the realm’s existing troops must be determined. One way to do this is to work out the total economic income of the realm during a typical season, and assume a percentage of that is spent on the upkeep of existing troops. From this number, you can determine the Resource Point value of the units. It is recommended that the following percentages be used, based on the government type:

**Despotic:** 60% of total regent income spent on unit upkeep.

**Warlord:** 80% of total regent income spent on unit upkeep.

**Noble:** 25% of total regent income spent on unit upkeep.

**Neutral:** 40% of total regent income spent on unit upkeep.

**No Central Government:** 10% of total regent income spent on unit upkeep.

This is also the point at which the realm’s main units should be designed. Try to produce a good mix of infantry and cavalry, considering the nature of the realm itself. A rocky, mountainous kingdom is unlikely to produce cavalry, while a land of rolling prairies, rich in roaming herds of horses, may produce legendary riders. If the realm contains areas inhabited by other races, be sure to consider their military contributions as well—a unit of dwarven hammerers or elvish archers may be part of the general military force.

## The Players

The central focus of any campaign is, of course, the player characters. In a *Fields of Blood* campaign, the PCs remain the focus, but their roles in the world are a bit more central. Still, it can be difficult to place the PCs in the role of regent or general. It is a question of ability versus authority.

A fighter or paladin could be given the authority to govern a realm at first level. He might have the Noble Birth feat (see p. 97), which makes the character a member of the nobility. Similarly, the NPC class aristocrat confers with it a certain amount of political authority. However, a ruler who can be taken down by a small mob of kobolds is unlikely to impress his own palace guards. The religious authorities will likely not take orders, or even suggestions, from a cleric newly released from seminary. And the local thieves’ guild will laugh loudly at some uppity street urchin who attempts to convince them to constrain their activities for the good of the community—just before they slit his throat. To be able to rule with authority, it is necessary to wield real, not just legal, power. A certain degree of power, experience, and competence is expected in most feudal lords. It is generally not recommended that player characters become active rulers until they are at least sixth level.

## BEGINNING AT FIRST LEVEL

If you wish to begin a campaign with the players in charge, it’s possible to do so with careful planning. First, give at least one of them some direct connection to real power—he is the son of a

powerful baron, she is the favored apprentice of a feared archmage, and so on. Make sure, however, that this connection does not become a source of easy solutions to problems. (“Orcs invading? I ask daddy to send his troops out to kill them. Pass me a canapé.”) The “power source” can be geographically distant, occupied with his own affairs, or unwilling to help directly. (“Your father replies that your domain belongs to you, not to him, and if you are truly his son, you will find a way to repulse the invaders on your own. He also notes that your mother sends her love.”)

Second, place the players far from other sources of power. They should not rule anyplace with an established set of power centers. They should be placed on the frontier of the land and given a small hamlet or thorp to oversee. There should be no one higher than third or fourth level who is a regular inhabitant of the town, though much more powerful entities may lurk in the background—a high level druid who occasionally passes through the woods to the north, for example, or a retired fighter who has a wilderness lodge located two days’ ride from the town. Such powerful NPCs should be reticent to help—or directly harm—the PCs.

Even if the characters have a formal document granting them rulership over their new home, their first challenge will be convincing the locals to listen. This can be addressed in many ways. Slaughtering a few peasants will certainly earn you respect, but not love, and your ability to lead may be greatly undermined (in the form of a serious penalty on resource production). A much more productive method is to perform some useful service—removing a bandit encampment which has been preying on the village, killing a powerful monster (an ogre, for example) who has been raiding the cattle, or settling a longstanding dispute between two families by finding the will of a long-dead ancestor which was lost in the old ruined castle on the outskirts of town.

## SO WHO’S THE REGENT?

If the regent is a single individual and a PC, one of your players will have authority over the others, and can issue orders. While many gamers have little trouble accepting their roles as assistants or helpers, others do not like any one player having a benefit, such as secular authority, which they lack.

One way to deal with this is to make sure every player has something to do within the realm, and that they are fully empowered within that area. Feudal systems, where all are sworn to a higher liege, and where that liege has obligations to those below him, can be used to give everyone a leadership role. Simply give each PC a land holding within the larger realm. In addition, a realm may be ruled by a Council rather than by a single individual, with that Council needing full agreement before an action can be taken. With each PC sitting on the Council, and with equal say, no one player has the ability to monopolize the game.

Similarly, you can establish a network of responsibilities throughout the group. For example, the party’s high-Charisma fighter may be granted a knighthood—and two provinces to rule—by his liege. Politically, he is the regent of the realm, and his word is law—within the bounds set by his own liege. However, each of the other PCs could have a vital role to play. The cleric, for example, might be the representative of a powerful church, and, with its backing, has a lot of say on what the regent can do. The wizard may be a leader of the local mage’s guild, and their power cannot be easily coerced. Another fighter in the group can be the direct commander of the armies, with a unit or two personally loyal to him. A regent PC who attempts to hog the game or boss around other players may find himself losing his kingdom in short order.

# FIELDS OF BLOOD

Alternatively, you can get the PCs involved in the affairs of state as influential advisors to an NPC regent. This way, the regent can assign certain responsibilities to his retinue, such as collecting taxes or fortifying a town. The methods are left up to the PC—do they tax heavily? Are their castle plans too ambitious? In addition, kings rarely ride off to war; it's too dangerous to put the center of power in harm's way. Thus, the PCs could be made generals. And woe betide the PC who screws up.

As another option, each PC can take on the role of regent of their own kingdom. They can negotiate alliances or trade agreements among them, send forces to war, and generally play diplomacy around the table. Beware, however, that in this kind of campaign there clearly will be a winner, which could lead to hard feelings among players in your group.

If, however, the players are mature, allow the issues of conflict between the desires of the regent and the wishes of those who are politically subservient to him play out in a roleplaying context (as they did for Lord Jaspvr). Allow the fighter who commands the field troops to disagree with his ruler's military plans, but do his best to carry them out anyway. Allow the cleric and the regent to feud over how much power the church should wield in the realm. Force the regent to make decisions about how to deal with magic, when his wizard friend wishes to open a school and the local townspeople object to "friends of dark powers" coming to learn in their community.

## BECOMING REGENT

There are three general paths by which a typical adventuring party can become regents.

## SETTLEMENT

This is perhaps the easiest in terms of campaign impact, because it allows the PCs to begin fresh, in a new land without any prior

political entanglement. Settlement consists of the PCs finding an area of land unclaimed by any acknowledge ruler, and encouraging a few dozen to a few hundred people to come there, build a town, and begin a new realm. The challenges to the PCs will be many. First, the area has to be cleared of monsters. Second, they must attract people to the area, ideally by offering them a better life than they have currently—and this may, of course, greatly anger their existing rulers. The newly formed village would be highly vulnerable, and it may take years of game time before it can sustain its own army, so mercenary troops may need to be hired, and they must be kept in-line. Meanwhile, the "unclaimed" land might well be claimed by a nearby realm, now that it's valuable again.

The downside to this is that the realm will grow in power slowly, and many aspects of realm-level play will not come into play during the lifespan of a typical campaign. While the players may begin a new kingdom, it is unlikely they will be around long enough to see it fully blossom.

## CONQUEST

This is the way most nations are born—in blood. Conquest consists of the PCs and their allies seizing a province or two from its existing lord. The PCs could hire mercenary armies and lead them into battle, until the city falls and the province is theirs. But now, having won the prize, can they keep it?

Will their neighbors recognize them as the legitimate new rulers, and will the population come to accept them? Will they be able to expand their holdings, or will it be an endless battle just to hang on to what they have? Becoming rulers by conquest is recommended for a game hinging strongly on battle, both personal conflicts and *Fields of Blood* scale epic combats. Allies of the prior ruler, as well as his enemies who wanted the land for their own, will both seek to usurp the new realm from its conquerors. Monsters and evil hordes may see a newly conquered land as weak and easy prey.

## COLONIES

One method of granting the PCs a realm, while leaving them more in control of their own destinies, is to have them found or lead a colony. This is similar to the settlement option, in that the province or provinces will be mostly undeveloped, but the PCs will be agents of an established power, and thus, can expect aid, ready arrival of new colonists, some military support, and so on, on a semi-regular basis. In return, they'll be expected to fulfill the goals of the nation that established the colony, which may be economic, military, or both.

One typical outline for this sort of campaign is as follows:

1) The PCs, having distinguished themselves somehow (via their past adventures) are charge by their liege with setting up a colony in a distant land. The land is far enough away that no help from the homeland can arrive quickly (at least a month's journey), but not so far that the homeland de facto ceases to exist—that is, the monarch is going to demand reports on progress and may issue orders which the PCs may find onerous.

2) The PCs will be given some limited resources—enough peasants and workers to found a thorp, and a unit or two of infantry, and possibly a thousand or so discretionary Resource Points. Do they spend them on troops, or fortifications, or guilds, or assets? These early decisions will shape the campaign greatly.

3) Prior to arriving, the GM should plan out at least two scenarios—one a roleplaying adventure (the PCs must investigate a non-quite-abandoned castle, or must make peace with the local natives by killing the monster preying on them) and one war adventure (the castle spawns an army of skeletons when the crypt below is disturbed; the local natives are not friendly, no matter how many monsters you kill.)

4) The PCs arrive, and begin their adventures!

This type of campaign can work well, because it allows the PCs a great deal of autonomy while not expecting them to do everything for themselves. It also allows them to develop their holdings much faster, as there will be a steady influx of people and resources from the motherland. For example, if the colony is successful, ship after ship of immigrants may arrive, each bearing enough RPs and population to found a thorp. But each province to be settled must still be cleared, and the new arrivals may have a wide range of problems—those who leave their homeland usually have some reason to do so. They may be rebels, followers of an outcast faith, criminals, or exiles. Balancing the disparate settlers can keep diplomatic PCs busy, while fighting off the countless foes surrounding the nascent colony. If played out long enough, there may even come a war of independence!

## ASSIGNMENT

In many ways, this is the easiest way to integrate players-as-regents into an existing campaign. A high-ranking leader of an existing realm grants the players (usually, only one player will technically receive the grant) authority over a small area of his lands—from one to four provinces at most. There are several reasons why such a grant might be made:

**Reward:** The PCs have performed some great service, and this is the payoff. A distinctly mixed blessing, of course.

**Necessity:** If the lands are threatened by powerful foes, moving a group as powerful as most adventuring parties into the danger zone may be the best way to save it. Making them rulers of the land is a solid incentive for them not to simply cut and run.

**Inheritance:** If the regent PC has a background indicating nobility, the land may simply be due her. The old lord may have died, or the grant of land may have simply come due.

The nice thing about being assigned a realm, from a gaming perspective, is that the regent PC is answerable to someone, and that their entire (legal) authority can quite possibly be pulled, though a lot depends on the legal/social structure of the society. Thus, the PCs may have to perform missions at the bequest of their liege, without being offered thousands in gold for payment. They may be asked to muster troops to contribute to the nation's army as a whole, rather than being left to defend their own holdings. If the PCs cut deals with enemies rather than go to war, they may be expected to explain their actions to the authority who granted them rulership in the first place.

There are many other plot elements that can spring from this. If the lands granted to the PCs were part of another lord's domain, the PCs may have a bitter enemy who is also, technically, a political ally. When the orc army invades, they won't care that the lands used to belong solely to Baron Morganth, but are now split between Morganth and the PCs—but Morganth will. Will he set aside his differences and work to save both realms, or will he let the PCs realm fall to the orcs out of spite, before committing his troops? Out of such decisions is history—and epic roleplaying adventure—made.

An advantage, from the PCs' perspective, to assignment is that the lands they govern are at least partially well developed, and that the people in the land recognize them as the rightful leader. Then again, the ruling authority which granted the PCs power may not be so well recognized there. That may be part of the PC's job.



## Character Classes

This section discusses each of the core character classes, and their likely roles in running a realm. These are broad guidelines and a lot depends on how the individual characters are developed. Multiclassing can count for a lot—a fighter with a level or two of bard or rogue makes an exceptional diplomat, for example.

Each of the classes is discussed in two ways: As a regent, and as an ally/assistant to the regent.

### BARBARIAN

**As Regent:** Barbarians make excellent regents for Nomadic or (obviously) Barbaric realms, but are less useful in other circumstances. The more civilized a realm is, the more ruling it effectively is going to require skills such as Diplomacy and Sense Motive. (But barbarian kings ruling over civilized empires are not unknown (by Crom!)) While the barbarian's Intimidate skill can

# FIELDS OF BLOOD

be helpful, it is more likely to result in smoldering resentment than in absolute obedience. A few levels in more refined classes, however, can help ease these deficiencies.

**As Ally:** A cunning regent can think of many ways to use his barbarian friend. For one thing, if the regent himself is not especially physically powerful, having the barbarian at his right shoulder during negotiations is bound to be beneficial. For another, if there are any Nomadic or Barbarian cultures adjacent to the regent's realm, the barbarian can serve as an effective diplomat, convincing them that the weak, decadent city folk are not entirely stupid or easily conquered. Finally, barbarians are good candidates for the hordemaster prestige class (see p. 103), allowing them to whip troops into a violent frenzy during battle.

## BARD

**As Regent:** A bard may come into power due to his charm, diplomacy, or knowledge, or he may simply stumble into it with the odd luck often associated with the class. Bards are skilled at manipulating people and at empowering their allies, two useful assets in a ruler. They are not particularly potent in a straight-up battle, so they make good regents for Cultured realms, acceptable regents for Civilized realms, and poor regents for Barbaric or Nomadic realms (unless there is a strong skaldic tradition in the culture). The more a realm requires an iron hand, the less suited a bard is for rulership; the more a regent must be able to dance the dance of politics and diplomacy, the more suited a bard is.

**As Ally:** Bards travel fast and hear much. A bard can carry a regent's orders to the farthest reaches of the realm, or return with news of danger. A bard's performance prior to an important meeting can cause the regent's opponents to become enthralled, and more likely to agree to his terms. Similarly, bards can be veritable fonts of information, making them valuable when the regent needs to know the legends associated with the Black Fortress or the origins of his enemy's magic ring. While a bard is not especially potent on a battlefield, the warcrier prestige class (see p. 106) can raise the morale of a unit or an army, improve command efficiency, and inspire troops to greatness.

## CLERIC

**As Regent:** A lot depends on the deity the cleric worships, and on the secular power of the cleric's church. Historically, the priesthood did not only rule many realms, but no one but a priest could be a ruler. However, it has also been true that religious figures have been banned from rulership entirely in some nations. A cleric of a god of law, command, war, or the like may make a good regent for a nation in need of a strong, military leader; a more peaceful realm might do better headed by a cleric of trade, knowledge, or protection. If the cleric's god is opposed to the deity worshipped by the bulk of the inhabitants of the realm, a religious civil war may brew rapidly. On the other hand, if the cleric serves the same god as the people, they may view his leadership as being divinely inspired. Clerics have a wide range of abilities of use to a ruler, including good "people skills," the likely backing of a powerful religious institution, and enough combat skills to be a credible presence on the battlefield—or at least a credible commander when giving orders to seasoned veterans.

**As Ally:** "If the gods are with us, who can stand against us?" A cleric assisting a regent grants a divine imprimatur to the regime. Aside from the ability to cast divine realm spells, a cleric can offer spiritual advice via *commune* and similar spells, can heal the regent and his allies (or even bring him back from the dead, foiling assass-

sins), and can sometimes call upon the resources of the church, which may be considerable. Clerics in battle have access to some potent core and battle magic spells, and can greatly assist against undead or extraplanar special units. The only major drawback to a having a cleric on your side is if your plans go against the "will of the gods"—as that cleric sees it. The battlefield crusader prestige class (see p. 99) is of possible interest to clerics.

## DRUID

**As Regent:** Druids combine aspects of the cleric and the barbarian as a regent. Like the cleric, a druid carries with him divine authority, though of a more nebulous sort. Like the barbarian, druids are more likely to be leaders of Nomadic or Barbaric societies. The "primitive" rites and rituals of the druid, the worship of nature in general rather than any one god in particular, all combine to make the druid generally unsuitable for regency of Cultured or Civilized realms. A druid is unlikely to see the virtue of extensive road systems, increasing the size of towns, improving agriculture, and so on. A druid may make an excellent regent for a Nomadic realm being squeezed out of existence by an expansionist Civilized or Cultured realm, however.

**As Ally:** A druid can be an incredibly powerful ally—if the regent can convince him that his plans are "in accord with natural order" or what-not. A druid can improve crops or blight an enemy's resources, turn the forests into deathtraps for invaders, and bring forth elemental armies to smash foes. On a more political level, a druid can often win the trust of villagers or serve as an emissary to more primitive people. If the realm itself is Nomadic or Barbaric, a druid as a close ally is as good as a cleric, perhaps better, in convincing the people of the rightness of a regent's rule. Druids are also less beholden to organized churches than most clerics are, granting them more latitude in "interpreting" doctrine.

## FIGHTER

**As Regent:** There is no class better suited for overall rulership than the fighter—most of the historical rulers prior to the Renaissance would be classified as having more than a few levels of this class. While lacking many of the specialized abilities or interpersonal skills of the other classes, fighters possess one simple gift: They can kill you if you don't do what they say. A fighter will win respect from the armies he commands because he can show that he is one of them; he knows the taste of blood and steel. Unlike the barbarian, the fighter does not suffer from being a "primitive"—while some fighters are simply lowborn mercenaries, many come from noble stock. The main weakness of a fighter as a regent is his poor selection of personal skills and knowledge. If a fighter intends to someday be a king (or, rather, an *effective* king), he must bite the bullet and expend skill points on cross-class skills such as Diplomacy, or lose a little combat skill by taking a level or two in a more skill-oriented class. A relatively small investment in such skills can pay off handsomely when the war moves from the battlefield to the bargaining table.

**As Ally:** Fighters make excellent allies, though they are a bit limited in scope. As the name implies, they fight. A high level fighter on the battlefield can plow through entire units of lower level troops, or serve as an incredibly effective general. While a fighter might not be the most skilled diplomat, if a situation is extremely dangerous, he may be the best suited to come back alive. Alternatively, the fighter can serve as a military expert, advising the regent on things like troop deployment, mustering units, and terrain disposition.

## MONK

**As Regent:** Generally, monks make poor regents. The ascetic, inner-focused nature of most monks makes them unsuitable to be rulers of kingdoms, though some do make good philosopher-kings, and their sense of discipline and devotion to order can help stabilize a land that is in chaos. Overall, though, the abilities of a monk are not especially helpful in rulership. While, like fighters, they wield power in combat, it's not the sort of power likely to impress troops, at least not in the pseudo-European setting that most d20 games are placed in. A monk does have slightly better interpersonal skills than a fighter, but this doesn't compensate for the outsider nature of the class.

**As Ally:** Monks make better allies. A monk can do much of what a fighter can do in terms of battlefield prowess, and is far better as a spy or diplomat. A monk can sneak around nearly as well as a rogue, and is generally more reliable. A monk is also more mobile, and can make an excellent courier shuttling reports and messages to an army in the field, or a scout tracking unobserved through uncharted wilds. As a presumed emissary of order, a monk appearing at court could confer a sense of "cosmic importance" to the assembled entourage.

## PALADIN

**As Regent:** The combat power of a fighter and the divine power of a cleric combine in the paladin to make an extraordinary regent—provided the realm can stand having a living avatar of good as its leader. The necessities of rulership sometimes involve moral compromise, and a paladin is often unwilling to make those compromises, even if the realm itself crumbles due to his intransigence. Furthermore, paladins sometimes allow their morality to slide imperceptibly into intolerance, and this can alienate potential allies. Some paladins turn their realms into war machines, continually involved in one crusade or another against evil. On the other side, an intelligent, and wise, paladin can build a realm into a near-utopia, applying rules and order for the greater good of all, using force only when there are no other options. Such a realm could grow to be a center of religious or secular learning.

**As Ally:** Much of what has been noted about fighters and clerics applies to paladins as well. A paladin can serve as a fighter in all but the most combat-intensive situations. A paladin also carries much of the moral authority of a cleric (at least among those aligned to good and law), but lacks much of the magical power. Paladins on the battlefield are nearly as effective as fighters in direct conflict, but they have only a handful of battle magic spells available to them.

## RANGER

**As Regent:** Leaving aside one of the primary fictional inspirations for the ranger, who did become king, albeit late in his career, rangers tend to be acceptable, if not spectacular, regents. Their skills are focused more on solitary survival than on leadership. A ranger may, however, make a good regent for a colony or an isolated wilderness settlement, where his abilities are of obvious use and where those he rules may see more benefit in having a leader who knows his way around the woods than one who is a master of ballroom dancing. A ranger is a competent fighter, but is usually a poor diplomat, and his spells are of little use in rulership.

**As Ally:** Rangers are among the more useful allies a regent can have, especially if his realm includes many wild provinces. A ranger can explore the most dangerous wilderness in relative safety. He might carry a secret message to a regent's ally through the

forests and back roads to avoid capture, or smuggle someone important into or out of the kingdom should things become dire. He could lead the border watch guarding the boundaries with orc lands. In battle, a ranger is nearly as good as a fighter or paladin.

## ROGUE

**As Regent:** The concept of Bandit Kingdoms is not unknown, and the term Robber Baron well predates Andrew Carnegie. If a rogue becomes a regent, and intends to do more than "take the money and run," he must use his strengths to overcome his weaknesses. A rogue is a poor one-on-one combatant (at least if his opponent survives the sneak attack), and has neither the arcane might of the wizard nor the divine blessing of the cleric. What a rogue does have, of course, is sneakiness. Rogues are masters of intelligence gathering, and can often achieve via blackmail what could not be done via diplomacy. It should be noted, of course, that rogues rarely announce themselves as such. To the people he rules, he will most likely seem to be a fighter or a simple nobleman, unless his kingdom is already one of outcasts and bandits. Of course, the nobleman forced to live as a rogue for a time is a well-known archetype—Robin of Sherwood comes to mind, at least in some versions of the legend. A rogue-run realm may be a safe haven for all manner of creatures, or it may be a place of brutal exploitation—imagine the mafia ruling directly, rather than being forced to work behind the scenes.

**As Ally:** Rogues serve many of the same roles as bards do as allies. The two primary differences are that rogues are unable to enchant/charm potential foes magically, which is a minus, but they are able to deal directly with the local underworld—and there always is one—which is a plus. Rogues are extremely capable spies, and can easily blend in with the local populace to see what they think of their ruler, or with the population of your enemy, where they can plant rumors. Furthermore, a rogue can go places an army cannot—sneak into a fortress and lower the gates, or steal vital magic items before the enemy can use them in battle.

## SORCERER/WIZARD

These two classes are identical for this discussion. To simplify things, wizard is used to refer to either a wizard or sorcerer.

**As Regent:** Wizards can make excellent regents of almost any type of realm, and can range from enlightened rulers using magic to improve the lives of their subjects to foul necromancers who view their subjects merely as "undead-to-be." The vast array of spells available to wizards means they are likely to always be able to find some way to use their abilities productively, whether it is casting *lightning bolts* on the battlefield or suggesting to a wavering ally that he firm up his support. There are two primary weaknesses that wizards have as regents, however. The first is that they tend not to be "people people." They prefer to focus on their craft and on their own power. The second is that non-divine magic is often seen as untrustworthy, suspicious, or inherently evil. A nation ruled by a wizard, even the most benign, is likely to be seen as being ruled by a "devil-friend."

**As Ally:** Wizards are very good allies. Depending on the needs and nature of a realm, a wizard can spend most of their time in the capital making magic items or casting realm spells, or out on the battlefield turning enemy cavalry to ash with a word and a gesture. A regent who has a powerful wizard in his personal circle will probably have a slight edge in dealing with magical guilds. Of course, there is the classic wizard-advisor role embodied by Merlin in the King Arthur tales. There is the whole "consorting with devils" issue, but that can usually be dealt with by skilled diplomacy and having a respected cleric vouch for the wizard in question.

# APPENDIX A: CORE MAGIC SPELLS

Unless otherwise noted, all spells function exactly as they do in the core rules with regards to casting time, components, class and level, and so on. This appendix merely tells you how to adapt existing spells to *Fields of Blood*.

The final release of the d20 SRD changes some spell names found in the core book. Thus, spells such as *m\*'s disjunction* are now just *disjunction*, and are placed appropriately.

## ACID FOG

**Casting Time:** 1 action  
**Range:** Medium (2' + 1''/5 levels)  
**Effect:** Fog covers 1/2'' square  
**Duration:** 1 turn/10 levels (min. 1 turn)

This spell normally only engulfs a portion of unit, but it can do enough damage to impact that unit, and the roiling vapors may remain even after the unit has left the area, if the caster is high enough level. Any time the area covered by the *acid fog* intersects a unit, it takes a Power 8 plus one per caster level attack (max 18). A counter smaller than the counter used for units should be used to mark the boundaries of the *acid fog*.

*Acid fog* will slow units that intersect as does *solid fog*.

## AIR WALK

**Casting Time:** 1 action  
**Range:** Adjacent unit  
**Target:** Special unit consisting of a single creature  
**Duration:** 10 turns/level

This spell grants a special unit the ability to fly at its base walking speed. It becomes an aerial unit for all purposes. It begins at hovering level.

## ANIMAL TRANCE

**Casting Time:** 1 action  
**Range:** Close (1'' at 5th level, +1''/10 levels)  
**Target:** Any cavalry unit where the mounts have Intelligence 1 or 2  
**Duration:** Concentration

This spell can have a minor, but sometimes useful, effect on cavalry units, by causing a few of the animals to not heed orders. If the Will save is failed (all cavalry animals are trained to attack or guard, and thus merit such a save), the unit suffers a -1 to Command checks for as long as the caster concentrates.

## ANTIMAGIC FIELD

**Casting Time:** 1 action  
**Range:** 1/5''  
**Area:** Caster's unit + 1 intersecting unit  
**Duration:** 10 turns/level (D)

Any unit affected by this spell loses, temporarily, all magical bonuses and effects. Units under the influence of conditions imposed by magic are no longer affected. Summoned or extraplanar units vanish when the affected unit intersects them, reappearing when they are no longer intersected. Spells may not be cast by any casters seconded to a unit impacted by this field, and spell-like abilities may not be used.

## ANTIPATHY

**Casting Time:** 1 hour  
**Range:** Close (1'' at 5th level, +1''/10 levels)  
**Target:** One location (up to 1/4'' square per level) or one object  
**Duration:** 2 hours/level

When designating the type of creatures affected by this spell, statements such as "all enemy troops" or "all those who serve the Red Enchantress" are not permitted. Only creature types (humans, elves, hobgoblins) or specific alignments are allowed.

No unit of the designated type may enter the area unless they make a Will save; units which make such a save still suffer a -2 morale penalty to AC and a further -1 morale penalty on all Morale and Command checks, unless the command is to leave the area.

Because of the long casting time, this spell is almost always cast prior to battle. The affected area and the type of creatures/alignments that are forbidden must be explicitly noted.

## ANTIPLANT SHELL

**Casting Time:** 1 action  
**Range:** Caster's unit  
**Target:** Caster's unit  
**Duration:** 1 turn/level (D)

This barrier cannot protect an entire unit, but can protect enough of it that any attacks from plants are made at -2 to MAB and -2 Power, and the unit gains a +2 on all saves against such spells as *entangle*. If a unit using this spell is forced to move to intersect a plant unit (as opposed to the plant unit coming to the protected unit), the spell is broken.

## BALEFUL POLYMORPH

**Casting Time:** 1 action  
**Range:** Close (1'' at 5th level, +1''/10 levels)  
**Target:** Special unit consisting of a single creature  
**Duration:** Permanent

If this spell is cast, it is presumed to be used to turn the creature into something that cannot survive the battlefield (thus, the target always gains the +4 to saving throws). If the target fails the save, it is eliminated.

## BANISHMENT

**Casting Time:** 1 action  
**Range:** Close (1'' at 5th level, +1''/10 levels)  
**Targets:** 1 extraplanar individual or 1 unit of extraplanar creatures  
**Duration:** Instantaneous

When this spell is cast, the caster may target either one individual of extraplanar origin, or one unit of creatures that are of extraplanar origin. If an individual is targeted, it is resolved as per the core rules. If a unit is targeted, the unit suffers an attack of Power 6 plus one per caster level. If the caster or casters have items that are repulsive to the members of the targeted unit, the SR and Will saves of the unit are affected as per the core rules.

## BLACK TENTACLES

**Casting Time:** 1 action  
**Range:** Medium (2'' + 1''/5 levels)  
**Area:** 1'' square  
**Duration:** 1 turn/10 levels

Any unit that intersects the area of the tentacles (including a unit which was atop the area when the spell was cast), must make an opposed grapple check, with the tentacles having a score of 8 plus caster level. Any unit that fails the check may not move for the remainder of the turn (ending movement if such movement made them intersect the tentacles) and suffer a Power 7 attack. If the spell persists for more than a single turn, the same check must be made on the next turn.

## BLADE BARRIER

**Casting Time:** 1 action  
**Range:** Medium (2'' + 1''/5 levels)  
**Effect:** Wall 1''/3 levels, or ringed wall w/radius 1/2''/5 levels  
**Duration:** 1 turn/level

Any unit entering the area of a *blade barrier* is subject to a Power 6 plus one per caster level attack (max 20), with a Reflex save for half damage. This attack is made every turn the unit is in the area. If a *blade barrier* is created directly on a unit, and a Reflex save is made, the attack is negated (but the barrier can affect other units).

If a *blade barrier* is between a unit and a unit that is attacking it via ranged combat, the defending unit gains +4 to AC and +2 on Reflex saves due to cover.

## BLASPHEMY

**Casting Time:** 1 action

**Area:** Caster's unit + 1 intersecting unit

**Duration:** Instantaneous

Any non-evil unit suffers the following effects, based on the hit dice of the creatures composing the unit:

Hit Dice	Effect
12+	Unit is dazed for 1 turn.
<12	As 12+, and -4 MAB and -4 Power for 1 turn.
<8	As <12, and unit is paralyzed for 1d10 turns.
<4	Unit is destroyed.

In addition, any non-evil summoned creatures within range of the spell are lost.

## BLESS

**Casting Time:** 1 action

**Range:** 1"

**Area:** Caster's unit + 1 intersecting unit

**Duration:** 1 turn/level

This grants a +1 morale bonus to attacks and to saves against fear-based effects.

## BLIGHT

**Casting time:** 1 action

**Range:** Intersecting unit

**Duration:** Instantaneous

If this spell is used on a special unit consisting of four or fewer plants, that unit suffers a Power 6 plus one per caster level attack, to a maximum of 20.

## BLINK

**Casting Time:** 1 action

**Range:** Personal

**Target:** The character

**Duration:** 1 turn/10 levels (D)

Any effects which affect the unit and which would normally also impact the caster (such as having his magic items trashed by *disjunction*) may affect the unit only; there is a 50 percent chance of the caster being immune. Check for each such effect which strikes the unit, as the caster is continually there/not there.

## CALL LIGHTNING

**Casting Time:** 1 action

**Range:** Medium (2" + 1"/5 levels)

**Effect:** See text

**Duration:** 1 turn/level

Once this spell is cast, the caster can call down one bolt every turn (up to 10 total bolts) as a free action. The bolt may target a unit, inflicting a Power 8 attack, with a Reflex save halving the Power of the attack. If this spell is cast outdoors, and there is rain, storm clouds, a whirlwind, or similar phenomenon, the spell inflicts a Power 12 attack.

## CALL LIGHTNING STORM

Evocation [Electricity]

**Level:** Drd 5

**Range:** Long (8" + 1"/level)

As *call lightning*, except that damage is Power 10 normally, and Power 14 in a storm, with up to 15 bolts maximum.

## CALM ANIMALS

**Casting Time:** 1 action

**Range:** Close (1" at 5th level, +1"/10 levels)

**Targets:** 1 cavalry unit with mounts of Intelligence 2 or less

**Duration:** 1 turn/level

If this spell is cast on an enemy unit, and that unit is not attacked, the unit suffers a -1 to Command checks while the spell is in effect. If cast on a friendly unit which has broken, it grants a +1 on Command checks to rally the unit. The spell is negated if the target unit is attacked.

## CHAIN LIGHTNING

**Casting Time:** 1 action

**Range:** Long (8" + 1"/level)

**Targets:** 1 unit

**Duration:** Instantaneous

This spell, when cast, inflicts an attack of Power 6 plus one per caster level (max 20) on the target unit, which may make a Reflex save to halve the Power of the attack. Units wearing conductive metal armor (most medium or heavy armors) suffer an attack of 10 + 1/caster level.

The arcing, jumping bolt inflicts a great deal of chaos and fear. The normal spell save made when a unit is struck by magic suffers a -3 Morale penalty.

**Option:** This spell is much more effective on smaller units than on larger ones. To reflect this, increase damage to 12 + 1/caster level when used against units of 25 or fewer creatures.

## CHAOS HAMMER

**Casting Time:** 1 action

**Range:** Medium (2" + 1"/5 levels)

**Area:** 1 unit

**Duration:** Instantaneous

A unit consisting of lawful creatures takes an attack of Power 8 plus one per two caster levels (max 12), and, if it has not yet acted this turn, may take only one action. A Will save halves the Power of the attack and allow the unit to act normally.

Against units of neutral creatures, the spell attacks at Power 4 plus one per four caster levels, with a Will save negating the attack completely.

## CHARM MONSTER, MASS

**Casting Time:** 1 action

**Range:** Close (1" at 5th level, +1"/10 levels)

**Targets:** 1 unit

**Duration:** 1 day/level

A unit affected by this spell will not join the caster's side or fight for him against its former allies, but it may be commanded to disband or to leave the field of battle. Secured individuals in the unit are not affected, and they may join another unit.

## CIRCLE OF DEATH

**Casting Time:** 1 action

**Range:** Medium (2" + 1"/5 levels)

**Area:** Caster's unit + 1 adjacent unit

**Duration:** Instantaneous

Each unit affected by this spell must make a Fort save or take a wound. Units of undead, constructs, or other creatures immune to death magic are not affected.

## CLOAK OF CHAOS

**Casting Time:** 1 action

**Target:** Caster's unit

**Duration:** 1 turn/10 levels (D)

This spell affects enough creatures in the unit to impact the unit itself. The unit gains +2 AC and +2 to all saves. Furthermore, the unit gains SR 20 against any lawful spells, or spells cast by lawful creatures. The unit gains +4 on all Will saves against mind control or possession. A lawful unit that makes a successful melee attack against a unit protected by the *cloak of chaos* becomes confused until the end of the turn.

## CLOUDKILL

**Casting Time:** 1 action

**Range:** Medium (2" + 1"/5 levels)

**Effect:** Cloud covers 1" square

**Duration:** 1 turn/level



# FIELDS OF BLOOD

Any unit that enters or moves through the cloud will be affected as follows:

- If the individuals in the unit have fewer than three HD, the unit is eliminated.
- If the individuals that compose the unit have four to six HD, the unit must make a Fortitude save or take a wound. If the save is made, the unit instead loses 1d4 points of Toughness. If Toughness is reduced to zero, the unit is destroyed. This loss of Toughness remains for the duration of the battle.
- If the individuals that compose the unit have more than six HD, the unit must make a Fortitude save or lose 1d4 points of Toughness, as above.

The cloud moves at two inches per turn, engulfing all units in its path. The caster may specify the direction of motion when the spell is created.

## COMMAND, GREATER

**Casting Time:** 1 action  
**Range:** Close (1" at 5th level, +1"/10 levels)  
**Target:** 1 special unit or 1 martial unit  
**Duration:** 1 turn/10 levels

Against a martial unit, not enough members are affected to force obedience; however, the spell causes disruption in the ranks, mandating a Morale check (DC 15).

Against a special unit, enough individuals can be affected. Commands to "die" or "surrender" render the unit incapable of attacking or defending for the spell's duration. Commands to "flee" cause the unit to move at full speed out of the battle area by the most direct route. A command to "attack" causes the unit to attack the nearest unit, which may well be the caster's. Other commands should follow this pattern.

## COMMAND PLANTS

**Casting Time:** 1 action  
**Range:** Close (1" at 5th level, +1"/10 levels)  
**Target:** Plants and plant creatures  
**Duration:** 1 day/level

If this spell is used on a friendly unit, it grants +4 to Command and Morale checks. If used on a hostile unit, the caster may make an opposed Command check against the commander of the unit (if there is no secunded commander, then the unit itself), to get the unit to come over to the caster's side. Since the unit is already committed to war, it will accept orders to attack, etc., that it would normally hesitate to do.

## CONE OF COLD

**Casting Time:** 1 action  
**Range:** 1"  
**Area:** 1 unit intersecting caster's unit  
**Duration:** Instantaneous  
A *cone of cold* inflicts an attack of Power 6 plus one per caster level (max 20).

## CONFUSION

**Casting Time:** 1 action  
**Range:** Medium (2" + 1"/5 levels)  
**Targets:** 1 unit  
**Duration:** 1 turn/level  
Units affected by this spell are consumed in chaos. In addition to the Morale check normally caused by being affected by a spell, a DC 20 Command check is needed each turn the spell is in effect, or the unit is destroyed. During the spell's duration, the unit may not move or attack and suffers a -2 penalty to AC. After the spell expires, a DC 15 Command check is needed to reform the unit; until this check is made, the unit may not move or attack, but can defend itself normally.

## CONSECRATE

**Casting Time:** 1 action  
**Range:** Close (1" at 5th level, +1"/10 levels)  
**Area:** 1" square  
**Duration:** 2 hours (120 turns)/level

No spell that summons or creates undead may function if the undead will appear within the area covered by this spell. Any unit of undead suffers a -1 morale penalty to all saves, and all attacks by that unit are at -1 Power. Furthermore, all Morale checks are at -3. Lastly, if a cleric is associated with a unit attacking an undead unit within a consecrated area, the cleric's charisma bonus +3 is added to the attacking unit's Power, and a turning attempt by such a cleric is likewise at a +3 bonus.

If the area of the spell includes a sanctuary, shrine, or other such feature dedicated to the cleric's god (this must have been specified prior to the battle), the effects are doubled.

## CONTINGENCY

**Casting Time:** 10 turns + casting time of contingency spell  
**Range:** Personal  
**Target:** The character  
**Duration:** 1 day/level or until discharged

This spell, which is usually cast by an individual secunded to a unit, works as normal. Some possible contingencies of use in battle include the unit becoming wounded, failing a Morale check, the individual becoming subject to individual combat, etc.

All contingencies in effect at the start of the battle should be written down prior to the start of a battle, with the terms of the *contingency* expressed in objective game terms ("Units take 1 wound") as much as possible. *Contingencies* do not need to be revealed until their conditions are met.

## CONTROL PLANTS

**Casting Time:** 1 action  
**Range:** Close (1" at 5th level, +1"/10 levels)  
**Target:** Plants and plant creatures  
**Duration:** 1 turn/level

If this spell is cast on a special unit consisting of plant creatures, that unit joins the caster's side for the duration of the spell if it fails its Will save. It will not commit suicide, but it will disband and flee the battlefield if so ordered. Should this occur, the unit rejoins its normal side at the end of battle. The unit can be ordered to attack or engage other units, even former allies, in combat.

## CONTROL UNDEAD

**Casting Time:** 1 action  
**Range:** Close (1" at 5th level, +1"/10 levels)  
**Targets:** 1 unit of undead  
**Duration:** 1 turn/level

It is not usually possible for this spell to affect enough undead to wholly control a normal unit, but it can affect enough to disrupt the unit. The caster may attempt the following:

- Order the controlled undead not to attack his unit; the unit may still attack other units.
- Order the controlled undead to depart; this causes the unit to make a Morale check at DC 17 or disband.
- Order the controlled undead to attack others within their unit; the unit, in effect, attacks itself. This attack is resolved normally.

If this spell is cast on a unit of friendly undead, it grants a +2 circumstance bonus to all Morale and Command checks so long as the caster is in range of the controlled unit.

If this spell is cast on a special unit of undead, that unit joins the caster's side for the duration of the spell if it fails its Will save. It will not commit suicide, but it will disband and flee the battlefield if so ordered. Should this occur, the unit rejoins its normal side at the end of battle. The unit can be ordered to attack or engage other units, even former allies, in combat.

## CONTROL WEATHER

**Casting Time:** 10 turns or pre-battle

**Range:** 2 miles

**Area:** 2-mile radius circle, centered on the character; see text

**Duration:** 4d12 hours; see text

If used properly, this spell changes the nature of the battlefield dramatically. If any side has a caster capable of casting this spell, they may specify that the casting began prior to battle. If this is done, the exact conditions called for (see the core rules and Weather, p. 79) must be noted. If both sides do this, contradictory conditions cancel each other out, while complimentary or neutral conditions will all apply.

## CONTROL WINDS

**Casting Time:** 1 action

**Range:** 1"/level

**Area:** 1"/level radius cylinder, 1" high

**Duration:** 10 turns/level

This spell primarily affects aerial units. An aerial unit entering the affected area may suffer any of the following effects, at the caster's choice. These can change from turn to turn, but all units in the area of effect suffer the same effect, including allied units. Units in the "eye" of the area suffer no effects; see the core rules.

- The unit may not attack using ranged weapons.
- The unit moves at half speed.
- The unit is forced to move up or down one level.
- The unit is repelled from the area.

A Fortitude save negates the effect, but must be made each turn the unit is in the affected area.

Against fortifications, winds of wind-storm level deliver a Power 10 attack, of hurricane level a Power 15 attack, and of tornado level a Power 20 attack. Directed against ground-based units, these winds inflict an attack of Power 5, 10, and 15 respectively. Ranged attacks cannot be made through the affected area.

## CREEPING DOOM

**Casting Time:** 1 action

**Range:** Close (1" at 5th level, +1"/10 levels)

**Effect:** 1,000 insects that fill a 1/2" square

**Duration:** 1 turn/level

The mass of crawling insects may move up two inches per turn. Any unit it intersects suffers a series of attacks, beginning at Power 20 and then dropping by one point to Power 19, Power 18, and so on, until the unit is destroyed or Power drops to zero. If the swarm is more than two

inches from the caster, the Power of the attack drops by five for each inch it has traveled.

Units with Damage Resistance are immune to this spell. Affected units make Morale checks at -4, due to the horrific and disturbing nature of the spell's effect.

## CRUSHING DESPAIR

**Casting Time:** 1 action

**Area:** 1 intersecting unit

**Duration:** 1 turn/level

This baleful spell inflicts a -2 morale penalty on all checks, and the Morale roll made when a unit is affected by magic is at -4.

## DARKNESS

**Casting Time:** 1 action

**Range:** Touch

**Target:** Object touched

**Duration:** 10 turns/level (D)

When this spell is cast, a one inch square area of darkness is created on the map, centered on the unit the caster is seconded to. The darkness may move with the unit, or may stay in one place. This must be specified when the spell is cast. If the *darkness* is fixed in place, a unit in the area of effect that takes a full-turn action may effectively cancel this spell by covering the dark-emitting object. If the darkness is mobile, the unit may activate or deactivate the darkness at will, turn by turn, until the duration of the spell is complete (the unit is presumed to be covering or uncovering the dark-emitting object).

## DAYLIGHT

**Casting Time:** 1 action

**Range:** Touch

**Target:** Object touched

**Duration:** 10 turns/level

The object touched sheds light as bright as full daylight in a one inch radius. Creatures who suffer penalties in bright light suffer them while exposed to this magical light. The light may move with the unit, or may stay in one place. This must be specified when the spell is cast. If the light source is fixed in place, a unit in the area of effect which takes a full-turn action may effectively cancel this spell by covering the light-emitting object. If the daylight is mobile, the unit may activate or deactivate the light at will, turn by turn, until the duration of the spell is complete (the unit is presumed to be covering or uncovering the light source).

## DEATH WARD

**Casting Time:** 1 action

**Range:** Touch

**Target:** Caster or special unit consisting of 1 individual

**Duration:** 10 turns/level

The caster or the target unit is not affected by death magic.

## DEEPER DARKNESS

**Casting Time:** 1 action

**Range:** Touch

**Target:** Object touched

**Duration:** 10 turns/level (D)

This spell is identical in to *darkness*, except that even creatures that normally see in the dark cannot penetrate the blackness of this spell. Creatures which use radar or other non-visual senses remain unaffected. The spell covers a two inch diameter area.

## DELAYED BLAST FIREBALL

**Duration:** 1 turn

This spell is identical to *fireball* except as follows:

- Power is 6 plus one per caster level (max 25).
- A marker may be placed anywhere within the spell's range. The *fireball* will go off centered on that marker at any time the caster decrees, up to one full turn after the spell was first cast. The caster does not need to reveal the presence of the spell until it goes off, but some form of record of the spell's placement must be made when the spell is cast and revealed when the spell is detonated.

## DESECRATE

**Casting Time:** 1 action

**Range:** Close (1" at 5th level, +1"/10 levels)

**Area:** 1" square

**Duration:** 2 hours (120 turns) /level

Any unit of undead in the area affected by this spell gains a +1 morale penalty to all saves, and all attacks by that unit are at +1 Power. Furthermore, all Morale checks are at +3. Clerics seconded to a unit attacking an undead unit that is affected by this spell do not add their Charisma bonus to their unit's Power, and, furthermore, any attempts to turn an undead unit in a *deseccrated* area are at -3 Power.

If the area of the spell includes a sanctuary, shrine, or other such feature dedicated to the casting cleric's god (this must have been specified prior to the battle), the effects are doubled.

# FIELDS OF BLOOD

## DESTRUCTION

**Casting Time:** 1 action

**Range:** Close (1" at 5th level, +1"/10 levels)

**Target:** Special unit consisting of 4 or fewer creatures

**Duration:** Instantaneous

If the Fortitude save for this spell is failed, the unit takes a wound if it consists of more than one creature, and is destroyed otherwise. If the Fortitude save is made, the unit suffers an attack of Power 15.

## DICTUM

**Casting Time:** 1 action

**Area:** Caster's unit +1 intersecting unit

**Duration:** Instantaneous

This spell affects both the caster's unit and a single unit it is intersecting. Any non-lawful unit suffers the following effects, based on the hit dice of the creatures composing the unit:

Hit Dice	Effect
Equal to caster	Unit is deafened for 1 turn
Caster level - 1	As above, and is slowed
Caster level - 5	As above, and is paralyzed for 1d10 turns
Caster level - 10	Unit is destroyed

In addition, any non-lawful summoned creatures within range of the spell are lost.

## DIMENSION DOOR

**Casting Time:** 1 action

**Range:** Long (8" + 1"/caster level)

**Target:** The character

**Duration:** Instantaneous

This spell cannot affect enough members of the caster's unit to move them; it can only move the caster. The caster can appear anywhere on the battlefield within range. However, the chaos of the battlefield is such that an open space may not be open by the time the caster has completed the spell. If the character is teleporting to open ground with no units within 1/4 inch, the spell works normally. If the character is teleporting to an area occupied by a friendly unit (i.e., within a 1/4 inch of that unit), a Command check at DC 10 must be made, or there is a base 10 percent chance of the target area being occupied. If the caster is teleporting to an area occupied by a hostile unit (again, within 1/4 inch), there is always a 10 percent chance of the target area being occupied. The usual reason to do this is to engage another individual in combat; if the teleport is successful, a check for individual combat is immediately made, with a +4 circumstance bonus added to the teleporter's roll.

If the caster is adjacent to a friendly unit that contains a secunded individual, that individual may come with them.

A caster who teleports to an area occupied by a friendly unit may secund himself to that unit after one turn has passed.

## DIMENSIONAL ANCHOR

**Casting Time:** 1 action

**Range:** Medium (2" + 1"/5 levels)

**Effect:** Ray

**Duration:** 1 turn/level

This spell has no effect on a martial unit. It may only target an individual secunded to a unit, or a summoned creature. Those individuals are affected as per the core rules. This spell can also impact a single-creature special unit.

## DIMINISH PLANTS

**Casting Time:** 1 action

**Range:** Long (8" + 1"/level)

**Target or Area:** Up to 4" square

**Duration:** Instantaneous

This spell can affect up to four square inches of terrain, altering the base nature of the terrain considerably. This will have the following effects:

- Dense forest becomes light forest
- Light forest becomes flatlands
- Flatlands becomes barren flatlands
- Swamp is treated as shallow water
- Any *entangle* spells in the area of effect are dispelled.

## DISINTEGRATE

**Casting Time:** 1 action

**Range:** Medium (2" + 1"/5 levels)

**Effect:** Ray

**Duration:** Instantaneous

This spell is only useful against special units consisting of four or fewer creatures. It is useful against *walls of force*, *iron*, and so on. It can also partially remove or destroy battlefield features—for example, it can destroy a bridge over a river, or render a single siege tower or catapult useless.

When targeted against a special unit, that unit must make a Fort save. If it fails, it suffers a Power 6 plus two per caster level (max 45) attack. If it succeeds, it suffers a Power 9 attack.

If used against a fortification, it create a breach instantly.

## DISJUNCTION

**Casting Time:** 1 action

**Range:** Close (1" at 5th level, +1"/10 levels)

**Area:** Up to 2 adjacent units

**Duration:** Instantaneous

All spells, beneficial and malign, which affect the target unit or units are dispelled. Any individuals secunded to those units must make a Will save for each magic item they are equipped with, or those items are destroyed. In the rare case of units equipped with magic weapons or armor, the unit must make a Will save, or their magic weapons and/or armor (and any other items) become normal items (a *+1 sword* becomes a plain masterwork sword).

## DISPEL MAGIC

**Casting Time:** 1 action

**Range:** Medium (2" + 1"/5 levels)

**Target or Area:** A single continuing spell, or a unit adjacent to the caster's unit, or the caster's unit and an adjacent unit

**Duration:** Instantaneous

This spell targets either an ongoing spell, such as *acid cloud*, the caster's unit, or both the caster's unit and a unit adjacent to the caster's unit. In the latter two cases, a dispel check is made against the highest spell in effect, then the next highest, and so on, as per the core rules, until one spell is dispelled. In the case of spells of the same level affecting both units, the caster may choose which to target first. In all other cases, level order is all that matters.

## DISPEL MAGIC, GREATER

This spell works in all ways as *dispel magic*, except for the changes noted in the core rules.

## DOMINATE MONSTER

**Casting Time:** 1 action

**Range:** Close (1" at 5th level, +1"/10 levels)

**Target:** Special unit consisting of a single creature

**Duration:** 1 day/level

If successful, this spell allows the caster control over the special unit. It effectively becomes part of the caster's player's army.

## DOOM

**Casting Time:** 1 action

**Range:** Medium (2" + 1"/5 levels)

**Target:** Special unit consisting of 4 or fewer creatures

**Duration:** 1 turn/level

The affected unit suffers a -1 morale penalty to attacks and Power.

## EARTHQUAKE

**Casting Time:** 1 action

**Range:** Long (8" + 1" per level)

**Area:** 2-inch radius

**Duration:** Instant

All units in the area covered by an *earthquake* cannot move or attack. Cavalry units must make an additional Morale check to control their mounts, or the unit cannot move or attack for an additional turn. Furthermore, different terrain types may be affected by the spell.

**Underground:** The spell collapses the roof, causing a Power 11 attack on any units in the area. A DC 15 Reflex save drops this to Power 5.

**Jagged, or adjacent to any terrain with a steep or sloped incline:** Rocks crumble, causing a landslide that travels horizontally as far as it fell vertically. An earthquake cast at the top of a two-inch cliff would sweep two inches outward from the base of the cliff. Any creature in the path sustains a Power 13 attack on any units in the area. A DC 15 Reflex save drops this to Power 7.

**Plains, barren plains, rocky, light forest, dense forest:** All units in the affected area must make a DC 15 Reflex save or be unable to move for the next turn. Further, the unit takes one point of damage as some of its members are plunged into deep fissures and killed.

**Structure (includes any mobile siege units):** All structures in the area suffer three wounds, and one breach is automatically created.

**Deep water, shallow water, or marsh:** Fissures open underneath the water, draining it away from the area and forming muddy ground. Soggy marsh or swamp-land becomes quicksand for the duration of the spell, sucking down creatures and structures. A unit must make a Reflex saving throw (DC 15) or sink down in the mud and quicksand. At the end of the spell, the rest of the body of water rushes in to replace the drained water, possibly drowning those caught in the mud.

## ELEMENTAL SWARM

**Casting Time:** 10 turns or pre-battle

**Range:** Medium (2" + 1"/5 levels)

**Effect:** Summons a special unit

**Duration:** 10 turns/level (D)

This spell summons elementals, and is most effective when cast prior to battle.

**Appendix D: Monsters** contains statistics for elemental units (see p. 158-161).

*Elemental swarm* produces a unit of large elementals, then, ten turns later, a unit of huge elementals, then, ten turns later, one greater elemental.

## ENERGY DRAIN

**Range:** Close (1" at 5th level, +1"/10 levels)

**Duration:** Instantaneous

As *enervation*, except that the effect on non-undead units is -1d4, and the effect on undead units is +8 Toughness. There is no save against the spell during the battle, but afterwards, a save must be made to prevent permanent harm; see the core rules.

## ENERVATION

**Casting Time:** 1 action

**Range:** Medium (2" + 1"/5 levels)

**Effect:** Ray of negative energy

**Duration:** Instantaneous

This spell may be targeted against a special unit consisting of four or fewer individuals. The unit loses -1d2 from Power, Toughness, MAB and RAB, unless the unit is undead, in which case, it gains +1 Toughness for every two caster levels, up to a maximum of +5.

## ENTANGLE

**Casting Time:** 1 action

**Range:** Long (8" + 1"/level)

**Area:** Plants in a 1" radius spread

**Duration:** 1 turn/level

This spell may only be targeted against light forest, dense forest, flatlands, or marsh terrain.

All units that intersect the area are *entangled*, unless they make a Reflex save. An entangled unit suffers a -2 to attack rolls, a -4 to dexterity (and thus, a -2 to AC) and cannot move. A unit that makes a DC 20 Strength check may move at half-speed through the area. The check must be made for each turn the unit is in the area of the spell.

## ENTHRALL

**Casting Time:** 1 action

**Range:** Medium (2" + 1"/5 levels)

**Targets:** One unit in range; see below

**Duration:** Up to 1 hour

In general, it is assumed that a secuded individual will only be able to get the attention of a single enemy unit. If there are some extenuating circumstances (the caster is an elder wurm or a storm giant or otherwise exceptional), any number of units within range may be affected.

All enemy units receive a +4 on their Will saves to resist this spell.

Any unit allied with an affected unit may attempt to "snap them out of it." This is an attack-equivilant action with a Command DC 12. If successful, the target unit gains another save at +2. The +4 bonus does not apply; the unit is no longer hostile to the caster after being enthralled.

All effects end when the spell ends, there are no lingering affects.

Enthralled units may take no action other than listen to the caster. Any attacks on units allied to the affected units will break the spell. The caster's unit is also immobile, but may defend normally.

## ETHEREAL JAUNT

**Casting Time:** 1 action

**Range:** Personal

**Target:** The character

**Duration:** 1 turn/level (D)

Any effects which affect the unit and which would normally also impact the caster (such as having his magic items trashed by *disjunction*) affect the unit only; the caster is immune.

## ETHEREALNESS

**Range:** Touch; see text

**Targets:** The character and 1 other touched creature/3 levels

**Duration:** 1 turn/level (D)

This spell has the same effect as *ethereal jaunt*, except that the caster may make a special unit consisting of few enough creatures to become ethereal as well, if the unit is adjacent to the caster's unit.

## EYEBITE

**Casting Time:** 1 action

**Range:** Close (1" at 5th level, +1"/10 levels)

**Target:** The character

**Duration:** 1 turn/9 levels; see text

Against a special unit consisting of fewer than 25 entities, the following effects apply, depending on the form of the spell chosen by the caster:

*Charm:* The target unit must make a Will save or be charmed.

*Fear:* The unit must make a Will save or become frightened. The Morale check made after exposure to this use of the spell is at -2.

*Sicken:* The unit must make a Fortitude save or suffer a -2 to attack rolls and lose all Dexterity bonus to AC. This lasts ten turns per caster level, and the Morale check made after exposure to this spell is at -2.

*Sleep:* The unit must make a Will save or fall asleep. This lasts for ten turns per caster level, however, an adjacent friendly unit can take a full-turn action and rouse the sleeping unit.

Against normal units, the individual effects do not matter. What does matter is that the mere glance of the commander of the opposing unit is causing men to sicken, break and run, or fall unconscious. This requires an immediate Morale check at a DC 20.

## FEAR

**Casting Time:** 1 action  
**Area:** 1 intersecting unit  
**Duration:** 1 turn/10 levels

The unit affected by this spell must make a Will save or become panicked; if the save succeeds, the unit is cowering. If the spell succeeds, the normal Morale save which must be made when a unit is affected by a spell will be at a -2 due to the effects of the spell.

## FEEBLEMIND

**Casting Time:** 1 action  
**Range:** Medium (2" + 1"/5 levels)  
**Target:** Special unit consisting of a single creature  
**Duration:** Instantaneous

Units affected by this spell will generally act in an unintelligent fashion. Command checks incur a +10 to DC. The unit is not able to cast spells or make advanced tactical decisions; it simply attacks the nearest enemy unit physically.

## FIND THE PATH

**Casting Time:** 1 action  
**Range:** Personal or touch  
**Target:** Caster's unit or adjacent unit  
**Duration:** 10 turns/level

This spell is cast on either the caster or the commander of an adjacent unit. The affected unit halves any movement penalties for terrain, as the spell leads them around obstacles and blockages. The spell also grants a +2 insight bonus to Command checks involving movement, other than wheeling.

## FINGER OF DEATH

**Casting Time:** 1 action  
**Range:** Close (1" at 5th level, +1"/10 levels)  
**Target:** Special unit consisting of 4 or fewer creatures  
**Duration:** Instantaneous

If the Fortitude save for this spell is failed, the unit takes a wound if it consists of more than one creature, and is destroyed otherwise. If the Fortitude save is made, the unit suffers an attack of Power 8 plus one per three caster levels.

## FIRE STORM

**Casting Time:** 1 action  
**Range:** Medium (2" + 1"/5 levels)  
**Area:** 1 unit for every 6 levels; all units affected must be intersecting at least one other affected unit  
**Duration:** Instantaneous

When this spell is cast, all units affected suffer a Power 6 plus one per caster Level attack (max 25). Cavalry mounted on horses

es must make a Morale check to avoid having the horses panic. If this check fails, the unit is stunned for one turn, as the soldiers must calm their beasts. This is in addition to the normal Morale checks for being the target of a spell, and will affect even elite units. Furthermore, the terrain the target is located on may begin to burn (see p. 77).

## FIREBALL

**Casting Time:** 1 action  
**Range:** Long (8" + 1"/level)  
**Effect:** 1 unit  
**Duration:** Instantaneous

When a unit is struck by a *fireball*, it suffers an attack with a Power of 6 plus one per caster level (Max 15), halved with a successful Reflex. Horse cavalry must make a Morale check to avoid having the mounts panic from the sudden fiery explosion. If this check fails, the unit is stunned for one turn, as the soldiers must calm their beasts. This is in addition to the normal Morale checks for being the target of a spell, and will affect even elite units. Furthermore, the terrain the target is located on may begin to burn (see p. 77).

## FLAME STRIKE

**Casting Time:** 1 action  
**Range:** Medium (2" + 1"/5 levels)  
**Area:** 1 unit  
**Duration:** Instantaneous

A unit targeted by this spell suffers an attack of Power 6 plus one per caster level (max 20). Even if the unit is immune to flame, it still suffers an attack of half that Power from the divine nature of the spell. A successful Reflex save halves the Power of the attack. Cavalry mounted on horses must make a Morale check to avoid having the horses panic. If this check fails, the unit is stunned for one turn, as the soldiers must calm their beasts. This is in addition to the normal Morale checks for being the target of a spell, and will affect even elite units. Furthermore, the terrain the target is located on may begin to burn (see p. 77).

## FLESH TO STONE

**Casting Time:** 1 action  
**Range:** Medium (2" + 1"/5 levels)  
**Target:** Special unit consisting of 1 creature  
**Duration:** Instantaneous

The unit targeted by this spell must make a Fortitude save or be turned to stone. The unit can no longer move or take any other action; its position should remain noted in case a counterspell can be cast later in the engagement.

## FLY

**Casting Time:** 1 action  
**Range:** Caster or adjacent special unit consisting of 1 creature  
**Target:** Creature touched  
**Duration:** 1 turn/level

The subject gains the power of flight. If this is a special unit consisting of one creature, it may now fly. The individual that is subject must be written up as an individual unit while flying, and may make aerial combat maneuvers (see p. 73). The individual may also land adjacent to, or within, any friendly unit and attempt to second himself to it (see p. 74).

## FOG CLOUD

**Casting Time:** 1 action  
**Range:** Medium (2" + 1"/5 levels)  
**Effect:** 1" square bank of fog  
**Duration:** 10 turns/level

Any units in melee within the area of a *fog cloud* suffer a -2 to MAB. Any attempts to make ranged attacks against a unit in the area of a *fog cloud* suffer a -4 to RAB. Due to the confusion of the fog adding to the general chaos of battle, any unit which misses in melee combat against another unit due to the fog cloud (i.e., a hit would have been scored, except for the penalty) must make an attack against itself at half its normal Ranged Power. (These are not soldiers hitting themselves; these are soldiers hitting their allies because they could not clearly tell friend from foe.)

## FORBIDDANCE

**Casting Time:** 1 action  
**Range:** Medium (2" + 1"/5 levels)  
**Area:** 1" cube per level; all cubes must be adjacent  
**Duration:** Permanent

This spell is very potent on the battlefield, as it can make large swathes of the terrain impassable for the enemy but wide-open for the caster's side. The areas affected should be clearly marked. If a unit is in the area when the spell is cast, it suffers all appropriate effects:

- No unit may summon any creatures, and no summoned creatures can appear within a *forbidden* area.
- If the alignment of a unit differs by either good/evil or law/chaos from the alignment of the caster, it must make a Will save to voluntarily enter the area. If it fails the Will save, it takes a Power 8 attack and must make a DC 10 Morale save or disband.

- If the alignment of a unit differs by both good/evil and law/chaos from the alignment of the caster, it must make a Will save to voluntarily enter the area. If it fails the Will save, it takes a Power 12 attack and must make a DC 13 Morale save or disband.
- A unit which makes its Will save and enters the area suffers a -2 morale penalty on all checks.

## FORCECAGE

**Casting Time:** 1 action

**Range:** Close (1" at 5th level, +1"/10 levels)

**Area:** 1 unit

**Duration:** 2 hours/level

Only the "barred cage" version of the spell is large enough to affect a unit, though either form may be used in individual combat or against a special unit. A unit struck by this spell, unless it is associated with an individual who can destroy the cage, takes a single wound. This wound is automatically healed when the battle ends, meaning a "destroyed" unit becomes merely "wounded" after the battle. A marker 1/4 inch on a side should be placed on the map to show the location of the immobile and virtually indestructible cage.

When used against a special unit, the unit may make a Reflex save to avoid the cage; otherwise, it is effectively trapped at the point where the cage was created and may take no action until the cage is somehow destroyed.

## FORESIGHT

**Casting Time:** 1 action

**Range:** Caster only

**Target:** Caster's unit

**Duration:** 10 turns/level

While subject to this spell, the caster is warned of impending danger, and can sometimes transfer those benefits to the unit he is secunded to. The caster himself can avoid individual combat if he wishes. Furthermore, with a DC 10 Command check, the caster can grant his unit a +1 insight bonus to Reflex saves, by ordering them to duck, close their eyes, etc., just before a spell hits. This check must be made independently for each attack that requires a Reflex save.

## FREEZING SPHERE

**Casting Time:** 1 action

**Range:** Long (8" + 1"/level)

**Target, Effect, or Area:** See text

**Duration:** See text

This spell inflicts a Power 6 plus one per caster Level (max 20) attack on the target unit; Power 8 plus one per caster level (max 22) if the unit is of the [Water] subtype. Power is halved if a Reflex save is made. If the sphere strikes water, a 1/4 inch square area becomes ice for every six caster levels. Any units intersecting that area that were swimming cannot move unless they break free, which requires a DC 25 Strength check. This lasts for one turn per 10 caster levels.

## GASEOUS FORM

**Casting Time:** 1 action

**Range:** Caster or adjacent special unit consisting of 1 creature

**Target:** Caster or allied adjacent special unit consisting of 1 creature

**Duration:** 2 turns/level (D)

When applied to the caster, this spell is only meaningful in individual combat. When applied to a special unit, the unit may no longer attack. The unit gains Toughness +7, except against units equipped with magic weapons, but loses any bonuses to Armor Class provided by worn or natural armor. The unit ignores all terrain limitations and moves at one inch per turn, even passing through other units freely (though they may attack, they cannot stop its movement). Since fortifications are not airtight, a gaseous unit can pass freely under gates or through arrow slits, reforming inside an otherwise secure fortress.

The subject of this spell cannot cast spells with verbal, somatic, or material components, though a spell which lacks material components and which has been prepared with both the Still Spell and Silent Spell feats may be cast.

A *gust of wind* targeted at the affected unit will move it back one inch.

## GATE

**Casting Time:** 1 action

**Range:** Medium (2" + 1"/5 levels)

**Effect:** See text

**Duration:** Instantaneous

Given time, an entire unit can enter the gate. A special unit can enter the gate in a single turn; a normal unit will take two turns to do so. (A caster of high enough level to cast this spell can keep the gate open for two turns.)

A creature called through the gate may become a special unit or secund itself to a unit as per *planar ally*, *lesser*. Demons or other such horrific entities placed in command of a unit double the Morale penalties noted (see p. 130).

If a GM is present, the GM must adjudicate the bargaining with a creature. If no GM is present, the bargaining can be abstracted to an opposed Charisma check.

A gate can be opened within the area occupied by an enemy unit, if it is within range of the spell. Any creatures that emerge from the gate happily destroy that unit en route to the caster. Demonic entities rarely make a study of Material Plane heraldry, and may well consider all units on the battlefield to be foes. This introduction of demonic chaos into a battle can be an effective, if risky, tool.

## GIANT VERMIN

**Casting Time:** 1 action

**Range:** Close (1" at 5th level, +1"/10 levels)

**Targets:** 1 unit of giant vermin

**Duration:** 1 turn/level

This spell creates a special unit consisting of giant vermin, if the caster is high enough level. It is assumed the vermin are local to the terrain. This unit can obey simple commands only, such as "attack that unit" or "move to that position." The special unit appears on the battlefield within the spell's range.

Only Huge or larger vermin are potent enough to matter on the *Fields of Blood* scale, so this spell is only effective if cast by a caster of 14th level or higher. The statistics for the vermin are calculated as normal for special units.

## GLOBE OF INVULNERABILITY

Abjuration

This spell functions identically to *globe of invulnerability*, *lesser*, save that it also blocks 4th level effects.

## GLOBE OF INVULNERABILITY, LESSER

**Casting Time:** 1 action

**Area:** Caster's unit

**Duration:** 1 turn/10 levels

When this spell is cast, the caster's unit is immune to all spells and spell-like effects of 3rd level or lower.

## GUARDS AND WARDS

**Casting Time:** Pre-battle only

**Range:** Anywhere within the area to be warded

**Area:** 1/4" square/3 caster levels

**Duration:** 2 hours/level

# FIELDS OF BLOOD

This spell creates an area of difficult passage and confusing effects. Any unit entering the warded area will be trapped for at least one turn, and must make a Will save to leave the area on each successive turn. While in the warded area, the unit suffers a -1 circumstance penalty on all checks. If this spell is cast in dense forest, marsh, or jagged terrain, or any other area where the terrain itself offers many obstacles and blockages, the unit must additionally make a Morale save at a DC 16.

## GUST OF WIND

**Casting Time:** 1 action  
**Range:** Medium (2" + 1"/5 levels)  
**Effect:** See below  
**Duration:** 1 turn

All units in range (except the caster's unit) along that facing of the caster's unit are affected. Aerial units who are hovering or at battle height are affected.

The *gust of wind* causes a variety of effects with no saving throw:

- Ranged attacks made by units affected by this spell are at -2 to hit and -1 Ranged Power.
- It will move any cloud or fog spell (e.g., *acid fog*, *cloudkill*) to the end of the spell range.
- All attacks made by flying units caught in the area of the spell are at -1 to hit.
- All Command checks involving movement (including for such maneuvers as swoop) made by aerial units are at -3.

## HALLOW

**Casting Time:** Pre-battle only  
**Range:** Touch  
**Area:** 1" radius emanating from the touched point  
**Duration:** Instantaneous

This spell must be cast on the battlefield well prior to battle. In most cases, it will simply be noted as "having been cast" at some point. Within the *hallowed* area, the following effects occur:

- If a cleric or a cleric-secunded unit attacks an undead unit, the Power of the attack is increased by four.
- A spell may be associated with the *hallowed* area. The possible spells are listed in the core rules. If a spell associated with the area is not described in this section, the spell has no effect on the *Fields of Blood* scale, though it may come into play if single combat were to occur in the *hallowed* area.

## HALLUCINATORY TERRAIN

**Casting Time:** 10 turns or pre-battle  
**Range:** Long (8" + 1"/level)  
**Area:** 1/2" square per level  
**Duration:** 2 hours/level

This spell is most often cast prior to battle. Any terrain thus created must be noted as illusory and the exact boundaries marked. The tactical uses are manifold; canyons can be concealed, seemingly impassable barriers can be created, forcing opposing units into ambush zones, and so on. The area of the spell can be declared to be any terrain type. Particularly unlikely terrains (an icefield in the middle of a jungle, for example) grant a circumstance bonus of +1 to +4 to the Will save. As with *major illusion*, a commander can order a unit to attempt to disbelieve any terrain, even if there has been no interaction.

## HASTE

**Casting Time:** 1 action  
**Range:** Close (1" at 5th level, +1"/10 levels)  
**Target:** Caster's unit or 1 adjacent unit  
**Duration:** 1 turn/10 levels

While this spell cannot affect enough members of a martial unit to haste them all, it does affect enough to impact the combat abilities of the unit. The unit gains a +1 haste bonus to both AC and Power.

If the spell is cast on a special unit containing few enough individuals that the entire unit could be affected, the unit gains a +4 haste bonus to AC, a +3 bonus to Power, and the DC of all movement actions is reduced by -5.

## HEAL

**Casting Time:** 1 action  
**Range:** Touch  
**Target:** Special unit consisting of up to 4 creatures which is adjacent to the caster's unit  
**Duration:** Instantaneous

A number of wounds are removed from the unit, as are other conditions as noted in the core rules. This spell inflicts a wound on any undead unit.

The number of wounds removed depends on the caster's level:

**Level < 10:** 3 wounds  
**Level ≥ 10:** 4 wounds

For all but the largest and most powerful special units, this will effectively remove all wounds.

## HEAL, MASS

**Casting Time:** 1 action  
**Range:** Close (1" at 5th level, +1"/10 levels)  
**Target:** Single unit  
**Duration:** Instantaneous

This spell removes wounds from a martial unit, as per *heal*.

## HOLD PORTAL

**Casting Time:** 1 turn  
**Range:** Medium (2" + 1"/5 levels)  
**Target:** One portal  
**Duration:** 1 turn/level

This spell is of use only in siege warfare. While this spell is in effect on any gate or door, the target is granted a +4 enhancement bonus to Toughness.

## HOLD MONSTER

**Casting Time:** 1 action  
**Range:** Medium (2" + 1"/5 levels)  
**Target:** One special unit consisting of 1 creature  
**Duration:** 1 turn/10 levels (D)

A held monster is totally paralyzed. It may, however, use spell-like abilities or any other powers that do not require motion.

## HOLD MONSTER, MASS

**Casting Time:** 1 action  
**Range:** Medium (2" + 1"/5 levels)  
**Target:** 1 unit  
**Duration:** 1 turn/10 levels (D)

This spell hold an entire martial unit, regardless of the type of creatures that compose it.

## HOLD PERSON, MASS

**Casting Time:** 1 action  
**Range:** Medium (2" + 1"/5 levels)  
**Target:** 1 unit of humanoids  
**Duration:** 1 turn/10 levels (D)  
This spell holds an entire martial unit of humanoids.

## HOLY AURA

**Casting Time:** 1 action  
**Targets:** Caster's unit  
**Duration:** 1 turn/10 levels (D)

This spell affects enough creatures in the unit to impact the unit itself. The unit gains +2 AC and +2 to all saves. Furthermore, the unit gains SR 20 against any evil spells, or spells cast by evil creatures. The unit gains +4 on all Will saves against mind control or possession. A good unit that makes a successful melee attack against a unit protected by the *holy aura* must make a Fort save or be blinded.

## HOLY SMITE

**Casting Time:** 1 action  
**Range:** Medium (2" + 1"/5 levels)  
**Area:** 1 unit  
**Duration:** Instantaneous

Only evil and neutral creatures are harmed by the spell; good creatures are unaffected. The spell inflicts an attack of Power 8 plus one per two caster levels, and blinds the unit for one turn. A successful Reflex save halves the Power of the attack and negates the blinding effect.

The spell deals only half damage (halving the Power of the attack) against creatures who are neither good nor evil, and they are not blinded. They can reduce that damage by half (down to one-quarter of the total power) with a successful Reflex save.

## HOLY WORD

**Casting Time:** 1 action  
**Area:** Caster's unit + 1 intersecting unit  
**Duration:** Instantaneous

This spell affects both the caster's unit and a single unit it is in melee with. Any non-good unit suffers the following effects, based on the hit dice of the creatures composing the unit:

Hit Dice	Effect
Equal to Caster	Unit is deafened for 1 turn
Caster Level - 1	As above, and is blinded
Caster Level - 5	As above, and is paralyzed for 1d10 turns
Caster Level - 10	Unit is destroyed

In addition, any non-good extraplanar (summoned or otherwise) creatures within range of the spell are lost unless they make a Will save (at a -4 penalty).

## HORRID WILTING

**Casting Time:** 1 action  
**Range:** Long (8" + 1"/level)  
**Targets:** 1 unit  
**Duration:** Instantaneous

This spell inflicts an attack of Power 6 plus one per caster level on the target unit. Plant- or water-based units suffer an attack of Power 8 plus one per caster level. The Power is halved if a successful Fortitude save is made.

## ICE STORM

**Casting Time:** 1 action  
**Range:** Long (8" + 1"/level)  
**Area:** 1 unit  
**Duration:** Instantaneous

A unit affected by this spell takes an attack of Power 10. This is treated as either impact or cold damage, whichever is worse. In addition, all Command checks are at -4.

## IMBUE WITH SPELL ABILITY

**Casting Time:** 10 turns or pre-battle  
**Range:** Touch  
**Target:** Creature touched  
**Duration:** Until discharged

If this spell is used on another individual, it works exactly as normal. It can also be used, abstractly, on a unit. Prior to battle, a player may specify that a unit has been imbued with spell ability, using the HD of an individual in the unit as the HD of the recipient. So long as the unit is alive, it can cast the imbued spells as if it had an individual associated with it. (In reality, only a single being within the unit is imbued, but this is abstracted out; it's assumed this special individual will be protected until the unit falls, so in effect the unit has the ability.) The Intelligence and Wisdom scores of an individual in the unit must be at least 5 and 9, respectively.

The cleric who casts this spell on a unit cannot prepare a new 4th-level spell to replace it until the unit uses the transferred spells or is slain.

## IMPLOSION

**Casting Time:** 1 action  
**Range:** Close (1" at 5th level, +1"/10 levels)  
**Targets:** One individual or small unit, see below  
**Duration:** Instant

The character creates a destructive resonance in a corporeal creature's body. The target must make a Fortitude save, or die. In the case of individuals, resolve this as per single combat. This spell can also be targeted at units consisting of eight or fewer creatures per caster. In that case, the unit as a whole must make a Fortitude save or take a wound. *Implosion* has no effect on creatures in gaseous form or on incorporeal creatures.

## INCENDIARY CLOUD

**Casting Time:** 1 action  
**Range:** Medium (2" + 1"/5 levels)  
**Effect:** Cloud 1" square  
**Duration:** 1 turn/10 levels

A unit engulfed by the *incendiary cloud* takes an attack of Power 20. The cloud normally moves at a rate of 1" per turn away from the caster, but the caster may move the cloud up to 10" per turn. If the cloud is moved over more than 1 unit in a turn, the

Power of the attack is divided by the number of units affected. Each unit makes its own Reflex save to halve the Power of the attack. Any cavalry unit must make a Command check at DC 18 to enter the cloud, and an additional Morale check at a DC 18 not to break if the unit takes damage from the cloud. This is in addition to the normal Morale checks for being the target of a spell, and affects even elite units.

## INSANITY

**Casting Time:** 1 action  
**Range:** Medium (2" + 1"/5 levels)  
**Target:** 1 special unit consisting of 1 creature  
**Duration:** Instantaneous

The target creature is permanently confused. Each turn, roll 1d10.

1d10	Behavior
1	Wander away for 1 turn (unless prevented)
2-6	Do nothing for 1 turn
7-9	Attack nearest unit for 1 turn
10	Act normally for 1 turn

## INSECT PLAGUE

**Casting Time:** 1 action  
**Range:** Long (8" + 1"/level)  
**Effect:** Cloud of insects up to 3" square  
**Duration:** 1 turn/level

Any unit that intersects this spell suffers the following effects:

- A Power 9 attack for each turn the unit intersects the spell.
- Units with less than 2HD break immediately unless a DC 15 Morale check is made.
- Units with more than 2 HD may make a Will save at DC 15; otherwise, they break.

These effects are in addition to the normal Morale checks made when a unit is the subject of a spell.

Some spells, such as *wall of fire*, can be used to protect against an insect swarm. An insect swarm cannot be cast in a way that overlaps an *incendiary cloud*, or crosses a *wall of fire*.

## INVISIBILITY

**Casting Time:** 1 action  
**Range:** Personal or 1 adjacent special unit consisting of 1 creature, or one object of <100 lbs. per caster level  
**Target:** Caster or special unit  
**Duration:** 1 turn/level (D)



# FIELDS OF BLOOD

This spell has the following *Fields of Blood* effects:

- If cast on the caster, the caster may not be engaged in individual combat unless the attacker can somehow penetrate invisibility (*true seeing*, etc.)
- If cast on a special unit, the unit is invisible. Its marker is removed from the board, and its position noted on paper. If it attacks, it becomes visible. An invisible unit may move through an enemy unit at half speed.
- If cast on an object of significance to the battlefield, the object is removed and its location marked. This may be done just prior to battle to make a bridge or a siege tower invisible, if the weight limit is met.

## INVISIBILITY, GREATER

**Target:** The character or 1 adjacent special unit

**Duration:** 1 turn/level (D)

As *invisibility*, except the spell doesn't end if the subject attacks.

## INVISIBILITY, MASS

**Range:** Long (8" + 1"/level)

**Target:** Up to 3 adjacent units

This potent spell renders entire units invisible, if they're positioned properly. As soon as any of units is more than two inches from any other unit, the spell is broken for the further unit.

The members of the invisible unit cannot see each other. To say this makes issuing commands and moving difficult is a gross understatement; all Command checks are at a DC +10 and all Command movement checks are at a DC +15. Furthermore, the unit must make a Morale check at DC 17, even though the spell was cast by a friendly caster.

If any unit attacks, the spell is voided for that unit.

## INVISIBILITY PURGE

**Casting Time:** 1 action

**Range:** Personal

**Target:** The character

**Duration:** 1 turn/level (D)

If the unit the caster is secured to engages in melee with a unit which is invisible, that unit loses all benefits of invisibility.

## IRON BODY

**Casting Time:** 1 action

**Range:** Personal

**Target:** The character

**Duration:** 1 turn/level (D)

This spell is normally of use only in individual combat. However, the transformation induced by this spell is potent enough that the caster may choose to remove himself from his unit and become a special unit. The caster's unit immediately loses all benefits of the caster's presence, even if the caster remains adjacent to the unit.

## LIGHTNING BOLT

**Casting Time:** 1 action

**Range:** Medium (2" + 1"/5 levels)

**Area:** 1 unit

**Duration:** Instantaneous

A unit struck by this spell will suffer an attack of Power 6 plus one per caster level (max 15). Units wearing conductive metal armor (most medium or heavy armors) suffer an attack of Power 10 plus one per caster level. A Reflex save halves the Power.

## LIVEOAK

**Casting Time:** 10 turns or pre-battle

**Range:** Touch

**Target:** Tree touched

**Duration:** 1 day/level (D)

When this spell is triggered, a special unit consisting of a single treant is created at the point where the spell was placed. A single treant is less effective than a normal unit of treants; reduce Power and Toughness by -2.

It is possible for this spell to have been cast long before the battle if the owner of the terrain where the battle is taking place has access to a druid of the appropriate level. This must be written down prior to the beginning of combat, with both the location of the spell and the triggering conditions clearly noted.

## LOCATE CREATURE

**Casting Time:** 1 action

**Range:** Long (8" + 1"/level)

**Area:** Circle, centered on the character, with a radius of 8" + 1"/level

**Duration:** 1 turn/level

This spell can be used to help target an individual secured to a unit. It grants +4 insight bonus on attempts to engage the targeted individual in individual combat.

## LUCUBRATION

**Casting Time:** 1 action

**Range:** Personal

**Target:** The character

**Duration:** Instantaneous

This spell works exactly as it does in normal scale. For GM-less play, spells recalled should be limited to those cast during the course of battle, as there is no way to objectively verify what spells a particular wizard might have cast prior to battle, and the temptation to have him "remember" that he cast precisely the spell now needed may be too great for some to resist.

## MAGIC CIRCLE AGAINST EVIL

**Casting Time:** 1 action

**Area:** Caster's unit + 1 intersecting unit

**Duration:** 10 turns/level

All units affected by the spell gain a +2 deflection bonus to AC and a +2 resistance bonus to saves against any attacks or abilities made by or used by evil creatures. The extended use of this spell to hold or trap an evil creature is not practical on the *Fields of Blood* scale.

## MAJOR IMAGE

**Casting Time:** 1 action

**Range:** Long (8" + 1"/level)

**Effect:** Illusion 1/2" square +1/4" square per level

**Duration:** Concentration

This spell may be cast prior to battle, to create an illusionary obstacle (or mask a real feature, such as a bridge over a chasm), to create an apparently real summoned special unit, or to accomplish many other effects. It may also be cast during battle—is that dragon an illusion, or did a wizard *summon* it or *polymorph* a soldier into dragon form?

Anytime a unit enters the area of a major image, or interacts with it (attacks it, etc.), a Will save can be made to disbelieve and dispel the image. Furthermore, a commander may make a disbelieve order. This is an attack-equivilant action, and allows the unit to make a Will save without directly interacting with the illusion.

Any illusions created prior to battle must be noted. Furthermore, any caster who is concentrating on maintaining an illusion may not cast other spells and must make a DC 18 Concentration check if his unit is wounded.

## MASS SUGGESTION

**Casting Time:** 1 action

**Range:** Medium (2" + 1"/5 levels)

**Target:** 1 unit

**Duration:** 1 hour/level or until completed

Against a martial unit, this spell will not impact enough members to gain control over the unit, though it can cause disruption. Suggestions to "attack your allies" or "slay your commander" cause the unit to make a Morale check. If the check succeeds, the unaffected members of the unit slay or otherwise disable the victims of this spell, and the unit must make an attack against itself. Suggestions to "flee" or "leave the battlefield" or "drop your weapons" again force a Morale check, but no self-attack is forced.

Against a special unit, this spell allows the caster to control enough individuals to effectively command the unit. A single order may be given, such as "attack the nearest unit," "guard that bridge" or "attack any cavalry serving Baron Drakorn."

## METEOR SWARM

**Casting Time:** 1 action  
**Range:** Long (8" + 1"/level)  
**Area:** 1" square  
**Duration:** Instantaneous

When this spell is cast, the caster selects four points within the spell's range. At each point, a 1.5 inch diameter circle is marked. Any unit intersecting that circle suffers a Power 11 attack.

Cavalry mounted on horses must make a Command check at a DC 19 to avoid having the horses panic from the sudden firestorm. If this check fails, the unit is stunned for one turn, as the soldiers must calm their beasts. This is in addition to the normal Morale checks for being the target of a spell, and affects even elite units. Furthermore, the normal Morale check a unit must make when targeted by a spell is also at -4, due to the spectacularly destructive nature of this spell.

## MIND FOG

**Casting Time:** 1 action  
**Range:** Medium (2" + 1"/5 levels)  
**Effect:** Fog that spreads to fill a 1/2" square  
**Duration:** 30 turns

All units entering the area of the *mind fog* must make a Will save or suffer a -10 competence penalty to Will saves. Furthermore, all Command checks are made at +5 to DC.

## MIRACLE

**Casting Time:** 1 action  
**Range:** See text  
**Target, Effect, or Area:** See text  
**Duration:** See text

Without expending experience points, a *miracle* can:

- Duplicate any divine spell of up to 8th level.
- Duplicate any spell of up to 7th level.
- Remove a single condition from a unit, or cure one wound for one unit.

When a GM is present, a *miracle* can do anything the GM permits within the limits of the spell described in the core rules.

## MIRAGE ARCANA

**Casting Time:** 1 action  
**Area:** 1/2" cube/level (S)  
**Duration:** Concentration+1 hour/level (D)

This spell allows the caster to redesign the apparent layout of the battlefield. A fortress wall can be added, a bridge can be destroyed, a group of catapults can be hidden from view, a weird maze of thorns can be made to appear around an important target, and so on. The long duration of the spell means it can be cast prior to battle. The actual nature of the underlying terrain, and the boundaries of the *mirage arcana*, must be carefully noted in such a case. The images may be disbelieved just like *hallucinatory terrain*.

## MIRROR IMAGE

**Casting Time:** 1 action  
**Range:** Personal (see text)  
**Target:** The character  
**Duration:** 1 turn/level

This spell makes it much harder for an enemy commander to engage the caster in individual combat. Any attempt to do so suffers a -4 penalty.

## MISLEAD

**Casting Time:** 1 action  
**Range:** Close (1" at 5th level, +1"/10 levels)  
**Target/Effect:** The character/1 illusory double  
**Duration:** 1 turn/10 levels (D)

So long as this spell is in effect, the caster cannot be successfully engaged in individual combat; anyone trying will simply target the illusion.

## MNEMONIC ENHANCER

**Casting Time:** 10 turns or pre-battle  
**Range:** Personal  
**Target:** The character  
**Duration:** Instantaneous

This spell works as normal, permitting the caster to prepare extra spells prior to battle. If cast in battle, it must be begun on the turn immediately following the casting of the spell which is to be retained. The unit the caster is seconded to loses all ben-

efits of having the caster during the 10-turn casting time of this spell, making this usage of the spell rare in all but the most unusual circumstances.

## MOVE EARTH

**Casting Time:** See text  
**Range:** Long (8" + 1"/level)  
**Area:** Dirt in an area up to 15" square  
**Duration:** Instantaneous

This spell operates too slowly to be effective during combat, but it can be used pre-combat to create barricades, dig moats or other obstacles, etc. If the lord of the realm is, or has access to, a spellcaster with this spell, construction time for fortifications is halved in any hex where such a caster is present. A spellcaster can only aid one hex at a time, and he must stay in the hex until construction is complete.

This spell could destroy earthen work fortifications or fill in ditches. Given the casting time however, it is unlikely to be used to do so.

## NEUTRALIZE POISON

**Casting Time:** 1 action  
**Range:** Touch  
**Target:** Special unit consisting of 1 creature  
**Duration:** Instantaneous

If the targeted unit is poisoned, this spell removes that condition. If the targeted unit has the ability to use poison, this spell removes that ability for the duration of battle.

## OBSCURING MIST

**Casting Time:** 1 action  
**Range:** 1"  
**Effect:** 1 square inch bank of fog  
**Duration:** 1 turn/level  
 Except for the duration and range, this spell is identical to *fog cloud*.

## ORDER'S WRATH

**Casting Time:** 1 action  
**Range:** Medium (2" + 1"/5 levels)  
**Area:** 1 unit  
**Duration:** Instantaneous

A unit consisting of chaotic creatures suffers an attack of Power 8 plus one per two caster levels, and is dazed for the remainder of the turn. A Will save halves the Power of the attack and allows the unit to act normally.

Against units of neutral creatures, the spell attacks at Power 6 plus one per four caster levels, with a Will save negating the attack completely.

## PASSWALL

**Casting Time:** 1 action

**Range:** Touch

**Effect:** 1 breach

**Duration:** 1 hour/level

If the caster's unit is adjacent to any fortification, this spell creates a breach at that point.

## PERMANENT IMAGE

**Effect:** Figment that cannot extend beyond a 1/2" square +1/4" level

**Duration:** Permanent (D)

As per *major image*, except that the caster need not concentrate. A unit that disbelieves the image may ignore it, but the image remains.

## PERSISTENT IMAGE

**Duration:** 1 turn/level (D)

Except as noted above, this spell functions identically to *major image*. It may not be cast prior to battle.

## PHANTOM STEED

**Casting Time:** 10 turns or pre-battle

**Range:** 0 ft.

**Effect:** 1 quasi-real, horse-like creature

**Duration:** 1 hour/level

The creature summoned by this spell cannot be a unit in itself, but it can be given to any special unit which consists of a single Small or Medium humanoid. That unit is now considered to be cavalry, and has statistics adjusted appropriately. The target unit is still considered to consist of only one creature. If the unit is destroyed, the phantom steed is destroyed as well.

## PLANAR ALLY

**Effect:** Up to 16 HD worth of summoned elementals and outsiders, no 2 of which can be more than 30 ft. apart when they appear

Except as noted, this spell is identical in *Fields of Blood* terms to *planar ally, lesser*. A 16 HD elemental is usually formidable enough to serve as a special unit in its own right, however.

## PLANAR ALLY, GREATER

**Effect:** Up to 18 HD worth of summoned elementals and outsiders, no two of which can be more than 30 ft. apart when they appear

Except as noted, this spell is identical to *planar ally, lesser* and *planar ally*.

## PLANAR ALLY, LESSER

**Casting Time:** 10 turns or pre-battle

**Range:** Close (1" at 5th level, +1"/10 levels)

**Effect:** 1 summoned elemental or outsider of up to 8 HD

**Duration:** Instantaneous

**Saving Throw:** None

**Spell Resistance:** No

The elemental or outsider summoned by this spell is too weak, generally, to be effective as a special unit of its own, but it can still be useful. If secured to a unit as an individual, it can use any of its abilities which mimic or replicate effects described in this section as if were a caster associated with that unit, as well as granting all the other abilities of a secured individual. Units of normal creatures (humans, goblins, etc.) will be uneasy being commanded by such an alien entity, and will suffer a -2 morale penalty on all Morale and Command checks.

The long casting time of this spell means it is most often performed prior to battle, with the service being demanded usually along the lines of "lead this unit."

## PLANAR BINDING

**Targets:** Up to 12 HD worth of elementals and outsiders, no 2 of which can be more than 30 ft. apart when they appear

Except as noted, this spell is identical to *planar binding, lesser*. Also see the description of *planar ally*.

## PLANAR BINDING, GREATER

**Targets:** Up to 18 HD worth of elementals and outsiders, no 2 of which can be more than 30 ft. apart

Except as noted, this spell is identical to *planar binding, lesser*. Also see the description of *planar ally*.

## PLANAR BINDING, LESSER

**Casting Time:** 10 turns or pre-battle

**Range:** Close (1" at 5th level, +1"/10 levels)

**Target:** 1 elemental or outsider of up to 6 HD

**Duration:** Instantaneous

This spell is similar in its *Fields of Blood* effects to *planar ally, lesser*. The major difference is that, if the spell fails, the summoned elemental becomes a special unit under the control of a player in combat with the caster's player. Furthermore, the hostile nature of the summoned being means that units under its command suffer a -4 Morale penalty, rather than +2.

## PLANE SHIFT

**Casting Time:** 1 action

**Range:** Caster or adjacent special unit of 8 or fewer creatures

**Target:** Caster or adjacent special unit of 8 or fewer creatures

**Duration:** Instantaneous

When cast, this spell effectively removes the caster and/or a special unit from battle. One possible use for this is for a valuable special unit or secured individual to escape the field of battle, only to return for a future engagement. Since precision landing is impossible, the unit cannot later return to the same battle; indeed, it will take a minimum of one week before the unit can be assumed to have successfully become available for use once again.

## PLANT GROWTH

**Casting Time:** 1 action

**Range:** Long (8" + 1"/level)

**Target or Area:** Up to 4" square

**Duration:** Instantaneous

This spell changes terrain in the area of effect.

Flatlands become light forest.

Light forest becomes dense forest.

Shallow water becomes marsh.

Dense forest or marsh becomes super dense; all penalties are increased by +2.

Rocky or barren terrain is not affected.

## POLYMORPH

**Casting Time:** 1 action

**Range:** Touch

**Target:** 1 creature in caster's unit

**Duration:** 1 turn/level

This spell has the effect of turning one creature in the caster's unit into a special unit consisting of a single creature, of the type the caster specifies, within the limits of the *polymorph* spell. The *Fields of Blood* statistics for the newly created unit must be worked out according to the standard guidelines for creating special units. However, the newly created unit will be extremely disoriented and difficult to control; all Command checks will be at -10, and all Morale checks will be at -5.

Because the prospect of being turned into something else does not sit well with most soldiers, if this spell is cast, the caster's unit must immediately make a DC 14 Morale save or disband.

## POWER WORD BLIND

**Casting Time:** 1 action

**Range:** Close (1" at 5th level, +1"/10 levels)

**Area:** 1 individual

**Duration:** See text

This spell causes blindness in the target special unit, as follows:

Wounds	Effect
2 or less	Permanent
3 or 4	1d4+1 turns
4 or more	1 turn

## POWER WORD KILL

**Casting Time:** 1 action

**Range:** Close (1" at 5th level, +1"/10 levels)

**Target or Area:** One special unit

**Duration:** Instantaneous

This spell destroys a unit consisting of a single individual with three or fewer Wound Levels remaining. Units with more than three Wound Levels who have been reduced to three or fewer Wound Levels from other damage are affected.

## POWER WORD STUN

**Casting Time:** 1 action

**Range:** Close (1" at 5th level, +1"/10 levels)

**Target:** 1 special unit consisting of 1 single creature with 3 or fewer Wound Levels

**Duration:** 1 turn

The target unit is stunned.

## PRAYER

**Casting Time:** 1 action

**Area:** Caster's unit and, optionally, a specified intersecting unit

**Duration:** 1 turn/10 levels

This spell affects either one or two units, one of which is the caster's. Allied units gain a +1 luck bonus on all checks, while enemy units suffer a -1 luck penalty on all checks.

## PRISMATIC SPHERE

**Casting Time:** 1 action

**Effect:** Caster's unit

**Duration:** 10 turns/level

This spell engulfs the caster's unit, but only if they pack together very closely. As a consequence, a unit affected by this spell cannot move or attack, and suffers a -4 penalty to AC. However, the near-perfect defense offered by the sphere makes this worthwhile under the right circumstances.

The unit is completely impervious to all ranged attacks so long as the sphere exists. Any unit adjacent to the caster's unit is blinded for 2d4 x 10 turns, unless the unit is composed of creatures with more than 8 HD. A unit may attempt to engage the protected unit in melee; such a unit suffers the following effects, in sequence:

- Power 9 fire attack, Reflex save for Power 5.
- Power 15 acid attack, Reflex save for Power 8.
- Power 30 electrical attack, Reflex Save for Power 15.
- Unit must make a Fort save or take a wound.
- Unit must make a Fort save or take a wound.
- Unit must make a Will save or be lost.
- Unit must make a Will save or be eliminated.

If a unit is adjacent to the caster's unit when the sphere is created, that unit may be partially engulfed by the sphere. This will force a Morale check at DC 18.

A DC 25 Command check must be made in order to send a unit against a unit protected by a *prismatic sphere*.

## PRISMATIC SPRAY

**Casting Time:** 1 action

**Area:** 1 unit in melee with the caster's unit

**Duration:** Instantaneous

A unit consisting of creatures with less than 8 HD is blinded for the next turn. Any individual secured to the target unit will be affected by the spell as if he were struck by it in single combat. The individuals in the unit will be subject to a wide range of random effects, which can be abstracted as follows:

If the unit succeeds in Will, Fortitude, and Reflex saves, it takes no damage. For each save it fails, it takes a wound. These effects are in addition to the mandatory blindness.

Because of the extreme chaos caused by this potent spell, the normal Morale check a unit makes when struck by a spell suffers a -2 penalty.

## PRISMATIC WALL

**Casting Time:** 1 action

**Range:** Close (1" at 5th level, +1"/10 levels)

**Effect:** Wall 1" long/12 levels

**Duration:** 10 turns/level

Any unit adjacent to a *prismatic wall* will be blinded for 1 turn if it consists of creatures of fewer than 8 HD. Any unit attempting pass through the wall will suffer the effects noted for *prismatic sphere*. If the wall is between two units, they may not attack each other with ranged weapons.

## PROJECT IMAGE

**Casting Time:** 1 action

**Range:** Medium (2" + 1"/5 levels)

**Effect:** One shadow duplicate

**Duration:** 1 turns/10 levels (D)

This spell allows a character to second himself to two units simultaneously, provided both units are within the spell's range. The caster must maintain a clear line of effect between his unit and the unit his shadow is attached to. This spell is of greatest use when cast with the Extend Spell metamagic feat.

The caster may also allow his shadow to enter individual combat instead of himself; his opponent is allowed a Will save to recognize the deception.

## PROTECTION FROM ARROWS

**Casting Time:** 1 action

**Range:** 1 adjacent special unit

consisting of 1 single creature, or caster  
**Target:** Special unit consisting of 1 creature, or caster

**Duration:** 1 hour/level or until discharged

The special unit, or the caster, is immune to all normal ranged attacks. Any checks to Concentration required due to being attacked are thus not required.

## PROTECTION FROM SPELLS

**Casting Time:** 1 action

**Range:** Touch

**Targets:** Caster or 1 special unit

**Duration:** 10 turns/level

The caster or the special unit receives a +8 save against all spells.

## PRYING EYES

**Casting Time:** 1 action

**Range:** 1 mile

**Effect:** Creates 1d4 levitating eyes + 1 eye/level

**Duration:** 1 hour/level (see text)

Each eye may be targeted at a different enemy unit. When the eyes return, the caster may learn the nature of the unit, if it is wounded or not, its training level, and if it has a secured commander.

## PYROTECHNICS

**Casting Time:** 1 action

**Range:** Long (8" + 1"/level)

**Target:** 1 fire source, up to a 1/2" cube

**Duration:** 1 turn

# FIELDS OF BLOOD

This spell requires a fire source. It is assumed that a unit of normal human soldiers will have torches, lanterns, or other such gear, and a fire can be struck in 1 turn. If the current weather conditions are wet, or the caster's unit is in river or marsh terrain, then, the unit must take a full-turn action to create a fire source. If another fire source exists within the spell's range, that source may be used, though targeting such a source is difficult (DC 15 Wisdom check to correctly locate any source outside the caster's unit, if such a source is visible at all).

This spell has two forms; the particular form must be specified when cast.

**Fireworks:** All units within two inches of the fire source must make a Will save or be blinded for one turn. The units must be within line of sight of the fire source. If the fire source is in the caster's unit, the caster's unit is affected, but their Will save is at +2. (The caster says, in effect, "avert your eyes!")

**Smoking Cloud:** The cloud lasts for one turn per 10 caster levels, and covers an area one inch in diameter, centered on the fire source. Any units that overlap the area by at least 1/2 square inch suffer a -2 to BAB and AC, unless a Fort save is made.

## QUENCH

**Casting Time:** 1 action

**Range:** Medium (2" + 1"/5 levels)

**Area or Target:** One 1/2" cube per level

**Duration:** Instantaneous

This spell eliminates fire in the area it affects. This also dispels any persistent fire spells, such as *incendiary cloud*. If this spell is used against a unit of creatures with the [Fire] subtype, they suffer an attack of Power 3 plus one per caster level (max 17).

## RAINBOW PATTERN

**Casting Time:** 1 action

**Range:** Medium (2" + 1"/5 levels)

**Effect:** Colorful lights affect 1 unit

**Duration:** Concentration + 1 turn/10 levels (D)

This spell can impact enough individuals in a unit to have a slight effect on the unit's functioning. All movement orders suffer a +2 to DC, and the unit suffers a -1 circumstance penalty to attack rolls.

## REFUGE

**Casting Time:** 1 action

**Range:** Touch

**Target:** Object touched

**Duration:** Permanent until discharged

The main use of this spell on the battlefield is the removal of individuals. When this spell is invoked, the individual using the item is effectively and instantly removed from battle. This can be done to prevent a valuable individual from being forced to engage in individual combat against a superior foe.

If this spell has been prepared prior to battle, it must be noted beforehand. The "abode" which is the destination of the spell should also be noted, so it can be determined if the individual will be able to play a role in subsequent battles (i.e., if a paladin takes refuge in his tower a hex or two away from the battlefield, he can easily fight in another battle, but if a wizard dwells half a continent away, he may lack the magic to return in any reasonable timescale).

## REMOVE BLINDNESS/DEAFNESS

**Casting Time:** 1 action

**Range:** Touch

**Target:** Special unit consisting of 1 creature

**Duration:** Instantaneous

This spell removes blindness or deafness effects from a special unit.

## REMOVE DISEASE

**Casting Time:** 1 action

**Range:** Touch

**Target:** Special unit; see below

**Duration:** Instantaneous

This spell can be used to heal a special unit consisting of a single creature of disease. Its primary use in *Fields of Blood* is in the destruction of special units consisting of slimes. This spell immediately wounds such a unit.

## REMOVE PARALYSIS

**Casting Time:** 1 action

**Range:** Close (1" at 5th level, +1"/10 levels)

**Targets:** Special unit

**Duration:** Instantaneous

This spell will remove paralysis from a special unit.

## REPEL WOOD

**Casting Time:** 1 action

**Range:** 1"

**Area:** Line 1" long, emanating from the caster.

**Duration:** 1 turn/level

Any unit intersecting the path affected by this spell will be severely hindered if they have any wooden objects at all. Normal arrows, camping equipment, wood-hafted tools and spears, and even wooden sword sheathes are all be whipped away, resulting in the unit being unable to make ranged attacks for the duration of battle, and, if they were equipped with spears or similar wood-laden weapons, likewise unable to make melee attacks. Because of the extreme effect of this spell, the Morale check is at DC 20.

A unit equipped primarily with non-wood equipment may shed all wood as a full-turn action with a Command DC 12. This causes the unit to be unaffected by the spell.

Siege towers, catapults, and the like are pushed away at a rate of six inches a turn.

## RESILIENT SPHERE

**Casting Time:** 1 action

**Range:** Close (1" at 5th level, +1"/10 levels)

**Effect:** 1 individual or small unit; see below

**Duration:** 1 turn/level

This spell has no impact on a unit, but it can be targeted on an individual secunded to a unit. If that individual fails a Reflex save, for all practical purposes, the individual is no longer part of the unit, unless another individual can destroy the sphere. The unit loses any and all benefits from having the individual associated with it. The sphere can be moved with the unit so, if it is removed, the individual trapped within can instantly become secunded to the unit once again.

If the spell is targeted at a unit of two or fewer Large creatures, four or fewer Medium creatures, or eight or fewer Small or smaller creatures, it may engulf the entire unit, effectively removing the unit from play (but leaving it on the board, as it will still affect the movement of other units and may be freed when the spells duration expires or by other means). The unit may make a Reflex save to avoid this effect.

## RESTORATION

As per *restoration, lesser*, except that the effects of negative levels are also dispelled.

## RESTORATION, GREATER

**Casting Time:** 10 turns

As per *restoration, lesser*, except as noted above and in the core rules. The unit must be adjacent to the caster's unit, and must remain so for the entire casting time. This spell is most useful post-battle.

## RESTORATION, LESSER

**Casting Time:** 1 action

**Range:** Touch

**Target:** Special unit consisting of up to 4 creatures which is adjacent to the caster's unit

**Duration:** Instantaneous

This spell removes the effects of spells impacting ability scores, as per the core rules.

## REVERSE GRAVITY

**Casting Time:** 1 action

**Range:** Medium (2" + 1"/5 levels)

**Area:** 1/4" area per eight levels

**Duration:** 1 turn/10 levels

A unit that intersects the area of this spell suffers several effects:

- While the spell is in effect, the unit cannot attack or take any other action.
- If the unit is in any non-underground terrain, or is in light or dense forest and fails a Reflex save, the unit suffers a Power 9 attack when the spell expires.
- The unit does not suffer the effect of ground-based spells while this spell is in effect, including *cloudbreak*, *incendiary cloud*, etc.

If the unit is composed of creatures with flight, this spell causes the unit to suffer a -4 to all Command checks, and a -2 to MAB and RAB, as "falling up" grievously impacts a flying unit's coordination and tactics.

## SCARE

**Casting Time:** 1 action

**Range:** Medium (2" + 1"/5 levels)

**Targets:** 1 unit

**Duration:** 1 turn/10 levels

If the target unit consists of creatures of less than 6 HD apiece, the unit will become frightened unless a Will save is made.

## SCREEN

**Casting Time:** 10 turns

**Range:** Close (1" at 5th level, +1"/10 levels)

**Area:** 1/2" square/level

**Duration:** 1 day

The caster may selectively hide items within an area. The exact visual effect must be specified, for example "all secluded individuals will be screened" or "special units will not be visible." A Will save to disbelieve is allowed if the effect causes creatures to seemingly appear and disappear, but subtle use of this spell requires direct interaction before a Will save can be made.

## SCRYING

**Casting Time:** 1 hour

**Range:** See text

**Effect:** Magical sensor

**Duration:** 1 turn/level

This spell is useful in realm management, but is less so on the battlefield. The main use is to watch an enemy commander, who is generally selected prior to battle, due to the lengthy casting time. If the scrying check succeeds, the caster can observe the commander and react quickly to any orders he might give. In *Fields of Blood* terms, the player controlling the individual being scryed upon must reveal the orders he is about to give that unit. The player controlling the caster may then issue orders to the caster's unit prior to the other unit's orders being carried out.

None of the spells that can be cast through *scrying* are of much use in *Fields of Blood* terms.

If the caster's unit is wounded, there is a 50 percent chance of the *scrying* focus being broken.

## SCRYING, GREATER

**Casting Time:** 1 action

**Duration:** 1 hour/level

Except for the shorter casting time, as noted above, this spell is identical in *Fields of Blood* terms to *scrying*.

## SEARING LIGHT

**Casting Time:** 1 action

**Range:** Medium (2" + 1"/5 levels)

**Effect:** Ray

**Duration:** Instantaneous

This spell is only effective against individuals, or units consisting of four or fewer beings per caster. Against individuals, resolve using single combat. Against small units, treat it as an attack as follows:

- Against most undead it inflicts an attack of Power 6 plus one per caster level.
- Against sun-sensitive undead, it inflicts an attack of Power 8 plus one per caster level.
- Against constructs, it inflicts an attack of Power 6 plus one per two caster levels.
- Otherwise, it inflicts an attack of Power 8 plus one per two caster levels.

## SEE INVISIBILITY

**Casting Time:** 1 action

**Range:** Medium (2" + 1"/5 levels)

**Area:** Cone

**Duration:** 10 turns/level (D)

If the caster succeeds in a DC 10 Command check, his unit may treat adjacent invisible units as if they were visible.

## SEQUESTER

**Casting Time:** 1 action

**Range:** Touch

**Target:** 1 individual

**Duration:** 1 day/level (D)

This spell is of limited use in battle. If it is used against a special unit consisting of one individual, or against an individual, that individual is removed from the battlefield (but is not considered killed).

## SHADES

**Casting Time:** 1 action

This spell performs as per the core rules. The caster may choose any conjuration listed in this section as a spell which is useful on the *Fields of Blood* scale, and which is 8th level or lower. If the spell is disbelieved, its Power is considered to be 80 percent of normal.

## SHADOW CONJURATION

**Casting Time:** 1 action

This spell performs as per the core rules. The caster may choose any conjuration listed in this section as a spell which is useful on the *Fields of Blood* scale, and which is 3rd level or lower. If the spell is disbelieved, it has no effect on the *Fields of Blood* scale.

## SHADOW CONJURATION, GREATER

**Casting Time:** 1 action

This spell performs as per the core rules. The caster may choose any conjuration listed in this section as a spell which is useful on the *Fields of Blood* scale, and which is 5th level or lower. If the spell is disbelieved, its Power is 60 percent of normal for attack purposes.

## SHADOW EVOCATION

**Casting Time:** 1 action

This spell performs as per the core rules. The caster may choose any evocation listed in this section as a spell which is useful on the *Fields of Blood* scale, and which is 3rd level or lower. If the spell is disbelieved, it has no effect on the *Fields of Blood* scale.

## SHADOW EVOCATION, GREATER

**Casting Time:** 1 action

This spell performs as per the core rules. The caster may choose any evocation listed in this section as a spell which is useful on the *Fields of Blood* scale, and which is 7th level or lower. If the spell is disbelieved, its Power is considered to be 60 percent of normal for attack purposes.

## SHADOW WALK

**Casting Time:** 1 action

**Range:** Touch

**Targets:** Up to 1 touched creature/level

**Duration:** 1 hour/level (D)

This spell has several uses in *Fields of Blood*.

- For all practical purposes, it can move the caster anywhere on the battlefield in a single turn. The caster can then second himself to a new unit.
- It can be used to bring the caster and up to one person/caster level from off the battlefield onto it, provided they are all beginning in the same place. This can be used to add a number of powerful individuals to the battle at a tactically advantageous moment. All such individuals must be documented prior to the start of battle, and a wizard capable of casting this spell must be present at the same location as those individuals.
- Since the spell affects unwilling targets, if a Will save is failed, a seconded caster can target this spell against an adjacent special unit and effectively remove that unit from the battlefield by dragging them to some distant locale and abandoning them.

## SHAPECHANGE

**Casting Time:** 1 action

**Range:** Personal

**Target:** The character

**Duration:** 10 turns/level

The caster may transform into virtually anything. The transformed creature may remain seconded to the unit, and any appropriate extraordinary abilities the new form possesses may be used by the unit. For example, if the caster *shapechanges* into a dragon, any unit in range of the caster's unit suffers the effects of the dragon's frightful presence. Alternatively, the caster may detach himself from his unit and become a special unit on the battlefield.

## SHAMBLER

**Casting Time:** 1 action

**Range:** Medium (2" + 1"/5 levels)

**Effect:** Creates a special unit

This spell creates a swam of shambling mounds (see p. 166) that serve the caster. This pod remains for seven days.

## SHIELD OF LAW

**Casting Time:** 1 action

**Targets:** Caster's unit

**Duration:** 1 turn/10 levels (D)

This spell affects enough creatures in the unit to impact the unit itself. The unit gains +2 AC and +2 to all saves. Furthermore, the unit gains SR 20 against any chaotic spells, or spells cast by chaotic creatures. The unit gains +4 on all Will saves against mind control or possession. A chaotic unit that makes a successful melee attack against a unit protected by the *shield of faith* must make a Will save or be slowed.

## SHOUT

**Casting Time:** 1 action

**Range:** 1/2"

**Area:** 1 unit intersecting caster's unit

**Duration:** Instantaneous

The target unit takes a Power 10 attack and is deafened for one turn. A Fort save reduces the Power of the attack to two and negate the deafness. If the unit is composed of crystalline creatures, such salt mephits, the unit suffers an attack of Power 6 plus one per caster level (max 20); a Fortitude save halves this.

Any crystalline items being worn or wielded by an individual seconded to the target unit take 1d6 points of damage per caster level. The individual may make a Reflex save to halve this damage.

## SHOUT, GREATER

**Range:** 1"

**Area:** 1 unit intersecting caster's unit

This spell is identical to *shout*, except that the damage to a unit is a Power 15 attack. The damage against crystalline creatures maxes at Power 25.

## SILENCE

**Casting Time:** 1 action

**Range:** Long (8" + 1"/level)

**Area:** 1 unit, a seconded individual, or a 1/2" diameter circle on the battlefield

**Duration:** 1 turn/level

This spell has several *Fields of Blood* effects:

- If cast on a unit, all Command checks for are at a DC of +5, and all Morale checks suffer a -2 circumstance penalty. If the unit has a seconded spellcaster, he must make a DC 10 Concentration check to cast a spell, in order to be sure he is out of the radius of the silence. If the unit takes a full-turn action and succeeds at a DC 15 Command check, it can locate the hapless random soldier who is the source of the silence and eliminate him from the unit, effectively ending the spell.
- If cast on a seconded individual, that individual must be targeted as if the spellcaster was trying to engage him in individual combat.
- If placed on the battlefield, the spell affects any unit that enters the area. There is no visible evidence of the spell; it does not need to be revealed on the battlefield until a unit enters it. However, the location must be noted when the spell is cast.

## SLEET STORM

**Casting Time:** 1 action

**Range:** Long (8" + 1"/level)

**Effect:** Sleet covers 1" square

**Duration:** 1 turn/10 levels

No line-of-sight can be established through a square filled with a *sleet storm*, and the underlying terrain becomes glacier. Any unit attempting to move through a *sleet storm* must make a Reflex save to do so; failure means the unit remains in the area of the spell. Success means the unit consumes two inches of movement while crossing the one inch area of the spell.

## SOLID FOG

Conjuration (Creation)

**Level:** Sor/Wiz 4

**Components:** V, S, M

**Duration:** 1 turn/level

This spell is identical to *fog cloud*, except as follows:

- Any unit passing wholly or partially through the area is slowed to 1/10th speed.
- Any unit inside the *solid fog* is immune to normal ranged attacks.
- Any units affected by a *solid fog* and engaged in melee with each other both suffer a -2 to attack rolls and to Power.

## SOUND BURST

**Casting Time:** 1 action  
**Range:** Close (1" at 5th level, +1"/10 levels)  
**Area:** 1 unit  
**Duration:** Instantaneous

The unit targeted by this spell suffers an attack of Power 8, and must make a Fortitude save to avoid being stunned for the remainder of the turn. A unit of creatures that cannot be deafened are not stunned, but still take damage.

## SPIKE GROWTH

**Casting Time:** 1 action  
**Range:** Medium (2" + 1"/5 levels)  
**Area:** One 1/2" square/level  
**Duration:** 1 hour/level (D)

Any unit that passes through an area affected by *spike growth* suffers a Power 6 attack, and must make a Reflex save or have its speed reduced by one-third. The effects of this spell are not evident until a unit actually enters the area. An area affected by *spike growth* should be noted on a piece of paper off-board and only revealed when a unit would be affected.

This spell may be cast in light forest, dense forest, flatlands, or marsh terrain.

## SPIKE STONES

**Casting Time:** 1 action  
**Range:** Medium (2" + 1"/5 levels)  
**Area:** One 1/2" square/level  
**Duration:** 1 hour/level (D)

Any unit that passes through an area affected by *spike stones* suffers a Power 8 attack, and must make a Reflex save or have its speed reduced by one-third. The effects of this spell are not evident until a unit actually enters the area. An area affected by spike stones should be noted on a piece of paper off-board and only revealed when a unit would be affected.

This spell may be cast in rocky, barren flatlands, or jagged terrain.

## STINKING CLOUD

**Casting Time:** 1 action  
**Range:** Medium (2" + 1"/5 levels)  
**Effect:** 1" square cloud  
**Duration:** 1 turn/10 levels

When a unit intersects with this spell, it must make a Fortitude save. Failure means the unit may take no action except to move, and furthermore must make a DC 13 Morale check. The effects of *stinking cloud* last for one turn after the afflicted unit leaves the area of the cloud.

## STONE TO FLESH

**Casting Time:** 1 action  
**Range:** Medium (2" + 1"/5 levels)  
**Target:** One petrified  
**Duration:** Instantaneous

The primary *Fields of Blood* use for this spell is to reverse the effects of *flesh to stone* on a special unit. The unit must succeed at a Fortitude save (DC 15) to survive the process.

This spell may also be used to transform a stone golem special unit to one composed of flesh golems.

## STORM OF VENGEANCE

**Casting Time:** 1 action  
**Range:** Long (8" + 1"/level)  
**Effect:** 7"-radius storm cloud  
**Duration:** 1 turn

When this spell is cast, the caster may do nothing else other than concentrate on this spell. The caster may not issue orders to his unit or otherwise aid it. The unit, thus, can take no actions, other than defense, on the turn this spell is cast.

Any units that intersect the spell suffer the following effects at the same time.

**Thunder:** The unit must make a Fortitude save or be deafened, and it remains so for 1d4 x 10 turns.

**Acid:** The unit suffers a Power 6 attack. No save is possible.

**Lightning:** The unit must make a DC 19 Morale check as several of its members are incinerated by lightning. Alternatively, the caster of the spell may direct all the bolts at a single special unit, which suffers a Power 15 attack for each bolt.

**Hailstones:** The unit suffers a Power 12 attack. No save is possible.

Any melee attacks made by or against units affected by this spell suffer a 20 percent miss chance due to the concealment of the storm. Ranged attacks by or against units affected by this spell are impossible. To use spells, any casters secunded to units affected by this spell must make a Concentration check of DC 19 plus the level of the caster of *storm of vengeance*.

All Command checks suffer a +5 to DC, in addition to the penalties imposed by deafness.

Morale checks for units affected by this spell suffer a -5 morale penalty.

## SUGGESTION

**Casting Time:** 1 action  
**Range:** Close (1" at 5th level, +1"/10 levels)  
**Target:** One special unit consisting of 1 single creature  
**Duration:** 1 hour/level or until completed

As suggestion, mass except as noted above.

## SUMMON MONSTER

**Casting Time:** 1 action  
**Range:** Close (1" at 5th level, +1"/10 levels)  
**Effect:** Nothing, or summon a special unit  
**Duration:** 1 turn/10 levels (D)

Versions of this spell below *summon monster VII* have no normal effect on the *Fields of Blood* scale, as the creatures summoned are ineffective as special units. *Summon monster VII, VIII, and IX* can summon creatures of sufficient power to impact the battlefield. The summoned creature should be converted to a special unit. Many such creatures are already stated out in **Appendix D: Monsters**.

## SUMMON NATURE'S ALLY

**Casting Time:** 1 action  
**Range:** Close (1" at 5th level, +1"/10 levels)  
**Effect:** Nothing, or summon a special unit  
**Duration:** 1 turn/10 levels (D)

Versions of this spell below *summon nature's ally VII* have no normal effect on the *Fields of Blood* scale, as the creatures summoned are ineffective as special units. *Summon nature's ally VII, VIII, and IX* can summon creatures of sufficient power to impact the battlefield. The summoned creature should be converted to a special unit. Many such creatures are already stated out in **Appendix D: Monsters**.

## SUNBEAM

**Casting Time:** 1 action  
**Range:** 1"  
**Area:** 1" line emanating from the caster  
**Duration:** 1 turn/10 levels or until beams are exhausted

The caster may call forth one beam of intense sunlight per three caster levels (max 6). As many of these beams as desired (up to the maximum) may be called in a single *Fields of Blood* turn. A minimum of three beams must be targeted at a single unit for this spell to be effective against that unit.

A unit struck by the beams must make a Reflex save or be blinded, and, in addition, suffers a Power 9 attack. Creatures susceptible to sunlight take a Power 13 attack. Undead units take a Power 6 plus one per caster level attack, halved if a Reflex save is made.

The ultraviolet light generated by the spell deals damage to fungi, mold, oozes, slimes, jellies, puddings, and fungoid creatures as if they were undead creatures.



# FIELDS OF BLOOD

## SUNBURST

**Casting Time:** 1 action  
**Range:** Long (8" + 1"/level)  
**Area:** 1.5" radius burst  
**Duration:** Instantaneous

Any unit that is at least 50 percent within the burst radius of this spell suffers the following effects:

- Unless a Reflex save is made, the unit is blinded and suffers a Power 8 attack. A Reflex save avoids the blindness and halves the Power of the attack.
- Undead units suffer an attack of Power 6 plus one per caster level, halved if a Reflex save is made.

The ultraviolet light generated by the spell deals damage to fungi, mold, oozes, slimes, jellies, puddings, and fungoid creatures as if they were undead creatures.

## SYMPATHY

**Casting Time:** 1 hour or pre-battle  
**Range:** Close (1" at 5th level, +1"/10 levels)  
**Target:** One location (up to 1/4" square per level) or one object  
**Duration:** 2 hours/level

When designating the type of creatures affected by this spell, statements such as "all enemy troops" or "all those who serve the Red Enchantress" are not permitted. Only creature types (humans, elves, hobgoblins) or specific alignments are allowed.

No unit of the designated type may leave the area unless they make a Will save. Units that succeed at that save make an additional save 1d6 x 10 turns later or attempt to return to the area.

Because of the long casting time, this spell is almost always cast prior to battle. The affected area and the type of creatures/alignments that are attracted must be explicitly noted.

## TELEKINETIC SPHERE

**Casting Time:** 1 action  
**Range:** Close (1" at 5th level, +1"/10 levels)  
**Effect:** 1 individual  
**Duration:** 1 turn/level

The battlefield effects of this spell are generally similar to those of the *resilient sphere*, but the caster may move the sphere (and anyone contained within) at will. The caster may move the sphere five inches per turn, within an area with a radius of two inches plus one inch per level, centered on the caster.

## TELEPORT

**Casting Time:** 1 action  
**Range:** Personal  
**Target:** The character  
**Duration:** Instantaneous

This spell can move the character around the battlefield, or off of it entirely. Areas within the battlefield are "very familiar" if they are within five inches of the character, "studied carefully" if they are within ten inches, and "seen casually" if further away than that. If the spell is used to remove the character from the battlefield, it can be assumed the character is returning to a known resting point. A later use of the spell to return the character is possible; in such a case, the entire battlefield is considered "seen casually."

If the caster is adjacent to a friendly unit that contains a secunded individual, that individual may come with the caster. The caster may also bring several "off field" individuals back into the battle; this possibility must be noted before the battle begins (i.e., "Thorgrin the Mighty is waiting in his fortress; if Lucius the Wizard teleports in, he will join him in the battle."). Such summoned individuals can secund themselves to an adjacent unit in one turn.

## TELEPORT, GREATER

This spell is similar to *teleport*, except that there is no need to worry about how carefully studied the area is.

## TELEPORTATION CIRCLE

**Casting Time:** 10 turns  
**Range:** Touch  
**Effect:** Circle up to 1/4" diameter  
**Duration:** 10 turns/level (D)

The exact destination of this spell must be set when the spell is cast.

It takes an entire normal unit two full turns to pass through the circle; during this time, the unit is incapable of attack and suffers a -2 penalty to AC. When the unit arrives at the destination point, a DC 20 Command check must be made to reform the unit.

A special unit can use the circle in a single turn, and no Command check is needed.

If the circle leads to an area inhabited by another friendly unit, a DC 25 Command check can cause that unit to "open up" enough to allow the teleporting unit in; during this time, the unit cannot attack and suffers a -4 penalty to AC. Following the completion of the teleport, each unit must make a DC 25 Command check to correctly reform, otherwise, the unit or units which fail are disbanded.

If the circle leads to an area occupied by a hostile unit, the teleporting unit is destroyed as its individual members are slaughtered one by one as they emerge.

A DC 10 Command check will allow a friendly or hostile unit to "walk around" a teleportation circle; any random individuals who "fall in" do not matter on the *Fields of Blood* scale.

An individual secunded to a unit which passes over or within 1/4" of a *teleportation circle* may use it himself; this removes him from his current unit and places him at the destination, where he may secund himself to a nearby friendly unit.

The *teleportation circle* may be either marked or unmarked (but the location noted) prior to any unit being exposed to it; once a unit is exposed, the area must be marked until the spell duration expires.

## TIME STOP

**Casting Time:** 1 action  
**Range:** Personal  
**Target:** The character  
**Duration:** 1d4+1 rounds

When this spell is cast, the caster may take any individual actions he wishes in the normal rounds allotted to him by the spell. This includes casting multiple spells (one per round, if the spells take a standard actions each), all of which will "go off" on the turn following the *time stop*.

## TRANSFORMATION

**Casting Time:** 1 action  
**Range:** Personal  
**Target:** The character  
**Duration:** 1 turn/10 levels

This spell may make the caster powerful enough to become a special unit. If so, the caster may detach himself from his unit to do so. If the caster stays with his unit, the spell may grant the caster an additional attack, which will increase the unit's MAB (see p. 74).

## TRAP THE SOUL

**Casting Time:** 1 action  
**Range:** Close (1" at 5th level, +1"/10 levels)  
**Target:** One creature  
**Duration:** Permanent (see text)

This spell has two uses:

- This spell can be used to smuggle a special unit onto the battlefield, by having a secunded individual hold the gem containing the creature's soul. This must be documented prior to the beginning of battle. The gem can then be shattered, and the creature released, where it can become a special unit or

second itself to an adjacent unit, depending on the creature type.

- This spell can be used to capture a special unit consisting of a single creature. The caster's unit must be adjacent to the special unit. If that unit fails a Will save and the unit's SR, if any, is overcome, the unit is effectively removed from battle, and the gem containing that unit remains with the caster's army. If the caster is engaged in individual combat and slain, the gem may be recovered.

## TRANSMUTE METAL TO WOOD

**Casting Time:** 1 action  
**Range:** Long (8" + 1"/level)  
**Area:** 1" radius burst  
**Duration:** Instantaneous

This spell has the following effects on all units that intersect the burst:

- If the unit has metal armor, the unit's AC is reduced by two.
- If the unit has metal weapons, MAB is reduced by two and Melee Power is reduced by one.
- If an affected unit is wounded, AC is reduced by two more, MAB by two more, and Melee Power by one more.

## TRANSMUTE MUD TO ROCK

**Casting Time:** 1 action  
**Range:** Medium (2" + 1"/5 levels)  
**Area:** 1 1/2" square/2 levels  
**Duration:** Permanent

This spell can reverse *transmute rock to mud*, or it can turn marsh terrain into rocky terrain. A unit in a marsh when this spell is cast must make a Reflex save or take a wound.

## TRANSMUTE ROCK TO MUD

**Casting Time:** 1 action  
**Range:** Medium (2" + 1"/5 levels)  
**Area:** 1 1/2" square/2 levels  
**Duration:** Permanent

This spell transmutes rocky terrain into mud. Any units entering or trapped in the terrain have their speed reduced to one half inch per turn and suffer a -2 to both AC, MAB, and RAB. This spell does not affect stone battlements or other worked stone, so it cannot create breaches.

## TRANSPORT VIA PLANTS

**Casting Time:** 1 action  
**Range:** Unlimited  
**Target:** The character  
**Duration:** Instantaneous

This spell may only be cast in light or dense forest.

When cast, this spell can either remove the caster from the battle, or move him instantly to any other unit that is in forested terrain (it can be assumed that all forests in a typical battle area have the same type of trees). This will allow the caster to second himself to a new unit, which will take one turn. The caster's old unit immediately loses all benefits of his leadership.

## TREE STRIDE

**Casting Time:** 1 action  
**Range:** Personal  
**Target:** The character  
**Duration:** 1 hour/level or until expended

This spell allows teleportation by an individual within forested areas. If the climate is temperate, the character may teleport up to 60 inches from one forested area to another. If it is cold, up to 20 inches, and if it is dense forest or marsh terrain up to 10 inches. The individual does not exist in *Fields of Blood* terms while this spell is in effect, but his location must be noted from turn to turn (this does not need to be revealed to other players). If the terrain where the character is located is changed from forest to non-forest (burned down, defoliated, etc.), there is a base 50 percent chance the character is killed.

The character may end this spell and second himself to an adjacent friendly unit at any point during the spell's duration.

## TRUE SEEING

**Casting Time:** 1 action  
**Range:** Touch  
**Target:** Creature touched  
**Duration:** 1 turn/level

While under the influence of this spell, the caster can aid his unit in avoiding all illusions, invisibility, and so on. If the caster makes a DC 10 Command check, the unit receives a +4 circumstance bonus to all Will saves to disbelieve illusions, and may treat invisible creatures as if they were not invisible.

## UNHALLOW

**Casting Time:** One day (pre-battle only)  
**Range:** Touch  
**Area:** 1" radius centered on the touched point  
**Duration:** Instantaneous

This spell must be cast on the battlefield well prior to battle. In most cases, it will simply be noted as "having been cast" at some point.

Within the unhallowed area, the following effects occur:

- If a cleric or a cleric-secunded unit attacks an undead unit, the Power of the attack is reduced by four.
- A single spell may be associated with the unhallowed area. The possible spells are listed in the core rules. If a spell associated with the area is not also described in this section, the spell has no effect on the *Fields of Blood* scale, though it may come into play if single combat were to occur in the unhallowed area.

## UNHOLY AURA

**Casting Time:** 1 action  
**Targets:** Caster's unit  
**Duration:** 1 turn/10 levels (D)

This spell affects enough creatures in the unit to impact the unit itself. The unit gains +2 AC and +2 to all saves. Furthermore, the unit gains SR 20 against any good spells, or spells cast by good creatures. The unit gains +4 on all Will saves against mind control or possession. A good unit that makes a successful melee attack against a unit protected by *unholy aura* must make a Fort save or suffer -2 to Melee Power.

## UNHOLY BLIGHT

**Casting Time:** 1 action  
**Range:** Medium (2" + 1"/5 levels)  
**Area:** 1 unit  
**Duration:** Instantaneous

A unit composed of good individuals suffers an attack of Power 8 plus one per two caster levels (max 12). Furthermore, the unit is sickened for the next turn, suffering a -2 on attack rolls and all saves and ability checks. A Fortitude save halves the Power of the attack and negates the sickening.

A unit composed of neutral creatures suffers an attack of Power 4 plus one per four caster levels; a successful Reflex save negates the attack entirely.

# FIELDS OF BLOOD

## VEIL

**Casting Time:** 1 action  
**Range:** Long (8" + 1"/level)  
**Targets:** One unit  
**Duration:** Concentration + 1 hour/level (D)

This spell makes a unit appear to be any other unit—a unit of hobgoblin archers can appear as halfling cavalry, for example, and that is the way the unit will be indicated on the map. Since few spells can transform a hundred hobgoblins into a hundred pixies, this spell is most often cast prior to battle, either to make a powerful unit seem weak, or a weak unit seem powerful. A save is allowed whenever the unit is interacted with in a way which would reveal the illusion—for example, a unit disguised as undead ignores a high level cleric's turn ability completely.

## WALL OF FIRE

**Casting Time:** 1 action  
**Range:** Medium (2" + 1"/5 levels)  
**Effect:** Opaque sheet of flame up to 1" long/2 caster levels or a ring of fire with a radius of up to 1"/two caster levels; either form 1/2" high  
**Duration:** Concentration + 1 turn/10 levels

There are two forms of this spell—wall or ring. When the spell is cast, the caster must specify which form is being created. In addition, one side of the wall, or the inside or the outside of the ring, must be specified. This side radiates heat; the other side does not. Any unit adjacent to the radiating side takes a Power 8 attack each turn. Any unit passing through the wall takes an attack Power 8 plus one per three caster levels.

If the wall is created on top of a unit, the unit must make a Reflex save or take damage as if it had passed through the wall.

## WALL OF FORCE

**Casting Time:** 1 action  
**Range:** Close (1" at 5th level, +1"/10 levels)  
**Effect:** Wall whose area is up to one 1"/5 caster levels  
**Duration:** 1 turn/level (D)

Only the wall form of this spell has an impact in *Fields of Blood*. The created wall is effectively impassable—it becomes a fixed obstacle until the spell's duration expires or until the spell is brought down by one of the means described in the core rules. The spell may not be targeted at any area presently occupied by a unit or object.

## WALL OF ICE

**Casting Time:** 1 action  
**Range:** Medium (2" + 1"/5 levels)  
**Effect:** Anchored plane of ice, up to 1" long/5 levels  
**Duration:** 1 turn/level

Only the wall form of this spell has an impact in *Fields of Blood*. The created wall has a Toughness 13 plus one per caster level, and is destroyed after taking two wounds. Even if the wall is destroyed, any unit passing through the area where the wall was created takes a cold attack of Power 6 plus one per caster level.

## WALL OF IRON

**Casting Time:** 1 action  
**Range:** Medium (2" + 1"/5 levels)  
**Effect:** Iron wall whose area is up to 1" long/10 levels  
**Duration:** Instantaneous

The wall conjured by this spell is permanent and should be marked on the battlefield. It merges with the ground of the battlefield unless the caster specifies otherwise. Each one inch section of the wall has Toughness 25 and can take two hits before being destroyed.

## WALL OF STONE

**Casting Time:** 1 action  
**Range:** Medium (2" + 1"/5 levels)  
**Effect:** Stone wall whose area is up to 1" long/10 levels  
**Duration:** Instantaneous

In its simplest form, this spell creates a stone wall much akin to a *wall of iron*. There must be rock or stone beneath the battlefield for the wall to merge into. This can be assumed unless the spell is cast in in dense forest, march, or glacier terrain. Each one inch section of wall has Toughness 20 and can take two hits before being destroyed.

A *wall of stone* can also be created as a bridge across a chasm. Due to the need for supports, such a bridge is only one half inch long per 10 caster levels. The bridge will be fairly narrow, so moving a unit across it takes two full turns.

## WALL OF THORNS

**Casting Time:** 1 action  
**Range:** Medium (2" + 1"/5 levels)  
**Effect:** Wall of thorny brush, up to 1 inch/5 levels or 1/2" square  
**Duration:** 10 turns/level (D)

Any unit forced into the *wall of thorns* takes a Power 11 attack, reduced by one for every point of unit AC over 14. Dexterity and dodge bonuses do not count towards AC for these purposes. A unit which attempts to move through the *wall of thorns* must make a DC 20 Strength check. Success means it passes through the wall and suffers the Power 11 attack; failure means it suffers the attack but does not pass through the wall. If the wall is created in an area occupied by a unit, the unit suffers an attack and is engulfed by the thorns; leaving the area requires a Strength check.

The wall can only be harmed by edge weapons; it has Toughness 13 and can take two hits per one-inch section before it is destroyed.

## WEB

**Casting Time:** 1 action  
**Range:** Medium (2" + 1"/5 levels)  
**Effect:** Webs in a 1" square  
**Duration:** 10 turns/level

This is an extremely effective battlefield spell, but only under the proper condition. Open terrain is useless for this spell, as there is nothing for the web to anchor to. A forest or a narrow canyon are much better locations for this spell.

All units within the area of the spell must make a Reflex save or become entangled. An entangled unit suffers a -2 to attack rolls, a -4 to dexterity (and thus, a -2 to AC) and cannot move. A unit which makes a DC 20 Strength check may move through the web.

If a fire attack strikes a unit that is stuck in a web, the Power of the attack is increased by +3, and the web is destroyed.

## WEIRD

**Casting Time:** 1 action  
**Range:** Medium (2" + 1"/5 levels)  
**Target:** One unit  
**Duration:** Instantaneous

When this spell is cast, the unit must make two saves. First, a Will save to avoid any ill effects (except the usual magic Morale check). If that fails, a Fort save must be made or the unit is immediately destroyed. If the Fort save is made, the unit suffers an attack of Melee Power 5. The Morale check for this spell is made at -4 due to the terrifying nature of the effects.

## WHIRLWIND

**Casting Time:** 1 action

**Range:** Long (8" + 1"/level)

**Duration:** 1 turn/10 levels

This spell creates a powerful cyclone of raging wind that moves through the air, along the ground, or over water at a speed of 10 inches per turn. Due to the relatively small size of the funnel of the *whirlwind*, it only affects units if it is allowed to move around within the unit; to affect a unit, the *whirlwind* must consume two inches of its total movement.

Any unit consisting of Large or smaller creatures that is struck with whirlwind takes a Power 8 attack unless a Reflex save is made. If this save is failed, and the unit consists of Medium or smaller creatures, a second save must be made or the unit suffers a Power 18 attack.

## WIND WALK

**Casting Time:** 1 action

**Range:** Touch

**Targets:** The character and 1 touched creature/3 levels

**Duration:** 1 hour/level (D)

This spell enables the caster to fly at up to 120 inches per turn. The character can move to a different unit and second himself to it, or flee the battlefield entirely. The character may not cast spells while in cloud form, but can transform to solid form and back from turn to turn. The rapid speed and long duration of this spell means the caster can flit from unit to unit over the course of a battle, greatly increasing his utility.

If the caster is adjacent to units that contain seconded individuals, those individuals (up to the maximum allowed per level) may be affected by the spell if the caster wills it.

This spell may also be cast prior to battle, in which case up to the maximum number of individuals targetable by the caster may gain the benefits of this spell during the battle. Such pre-casting should be noted before the battle actually begins, and the affected individuals specified.

## WISH

**Casting Time:** 1 action

**Range:** See text

**Target, Effect, or Area:** See text

**Duration:** See text

This spell has several uses. It may be used to:

- Duplicate any arcane battle magic spell of 8th level or lower, provided the spell is not from a school prohibited to the caster.
- Duplicate any other battle spell of 6th level or lower, provided the spell is not from a school prohibited to the caster.
- Duplicate any arcane battle spell of 7th level or lower even if it is from a prohibited school.
- Duplicate any other battle spell of 5th level or lower even if it is from a prohibited school.
- Undo the harmful effects of other battle spells, such as *mass insanity*.
- Summon a single unit of up to 1,500 RPs in cost.
- Undo misfortune. A *wish* can undo a single recent event. The wish forces a reroll of any Command roll made within the last turn (including the caster's last turn). Reality reshapes itself to accommodate the new result. (This only impacts Command rolls because a *wish* can only affect the prior actions of a single person. To "unmake" a turn of combat would require changing history for dozens of combatants.)

Note that most *wish* affects, while potent, impact only a single individual or small group of individuals, and thus are not effective on the *Fields of Blood* scale. A *wish* cannot heal a normal unit—there's just too many people. Likewise, a *wish* cannot teleport a unit. There are, however, battle magic spells which can do these things.

## WORD OF RECALL

**Casting Time:** 1 action

**Range:** Unlimited

**Target:** The character and up to 1 other willing individual

**Duration:** Instantaneous

When cast, this spell removes the individual from the battlefield, returning him to a designated safe point. If the caster's unit is adjacent to a friendly unit, an individual seconded to that unit may join the caster.

# APPENDIX B: BATTLE MAGIC

The spells described in this Appendix pertain to battle magic, as described in **Chapter Six: Magic**. They generally have a greater area of effect and longer range, to accommodate the scale of *Fields of Blood*.

## ARMY OF GIANTS

Transmutation

**Level:** Sor/Wiz 5

**Components:** V, S, M

**Casting Time:** 1 turn

**Range:** Touch

**Targets:** Caster's unit or an adjacent unit

**Duration:** 1 turn/level

**Saving Throw:** Fortitude negates

**Spell Resistance:** Yes

The units affected by this spell increase in size dramatically, growing up to 50 percent larger. This has the following effects:

- MAB and Power are both increased by two
- Move is increased by one inch
- The unit gains a Shock Factor 3
- The unit's weapons are larger, allowing them to use the First Strike action (see p. 71) even if they don't have long weapons

## AVOID THE UNLIVING

Abjuration

**Level:** Clr 4

**Components:** V, S, DF

**Casting Time:** 1 turn

**Range:** Touch

**Targets:** Caster's unit

**Duration:** 1 turn/level

**Saving Throw:** Will negates

**Spell Resistance:** Yes

This spell renders the entire unit invisible to any undead. As with most invisibility spells, it is negated if the unit attacks any undead unit. Units composed of intelligent undead may make a Will save; non-intelligent undead are always affected.

## BARRICADE OF IRON

Conjuration (Creation)

**Level:** Sor/Wiz 8

**Components:** V, S, M

**Casting Time:** 1 turn

**Range:** Long (8" + 1"/level)

**Effect:** Iron wall whose length is up to 1 inch/two levels

**Duration:** 1 turn/level

**Saving Throw:** No

**Spell Resistance:** No

This potent spell has many strategic uses. It can create a tremendous wall of iron, hundreds of feet long, dividing the battlefield, trapping an enemy army, or providing powerful cover for a retreat. Unfortunately, such magics are unstable, and the wall dissolves relatively quickly.

The wall created is five feet thick, ten feet high, and one inch long for every two caster levels. It has a Toughness of 30, and each one inch section has three Wound Levels. Destroying one section has no effect on the rest of the wall, but it will allow a unit to pass through. No unit has LOS through the wall, except for aerial units or units with special senses, such as *tremorsense*.

## BEASTLORD

Enchantment [Compulsion]

**Level:** Drd 6

**Components:** V, S, DF

**Casting Time:** 1 turn

**Range:** Long (8" + 1"/level)

**Target:** 1 cavalry unit/4 levels

**Duration:** 1 turn/level

**Saving Throw:** Will negates

**Spell Resistance:** Yes

This spell may be cast on either friendly or enemy cavalry, or a mix of both, up to the total number of affected units. A cavalry unit affected by this spell finds that its mounts obey the will of the caster, ignoring the rider's commands. For friendly units, this means the caster's Command skill is used in place of the normal commander's skill, and, furthermore, the unit gains a +4 Melee Power and MAB, as the animal's thoughts are harmonized through the druid's mind. For enemy units, the animals turn on their riders. A Morale check at a DC 16 must be made or the unit breaks. Even if the unit manages to hold together, all Command checks are made at -6, and the unit suffers a -4 modifier to MAB, Power, and Reflex saves.

## BLAZING ARMAMENT

Evocation [Fire]

**Level:** Drd 6

**Components:** V, S, DF

**Casting Time:** 1 action

**Targets:** 1 unit

**Duration:** 1 turn/level (D)

**Saving Throw:** None

**Spell Resistance:** Yes

This spell causes the weapons of the unit to which the caster is secured to become weapons of pure fire, their actual blades vanishing for the duration of the spell. The unit gains +1 Melee Power for every five caster levels, and may ignite any flatlands, light forest, or dense forest terrain as an attack action. This spell is negated if the unit passes through water or marsh terrain.

## BLEAK ARMY

Necromancy [Evil]

**Level:** Cleric 8, Sor/Wiz 9

**Components:** V, S, M

**Casting Time:** 1 action

**Range:** Long (8" + 1"/level)

**Targets:** 1 unit

**Duration:** Instantaneous

**Saving Throw:** None

**Spell Resistance:** No

One of the most feared spells of battle magic, this foul dweomer can turn the recently dead against their former allies. When cast, a single unit that was previously destroyed is animated as a unit of zombies (possibly skeletons, if the unit was killed in a manner unlikely to leave behind an intact corpse—*deathcloud*, for example). See the **Appendix D: Monsters** for stats on these undead (see pp. 167, 169).

The unit created is permanent, and, if it survives the battle, will be available for future conflict.

Battling the newly raised bodies of your former comrades is unnerving. All units which were allied with the bleak army in life suffer a -2 morale modifier to MAB when attacking that unit, but only during the battle in which the unit was created.

A character may control as many bleak army units as he has caster levels; this does not count against his control of undead created by other means. If the bleak army is broken down into individual undead, such undead do count against the total.

## CURSE THE SENSES

Transmutation

**Level:** Brd 6, Clr 5, Sor/Wiz 5

**Components:** V

**Casting Time:** 1 action

**Range:** Long (8" + 1"/level)

**Target:** 1 unit/5 levels

**Duration:** 1 turn/level

**Saving Throw:** Fortitude negates

**Spell Resistance:** Yes

The target units become blinded or deafened, as the caster chooses. The effects of blindness and deafness are described on pp. 79-80

## CRUSADE

Enchantment (Compulsion)

[Mind-Affecting]

**Level:** Clr 5, Paladin 4

**Components:** V, S, DF

**Casting Time:** 1 action

**Range:** 3"

**Area:** All allies within 3"

**Duration:** 1 turn/level

**Saving Throw:** None

**Spell Resistance:** Yes (harmless)

This spell may only be cast on units of the same alignment as the caster, and, at the GM's discretion, only on units following the same deity. The units targeted gain a +1 morale bonus on all rolls for the duration of the spell.

## DEATHCLOUD

Conjuration (Creation)

**Level:** Sor/Wiz 9

**Components:** V, S

**Casting Time:** 1 action

**Range:** Long (8" + 1"/level)

**Effect:** 4" square

**Duration:** 1 turn/level

**Saving Throw:** See text

**Spell Resistance:** Yes

A *deathcloud* is a fetid mass of black and grey vapor that seems to ooze up from the ground as the spell is cast, its tendrils reaching out for those unfortunates in its area of effect. The gas of the cloud is a mix of lethal poison and corroding acid; anyone slain by the cloud is reduced to a skeleton within a minute.

Any unit which enters or moves through the cloud is affected as follows:

- If the individuals that compose the unit have fewer than four HD, the unit is eliminated.
- If the individuals that compose the unit have five to seven HD, the unit must make a Fortitude save or take a wound; if the unit fails the save by more than five, it is destroyed.
- If the individuals that compose the unit have more than seven HD, the unit suffers a Power 15 attack each turn it is in the cloud.

The cloud moves at two inches per turn, engulfing all units in its path. The caster may specify the direction of motion when the spell is created.

## DEVOURING MIRE

Transmutation

**Level:** Drd 8, Sor/Wiz 8

**Components:** V, S, M/DF

**Casting Time:** 1 action

**Range:** Long (8" + 1"/level)

**Area:** 1" square/2 levels

**Duration:** Permanent (see text)

**Saving Throw:** See text

**Spell Resistance:** No

This spell transforms a large area of earth or stone into an oozing mire. The mire is not merely mud—it is enchanted to actively suck down and drown anyone who enters it, friend or foe alike, making it an exceptionally lethal trap for an army. Any units entering or trapped in the terrain cannot move unless they make a DC 15 Strength check. In that case, they may move one half inch per turn. They also suffer a -2 to AC, MAB and RAB. If a unit remains in the mire for more than three turns, it suffers a Power 10 attack, and continues to suffer such an attack each turn until it leaves the mire or is destroyed.

*Devouring mire* may be cast on any terrain except deep water or dense forest.

## DOUBLE TIME

Transmutation

**Level:** Sor/Wiz 9

**Components:** V, S, M

**Casting Time:** 1 action

**Range:** Very Long (16" + 2"/level)

**Targets:** 1 unit/5 levels

**Duration:** 1 turn/level

**Saving Throw:** Will negates (harmless)

**Spell Resistance:** Yes

When this spell is cast, the affected units blur slightly, and the voices of the soldiers within the units take on an odd, buzzing edge. The units may take an addition move or attack action each turn, but not both. They may, thus, make two moves and an attack; or a full-turn action and an attack; or an attack, a move, and a second attack, or any other such combination.

## EARTH'S EMBRACE

Evocation [Force]

**Level:** Sor/Wiz 6, Drd 6

**Components:** V, S, M

**Casting Time:** 1 turn

**Range:** See below

**Target:** 1 aerial unit/5 levels

**Duration:** Instantaneous

**Saving Throw:** Reflex Negates

**Spell Resistance:** Yes

Flying creatures greatly fear this spell, as it robs them of their greatest advantage. When cast, a sudden surge of pure energy

appears above the target units and smashes downward, carrying the units to the ground. Any units that fail their Reflex save suffer a Power 10 attack as they are brutally slammed into the ground. Furthermore, any melee units which intersect the now-grounded target units and which have not yet taken an attack action may engage them in melee with a +2 MAB. The grounded units are considered to be hovering on their next action, and may act normally. Timed well, this spell can force an otherwise untouchable aerial unit down into a sea of well-equipped infantry.

The spell may target any aerial unit that is at hovering or battle height, provided the caster has a LOS to the unit.

## ENCHANTED ARMAMENT

Transmutation

**Level:** Brd 5, Clr 5, Pal 4, Sor/Wiz 5, War 5

**Components:** V, S, F, DF

**Casting Time:** 1 action

**Range:** Touch

**Target:** Caster's unit or adjacent unit

**Duration:** 1 turn/level

**Saving Throw:** Will negates (harmless, object)

**Spell Resistance:** Yes (harmless, object)

*Enchanted armament* transforms the weapons of an entire unit into magical weapons, increasing the Power of the unit by one and granting a +1 enhancement bonus to attack rolls. If the character is a good cleric, the cleric of a good deity, or a paladin, the weapons are also considered blessed, which means they have special effects on certain creatures. The weapons are considered to be +1 magical weapons for purposes of overcoming DR.

## ELEMENTAL SHIELD

Abjuration

**Level:** Clr 5, Drd 5, Sor/Wiz 5, Strength 5, Sun 5

**Components:** V, S

**Casting Time:** 1 action

**Range:** Touch

**Target:** Caster's unit or adjacent unit

**Duration:** 24 hours

**Saving Throw:** None

**Spell Resistance:** Yes

This spell sheathes a unit in a glowing aura that can absorb or negate a specific type of elemental damage—fire, cold, acid, electricity, or sonic—chosen at the time the spell is cast. The unit gains a +2 enhancement bonus to all Toughness checks against attacks of that type, until the unit is successfully wounded by such an attack, at which point, the spell is dispelled.



## FLAME BARRIER

Evocation [Fire]

**Level:** Drd 9, Fire 8, Sor/Wiz 8

**Components:** V, S, M/DF

**Casting Time:** 1 action

**Range:** Very Long (16" + 2"/level)

**Effect:** Opaque sheet of flame up to 1" long/caster level; 1" high

**Duration:** Concentration + 1 turn/10 levels

**Saving Throw:** See text

**Spell Resistance:** Yes

The ground erupts with fire when this spell is cast, as a wall of incinerating force snakes across the battlefield, taking whatever shape the caster desires, provided the line is contiguous and does not exceed the total length permitted. The wall may cross itself, or form circles. Any units that intersect the wall when it is cast suffer a Power 7 attack, unless they make a Reflex save. Even if the unit saves, the wall still divides the unit; it cannot move without dissolving, and any Command checks suffer a -4 morale penalty.

Any unit adjacent to the wall (including those divided by it) takes a Power 7 attack each turn. Any unit passing through the wall takes an attack of Power 6 plus one per six caster levels.

## GHOST CAVALRY

Conjuration (Creation)

**Level:** Sor/Wiz 6, Bard 6

**Components:** V, S, M

**Casting Time:** 1 turn

**Range:** Medium (2" + 1"/5 levels)

**Targets:** 1 unit/4 levels

**Duration:** 1 turn/level

**Saving Throw:** None

**Spell Resistance:** No

Upon casting, a strange sound is produced, as if of a thousand horses whinnying and galloping forward. An unsettling grey mist swirls around the affected units, and from the mist enough horses form to allow the entire unit to mount up. These horses are grey and slightly translucent, and come equipped with full gear and tackle. They are also extremely docile and can be ridden untrained. In essence, this spell transforms an infantry unit into a cavalry unit, riding heavy warhorses.

## GORGON'S GAZE

Transmutation

**Level:** Sor/Wiz 9, Earth 9

**Components:** V, S, M

**Casting Time:** 1 action

**Target:** Caster's unit

**Duration:** 1 turn/5 levels

**Saving Throw:** None

**Spell Resistance:** No

This spell may only be cast upon the unit to which the caster is seconded. When it is cast, the soldiers of the unit are transformed, their faces taking on the scaly taint of the medusa. Worse still, their gaze petrifies any who look upon them. A unit so transformed is a nightmare in battle, leaving a trail of statues behind them. Any unit which intersects a unit that has been the subject of this spell must make a DC 19 Fortitude save or become petrified. This includes friendly units, so this spell should be used carefully.

## GREATER HEALING CIRCLE

Conjuration (Healing)  
**Level:** Clr 9  
**Components:** V, S, DF  
**Casting Time:** 1 turn  
**Range:** 2"

**Targets:** All allied units within a 2" radius burst centered on caster

**Duration:** Instantaneous

**Saving Throw:** None

**Spell Resistance:** Yes (Harmless)

This spell removes all wounds from the target units. It will not restore a dead unit.

## GREATER SPELL IMMUNITY

Abjuration

**Level:** Clr 7, Protection 7, Strength 7

**Components:** V, S, DF

**Casting Time:** 1 action

**Range:** Touch

**Target:** Caster's unit

**Duration:** 10 turns/level

**Saving Throw:** Will negates (harmless)

**Spell Resistance:** Yes (harmless)

The caster's unit is completely protected from one specified spell of fourth level or less for every four levels the caster possesses. The warded spells must be specified when this spell is cast. This spell does not remove or cancel the effects of any spell that previously affected the unit, nor does it protect the unit from spells that do not target the unit directly. (Thus, a unit could not be protected from web or entangle, as those spells do not directly affect the unit.)

## GREATER WILL

Enchantment (Compulsion)

**Level:** Clr 8

**Components:** V, S, DF

**Casting Time:** 1 turn

**Range:** Long (8" + 1"/level)

**Targets:** 1 friendly unit/level

**Duration:** 1 turn/level

**Saving Throw:** Will Negates (harmless)

**Spell Resistance:** Yes

As per as *of one will*, except it affects a large number of units. The caster of this spell becomes the commander of all the units affected by the spell, and all Command checks for those units are made using the caster's Command skill (gaining the usual +5 divine bonus). If the caster dies (via individual combat, for example) during the duration of the spell, all units affected by this spell must make a Will save at a DC 18 or suffer a wound.

## HOLY FERVOR

Abjuration

**Level:** Clr 7

**Components:** V, S, DF

**Casting Time:** 1 turn

**Range:** Touch

**Targets:** Caster

**Duration:** Special

**Saving Throw:** None

**Spell Resistance:** No

This spell amplifies the cleric's own divine connection and will, allowing him to channel energy with consummate skill. In *Fields of Blood* terms, it amplifies the cleric's ability to Turn or Rebuke undead, allowing him to affect entire units of undead. The cleric may make an attack with a Melee Power equal to the cleric's level + Charisma bonus against any undead unit the cleric's unit is intersecting. Each such attack uses two turning attempts; the spell expires when all such attempts are used, or at the end of battle.

## LIGHTNING WEB

Evocation [Electricity]

**Level:** Sor/Wiz 7

**Components:** V, S, M

**Casting Time:** 1 action

**Range:** Long (8" + 1"/level)

**Area:** 4" diameter

**Duration:** Instantaneous

**Saving Throw:** Reflex half

**Spell Resistance:** Yes

The caster gestures, and from his fingers issues a slim, crackling line of electricity. It arcs high across the battlefield until it reaches its target point, then explodes in a dozen directions, creating, for an instant, a spider web of surging power. All units intersecting the effect suffer a Power 5 plus one per caster level attack. Units wearing conductive metal armor (most medium or heavy armors) suffer an attack of Power 8 plus one per caster level.

## LONGSHOT

Transmutation[Air]

**Level:** Sor/Wiz 4

**Components:** V, S, M

**Casting Time:** 1 turn

**Range:** Long (8" + 1"/level)

**Targets:** 1 unit/5 levels

**Duration:** 1 turn/level

**Saving Throw:** None

**Spell Resistance:** No

This spell greatly enhances the attack capability of the target units, doubling the range increment of its ranged weapons.

## MIRROR UNIT

Illusion (Figment)

**Level:** Sor/Wiz 4

**Components:** V, S

**Casting Time:** 1 action

**Range:** Medium (2" + 1"/5 levels)

**Target:** 1 unit

**Duration:** 1 turn/level

This spell causes a unit to replicate, with 1d4 identical units appearing around it. The illusory units may move and attack on their own, though they do no damage. If an illusory unit suffers a wound, it is destroyed. The player casting the spell must note which is the real unit and which are the duplicates.

There must be room adjacent to the target unit for the illusory units to appear.

Because the illusory units cause no actual damage, the primary use of this spell is to cover a retreat or to momentarily distract an enemy.

## OF ONE WILL

Enchantment (Compulsion)

**Level:** Pal 4, Clr 4

**Components:** V, S, DF

**Casting Time:** 1 action

**Range:** Touch

**Targets:** Caster's unit

**Duration:** 1 turn/level

**Saving Throw:** Will Negates (Harmless)

**Spell Resistance:** Yes

When *of one will* is cast, the minds of the soldiers under the caster's command, and that of the caster, are partially joined. This makes it much easier to give orders; all Command checks made by the unit gain a +5 divine bonus.

## PERFECT COORDINATION

Divination

**Level:** Sor/Wiz 5

**Components:** V, F

**Casting Time:** 1 turn

**Range:** Touch

**Target:** Caster's unit

**Duration:** 1 turn

This spell gives each soldier in the unit a vision of the precise point at which to strike his foe. If the unit intersects another unit, and engages that unit in melee before the spell expires, the unit gains a +20 MAB, and a +1 Melee Power if it hits.



## RAIN OF FIRE

Evocation [Fire]  
**Level:** Sor/Wiz 9  
**Components:** V, S, M  
**Casting Time:** 1 action  
**Range:** Very Long (16" + 2"/level)  
**Effect:** 6" diameter  
**Duration:** Instantaneous  
**Saving Throw:** Reflex half  
**Spell Resistance:** Yes

When this spell is cast, it appears as if a red and yellow whirlpool has opened in the sky above the area of effect. From this swirling maelstrom pours a rain of fire, a conflagration lasting only a minute or so but whose effects are overwhelming. Wood, paper, rope, and anything else that can burn easily is ignited. Any units intersected by the blazing downpour suffer an attack of Power 6 plus one per caster level.

## RAIN OF ICICLES

Evocation [Cold]  
**Level:** Sor/Wiz 9  
**Components:** V, S, M  
**Casting Time:** 1 action  
**Range:** Very Long (16" + 2"/level)  
**Effect:** 6" diameter  
**Duration:** Instantaneous  
**Saving Throw:** Reflex half  
**Spell Resistance:** Yes

A cold, howling wind heralds the onset of this spell. The bitter breeze blows in from all sides of the affected area. Frost quickly covers every surface. Then, there is a sound like a thousand windows breaking, all at once, and a torrent of arrow-sharp shards of ice begins to fall. All within the area are impaled by the lethal projectiles. The damage is considered to be both cold and piercing, so any unit vulnerable to either form of damage is affected by this spell. The spell inflicts an attack of Power 6 plus one per caster level.

## RAPID MARCH

Transmutation  
**Level:** Sor/Wiz 5  
**Components:** V, S, M  
**Casting Time:** 1 turn  
**Range:** Long (8" + 1"/level)  
**Targets:** 1 unit/4 levels  
**Duration:** 1 turn/level  
**Saving Throw:** Will Negates (harmless)  
**Spell Resistance:** Yes

This spell increases the movement rate of the affected units by one inch per five caster levels.

## SEARING ARMOR

Transmutation  
**Level:** Drd 5, Sun 5  
**Components:** V, S, DF  
**Casting Time:** 1 action  
**Range:** Long (8" + 1"/level)  
**Target:** 1 unit/5 levels equipped with medium or heavy armor  
**Duration:** 1 turn  
**Saving Throw:** Will negates (object)  
**Spell Resistance:** Yes (object)

This spell causes the armor worn by the target units to grow first warm, then searing, literally roasting those wearing it unless they can doff it in time. The spell inflicts a Power 15 attack on the unit, unless they can remove their armor; doing so is a DC 15 Command check. If this check is made, the unit takes only a Power 5 attack, but is considered to be unarmored. Putting armor back on again takes a full turn.

## SOLDIERS OF STEEL

Transformation  
**Level:** Sor/Wiz 9  
**Components:** V, S, M  
**Casting Time:** 1 turn  
**Range:** Long (8" + 1"/level)  
**Targets:** 1 unit/5 levels  
**Duration:** 1 turn/level  
**Saving Throw:** Fortitude negates  
**Spell Resistance:** Yes

When cast, this spell transforms the skin and flesh of the soldiers of the affected units into living steel. The affected units gain a +4 circumstance bonus to Armor Class, a +8 circumstance bonus to Toughness, and a +6 circumstance bonus to Melee Power. However, the units cannot cross marsh terrain—they will sink. If terrain is transformed to marsh while an affected unit is on it, or if the unit is somehow forced to enter marsh terrain, the unit takes one wound for each turn it are in the terrain.

## SUPREME SPELL IMMUNITY

Abjuration  
**Level:** Clr 9, Protection 9, Strength 9  
**Components:** V, S, DF  
**Casting Time:** 1 action  
**Range:** Long (8" + 1"/level)  
**Target:** 1 unit/level  
**Duration:** 1 turn/level  
**Saving Throw:** Will negates (harmless)  
**Spell Resistance:** Yes (harmless)

As *greater spell immunity*, except that more units may be protected.

## SWARM OF FISTS

Evocation  
**Level:** Sor/Wiz 6, Chaos 6  
**Components:** V, S, F  
**Casting Time:** 1 action  
**Range:** Very Long (16" + 2"/level)  
**Effect:** 1 unit/2 levels  
**Duration:** 1 turn/level  
**Saving Throw:** Reflex negates  
**Spell Resistance:** Yes

When cast, a cloud of hands appears and swarms into the target unit. The disembodied hands grab at weapons, punch, interfere with blows, rip off helmets, and otherwise greatly disrupt a unit in combat. A unit that fails its Reflex save cannot attack, and suffers a -4 penalty to AC. A unit that succeeds in its Reflex save may act normally for the turn.

## TELEPORT UNIT

Transmutation [Teleportation]  
**Level:** Sor/Wiz 9  
**Components:** V, S  
**Casting Time:** 1 action  
**Range:** Medium (2" + 1"/5 levels)  
**Effect:** 1 unit  
**Duration:** Instantaneous  
**Saving Throw:** No or Fortitude resists, see text  
**Spell Resistance:** Yes

While only affecting a single unit, this spell can greatly change the face of battle when applied wisely. Most often used to move friendly units to better positions, it can also be used to move a hostile unit.

The spell may target any unit within medium range. If the unit is hostile, it may make a Fortitude save to resist the spell. The unit may be teleported to any point within very long range that the caster can see and that is empty of any other units. The unit may not be teleported into solid rock, or high in the air, but it can be teleported into (rather, just above) water. The unit takes no damage from teleportation, but a DC 15 Command check must be made to enable the unit to get its bearings. This check is reduced to DC 10 if it is the caster's own unit that was teleported.

## TRAILBLAZER

Transmutation  
**Level:** Rgr 4  
**Component:** V, S  
**Casting time:** 1 action  
**Range:** Touch  
**Effect:** Caster's unit  
**Duration:** 1 turn/level  
**Saving throw:** None  
**Spell Resistance:** No

This rare ranger battle spell imparts to the caster's unit a small portion of the caster's own knowledge and skill, allowing the unit to move rapidly through dense terrain. The unit suffers no movement penalties of any kind while moving through any terrain they are physically capable of moving through (i.e., a merfolk unit can't move across land via this spell).

## UNIT OF MERFOLK

Transmutation

**Level:** Clr 6, Drd 6, Sor/Wiz 6, Water 6

**Components:** V, S, M/DF

**Casting Time:** 1 turn

**Range:** Medium (2" + 1"/5 levels)

**Target:** 1 unit/5 levels

**Duration:** 1 turn/level

**Saving Throw:** Will negates (harmless)

**Spell Resistance:** Yes (harmless)

Slightly fancifully named, this spell does not turn the units into merfolk, but it does grant them all water breathing and the ability to swim with exceptional skill. For *Fields of Blood* purposes, this grants affected units full movement speed in shallow water, marsh, or deep water terrain, and negates all negative effects of those terrain types on the units. Since most units haven't practiced coordinated movement while swimming, however, there is a -4 penalty to Command checks involving movement while in shallow water or deep water.

## UNIT OF MONSTERS

Transmutation

**Level:** Sor/Wiz 8

**Components:** V, S, M

**Casting Time:** 1 turn

**Range:** Touch

**Effect:** Caster's unit or 1 adjacent allied unit

**Duration:** 1 turn/level

**Saving Throw:** Fortitude negates

**Spell Resistance:** Yes

This potent and disturbing spell can transform an entire unit of soldiers into . . . something else. Similar in many ways to *polymorph other*, this spell encompasses an entire unit, giving its members the physical form of a different sort of creature, up to one size category larger than their current form. The new unit should be recalculated as a unit of the new creature type, but the new unit does not gain any special abilities of that creature type. See *polymorph self* for details on what abilities are or are not gained. The unit also gains a Shock Factor based on the new creatures that form it.

Being polymorphed into trolls or bugbears is not something the average soldier counts on when signing up to join the King's Army; all Morale checks by the polymorphed unit suffer a -2 penalty.

## VALE OF MIST

Conjuration

**Level:** Sor/Wiz 5, Water 5

**Component:** V, S

**Casting Time:** 1 action

**Effect:** 9" inches of fog

**Duration:** 10 turns/level

**Saving Throw:** None

**Spell Resistance:** No

When this spell is cast, the caster may decide to create a wall of fog (9" x 1") or a square (3" x 3"). Any units intersecting the fog bank suffer a -4 MAB modifier. Any attempts to make ranged attacks against a unit in the area of a fog cloud suffer a -8 RAB modifier.

Furthermore, due to the confusion of the fog adding to the general chaos of battle, any unit which misses in melee combat against another unit due to the fog cloud (i.e., a hit was scored, but then the miss check failed) must make an attack against itself at half of its normal power.

## VAST SILENCE

Illusion (Glamer)

**Level:** Brd 5, Clr 5

**Components:** V, S

**Casting Time:** 1 turn

**Range:** Very Long (16" + 2"/level)

**Area:** 3" radius emanation centered on an individual, or a point in space

**Duration:** 1 turn/level

**Saving Throw:** Will negates or none (object)

**Spell Resistance:** Yes or no (object)

Other than the size of the area, this spell works identically in *Fields of Blood* to the core *silence* spell.

## VICTORY PRAYER

Conjuration (Creation)

**Level:** Clr 9

**Component:** V, S, DF

**Casting Time:** 1 turn

**Range:** 6"

**Area:** All units within 6" of caster's unit

**Duration:** 1 turn/level

**Saving Throw:** None

**Spell Resistance:** Yes

The caster begins chanting a prayer to his god or gods, asking them to bless this battle. With each passing second, the prayer grows louder and louder, until the words of it beat upon the surrounding units

with seemingly physical force. When the prayer ends, there is an explosion of divine energy. Those who side with the caster feel energized and empowered, while those who oppose him know that they battle the gods themselves.

Allied units gain a +2 divine bonus to all checks, and only need to make Morale checks if the specific effects of a spell or special ability demand it; the normal causes for Morale checks (being wounded, being affected by a spell, etc.) do not require a check. Opposing units suffer a -2 modifier to all checks, and a -4 modifier to all Morale checks.

## VOICE OF COMMAND

Enchantment (Compulsion)

[Mind-Affecting, Language-Dependent]

**Level:** Sor/Wiz 9

**Component:** V, S

**Casting Time:** 1 action

**Range:** Medium (2" + 1"/5 levels)

**Target:** 1 unit/5 levels

**Duration:** 1 hour/level, or until order completed

**Saving Throw:** Will negates

**Spell Resistance:** Yes

This is one of the most potent command spells known, capable of bewitching hundreds of soldiers. The caster may issue a single order. Each unit that fails its Will save obeys this order to the best of its ability. Directly suicidal orders ("throw yourselves on your swords") merit another saving throw with a +4 morale bonus, but orders that are "merely" risky ("attack that group of dragons!") do not. Orders to simply "disband and go home" likewise receive no bonus, even though this effectively destroys the unit. If an order is particularly complex or is somehow contradictory, this may merit an additional save.

Generally, an order should be no more than 15 to 20 words.

# APPENDIX C: REALM SPELLS

Realm spells are powerful magics that can affect entire realms. They require extensive rituals and preparations, as well as many participants, and as such can only be cast by a church, wizard's tower, or druidic circle (see pp. 17-18).

## Arcane Realm Spells

- |                       |   |
|-----------------------|---|
| 1: Border Watch       | Alerts the regent whenever his borders are penetrated.                |
| 2: Impenetrable Woods | Fills a forest province with webbing.                                 |
| 3: Wall of Breezes    | Population center is partially protected from siege.                  |
| 4: Instill Emotion    | All allied units in a province become filled with a powerful emotion. |
| 5: Teleport Units     | Moves units from one province to another, instantly.                  |
| 6: Alter Terrain      | Changes terrain in a province for a season.                           |
| 7: Burning Circle     | A population center is surrounded by a circle of fire.                |
| 8: Hide Province      | A province becomes hidden, and may not be entered.                    |
| 9: Portal             | A gateway is created linking two population centers.                  |

## Divine Realm Spells

- |                      |   |
|----------------------|---|
| 1: Benign Aura       | Friendly units gain morale bonus; enemy units suffer Command penalty. |
| 2: Realm Augury      | Predicts the fate of the realm in the next season.                    |
| 3: Bounty of Heaven  | Creates enough food to feed a province for a season.                  |
| 4: Divine Army       | Summons a unit of celestial or infernal creatures.                    |
| 5: Hallowed Province | Province becomes holy or unholy.                                      |
| 6: Divine Guidance   | Movement Points for an army are increased.                            |
| 7: Stormlord         | Weather is affected over a large area.                                |
| 8: Shield Province   | Powerful blessings protect a province.                                |
| 9: Divine Wrath      | Divine fury rains down upon an enemy province.                        |

## Druidic Realm Spells

- |                       |   |
|-----------------------|---|
| 1: Mist-filled Realm  | Realm fills with fog.                                 |
| 2: Impenetrable Woods | Fills a forest province with webbing.                 |
| 3: Wall of Breezes    | Population center is partially protected from siege.  |
| 4: Natural Army       | Turns animals into units.                             |
| 5: Forest of Thorns   | Entire forest province becomes thorny and impassable. |
| 6: Army of Trees      | Several treant units are created.                     |
| 7: Stormlord          | Weather is affected over a large area.                |
| 8: Furious Wind       | Powerful whirlwind devastates enemy province.         |
| 9: Earth's Wrath      | Earthquake strikes enemy province.                    |

## ALTER TERRAIN

Transmutation  
**Level:** 6 (Arcane Realm)  
**Effect:** 1 province  
**Duration:** 1 season

This extremely potent spell can literally reshape the earth . . . for a time. An entire province can be transformed from one terrain type to another, from mountain to marsh, forest to plains, or any other change. The transformation harms no one and destroys no buildings directly, although a city built on a grassy plain might find itself slowly flooded when the area around it becomes a swamp. The GM may apply any such repercussions as he sees fit. In GMless play, any population center is reduced one step when this spell is cast, and may not be upgraded for a season. This spell may only be cast on provinces governed by the realm in which the casting guild exists.

This spell wears off after one season, with the target province reverting to its original type. This province may not be the target of this spell for another year.

Note that if a province affected by this spell is seized by another realm, the terrain type remains affected by the spell until the end of the season.

## ARMY OF TREES

Transmutation  
**Level:** 6 (Druidic Realm)  
**Effect:** 1 unit of treants/guild level  
**Duration:** Permanent

This spell may only be cast if the guild is located in a forest province. When cast, it creates a number of units of treants equal to the guild's level. These units are totally loyal and their upkeep is halved.

This spell may be cast only once per year by any given guild—the forest has only so many trees to awaken.

## BENIGN AURA

Conjuration (Healing)  
**Level:** 1 (Divine Realm)  
**Effect:** 1 province  
**Duration:** 1 week/guild level

The entire province is filled with a pleasant, calming aura. All allied units within or who pass through the area are healed of all wounds immediately. Also, all such units gain a +1 morale bonus to Morale checks while the spell is in effect. All enemy units in the province suffer a -1 morale penalty to Command check (the aura of peacefulness makes them less likely to want to fight, so they obey orders more reluctantly).

## BORDER WATCH

Abjuration  
**Level:** 1 (Arcane Realm)  
**Effect:** 1 province/guild level  
**Duration:** 1 season

When this spell is cast, an invisible magical field surrounds the targeted provinces. Whenever any creature or unit of a type specified penetrates the field, the regent is automatically alerted to the intrusion. The type of creatures that activate the field is determined by the guild when the spell is cast. Type of creature (humanoid, ooze, etc.), number of creatures (more than 100), or alignment of creatures (chaotic evil) can all be specified, but such things as level, class, or political loyalty cannot be. "Alert me when more than 100 hobgoblins cross the border" is acceptable. "Alert me when any troops loyal to Baron Morkrantz cross the border" is not.

## BOUNTY OF HEAVEN

Conjuration (Creation)  
**Level:** 3 (Divine Realm)  
**Effect:** 1 population center  
**Duration:** 1 season

This spell is cast during times of siege. (In combination with the realm spell *burning circle*, it can render a population center virtually untouchable.) It creates enough food and water to nourish the population center for an entire season. The food created is bland, however, so enduring it is not something the citizens look forward to (though starving is far worse). All units in the city one week after food has run out (leaving nothing but the sustenance provided by this spell) suffer a -1 morale penalty to Morale and Command checks.

This spell may be cast only once per year for a given province.

Food created by this spell cannot be removed from the province where the spell was cast.

## BURNING CIRCLE

Evocation  
**Level:** 7 (Arcane Realm)  
**Effect:** 1 population center  
**Duration:** 1 week/guild level

This spell surrounds a population center with a blazing ring of fire, akin to a *wall of fire* only much larger. The barrier rings the town completely, and jets of flame crisscross the ring, forming a barrier in the sky above. Natural rain cannot extinguish the fire, no matter how torrential the downpour may be. The purpose of the ring is to protect against invasion. It is generally cast only if there is ample food in the town, or if relief is expected quickly. Any town surrounded by the ring is considered besieged for purposes of how long it can last without food and water, although the casting guild can dispel the spell at any time.

Any unit crossing the barrier is subject to a Power 15 fire attack, with no save. This applies to aerial units as well. The flames are so intense that bombardment attacks through the ring suffer a -5 to the damage roll (see p. 83). Sapping attacks are impossible through the ring.

Units immune to fire, for whatever reason, can pass through the ring unharmed.

## DIVINE ARMY

Conjuration (Summoning)  
**Level:** 4 (Divine Realm)  
**Effect:** 1 unit  
**Duration:** Permanent

This spell opens a portal to the infernal or celestial realms, and calls forth a mighty host. A unit of any creature permitted by the spell *summon monster II* is created according to the guidelines in **Chapter Four: Units**. This unit is fully loyal to the realm that summoned it, and acts in all ways as a normal martial unit. If the creatures summoned are not intelligent enough to be given orders directly, a cleric capable of speaking either infernal or celestial (as appropriate) must be seconded to the unit.

## DIVINE GUIDANCE

Divination  
**Level:** 6 (Divine Realm)  
**Effect:** 1 unit/guild level  
**Duration:** Until destination reached or season ends

When this spell is cast, the targeted units must be given a destination province. Divine forces guide their feet on their route to that province, causing them to have, in effect, double Movement Points until the province is reached, or until a full season has passed. The units must always move towards the destination province, and may not stop for any purpose en route. They can engage enemy units in combat, but only if they are attacked; if the controller of the enemy army chooses to let them pass, they may not stop and fight.

## DIVINE WRATH

Evocation  
**Level:** 9 (Divine Realm)  
**Effect:** 1 province  
**Duration:** Instantaneous

There are few things more terrifying than the wrath of the gods. This spell pours that wrath down upon an enemy province. It can take whatever form is appropriate to the deity—fire, snow, lightning, earthquake, a sudden plague of demons, anything. The special effects may matter if the GM wishes to run a roleplaying scenario

set during, or just after, this spell is cast, but the game effects are the same regardless of the exact nature of the power:

- All units (including those allied to the casting churches' realm) in the province suffer a Power 20 attack. It is highly recommended that the optional overkill rule be used when resolving this (see p. 69).
- All structures in the province suffer 1d4 wounds; all walls suffer 1d4 breaches, regardless of how many wounds are left.
- The population center in the province is reduced by 1d3 steps. If this reduces the population center to less than thorp size, the province is considered explored rather than governed. Each asset in the province is reduced by one step. Assets with only a single step are destroyed.
- For the next full year, resource production in the province is halved, and costs to upgrade population centers or structures are doubled, as the wrath of the gods has driven people away.
- When this spell is cast, the casting church loses a level. No church may cast this spell more than once a year, and never on the same province more than once every five years.

## EARTH'S WRATH

Evocation  
**Level:** 9 (Druidic Realm)  
**Effect:** 1 province  
**Duration:** Instantaneous

The druids gather at their sacred place, drink deep from wine made of berries grown over a god's tomb, and speak words never designed for a human throat. They chant a dark chant, and, as one, smash their oaken staffs into the earth.

A hundred miles away, a city dies.

This potent spell causes the ground to tear itself to pieces across an enemy's land. All fortifications in the province take 10 wounds, and those still standing suffer 2d4 breaches. Any population center is reduced by 2d3 steps; if this reduces it to less than a thorp, the province is now explored, not governed. All units in the province take a Power 15 attack.

On a province level, the terrain is considered to be desert for the next 1d4 seasons, until normal patterns of weather, erosion, and growth can return it to normal. On a battlefield level, the terrain should be treated as mostly jagged.

This spell reduces the level of the casting guild by one, and may be cast only once on any given province.

## FOREST OF THORNS

Transmutation  
**Level:** 6 (Druidic Realm)  
**Effect:** 1 province  
**Duration:** 1 season

A single province of forest terrain twists and changes, the trees growing sharp, lethal thorns. Any units attempting to pass through the area must pay triple MPs to do so. Furthermore, each unit has a 50 percent chance per day of suffering a Power 10 attack. If a battle occurs in a forest under the influence of this spell, all light forest or dense forest terrain on the battle map is treated as a *wall of thorns*.

## FURIOUS WIND

Evocation  
**Level:** 8 (Druidic Realm)  
**Effect:** 1 province  
**Duration:** Instantaneous + 1 week

On a sacred hilltop, a small breeze is summoned. Ancient rituals feed into the wind. It grows, a whirling sphere of motion and fury, until it is sent against the enemy. Once there, it explodes into a windstorm of cataclysmic power.

The spell has two effects. The first is sudden, overwhelming burst of wind that sweeps the area, inflicting the following:

- All wooden structures other than gates suffer 2d4 wounds and are considered to have one breach, regardless of wounds remaining. All wooden gates are destroyed as are all Signal Towers.
- The population center is reduced by one step.
- All stone and earthen structures suffer 1d4 wounds and have a 50 percent chance of suffering a breach.

The winds continue to roar, at a more subdued level, through the next week. This has the following effects:

- Movement costs passing into, through, or out of the province are tripled.
- If combat occurs in the province, all ranged attacks, except those that are magical or otherwise unaffected by wind, suffer a -3 RAB and -3 Power.
- All flying units suffer a -3 circumstance penalty to AC and MAB, and movement Command check. Troops that can fly but remain on the ground are immune to this effect.
- All command checks suffer a -2 circumstance penalty as the roaring winds overwhelm the calls of the commanders and flying debris obscures vision. This stacks with the Command penalty for aerial units (for a -5 in total).

## HALLOWED PROVINCE

Transmutation  
**Level:** 5 (Divine Realm)  
**Effect:** 1 province  
**Duration:** 1 week/guild level.

When this spell is cast, the entire province becomes charged with either positive or negative energy. If positive, all undead in the province suffer a -2 divine modifier to all checks. If negative, all undead in the province gain a +2 profane modifier to all checks. In addition, any units with alignments opposite that of the church casting this spell suffer a -1 divine or profane modifier to all checks. All Morale checks made by units allied with the church which cast this spell gain a +1 divine or profane modifier.

This spell may be cast only once per province per year.

## IMPENETRABLE WOODS

Conjuration (Creation)  
**Level:** 2 (Arcane Realm)  
**Effect:** 1 province  
**Duration:** 1 season or until webbing is destroyed

This spell is generally used only to make a particular province impassable for enemy troops, typically a strategically located hex, for this spell also impedes any use of the province by the realm itself. When cast, the entire province is engulfed in the equivalent of a *web* spell (see p. 138). This renders the province unusable; it produces no resources this season. The spell magically repairs minor damage to the web, but a concerted effort to destroy it will bring it down. To destroy a webbed province, an invading unit must spend 1d4 weeks burning, hacking, and otherwise working at the web—weeks in which other units can move into position nearby. The casters' regent can order the web dispelled at will.

## HIDE PROVINCE

Illusion (Glamer) (Mind Affecting)  
**Level:** 8 (Arcane Realm)  
**Effect:** 1 province  
**Duration:** 1 season or until dispelled

This indescribably potent illusion makes a province vanish. It does not merely turn it invisible; it makes it seem to not exist at all. Armies march around it as if it were not there. Maps and other records still show it, but no one may find it or discover it. All the surrounding provinces seem to touch each other. In reality, the province is still there, and the spell simply distorts memory and perception to make it seem to have vanished.

Overcoming the spell requires a DC 28 Will save. A commander may make the save for his unit. Only units that succeed in the save may enter the province.

This spell does not affect the regent or the realm, just outsiders.

## INSTILL EMOTION

Enchantment  
**Level:** 4 (Arcane Realm)  
**Effect:** 1 unit/guild level in a single province  
**Duration:** Until end of the next battle or 1 season

When cast, this spell fills the targeted units with a powerful feeling chosen by the caster. It does not overwhelm their normal thought processes, but it does cause everything they do for the duration of the spell to be colored by the emotion inflicted. The emotions, and their effects, are:

**Courage:** The enchanted unit gains a +4 morale bonus on all Will saves against Fear effects, and a +2 morale bonus on all Morale checks.

**Hope:** The enchanted unit gains a +2 morale bonus to saving throws and attack rolls, and a +1 morale bonus to Power.

**Loyalty:** The enchanted units gain a +2 morale bonus to all Command checks, and a +2 morale bonus on all Morale checks to avoid unit dissolution.

**Rage:** The enchanted unit gains a +1 morale bonus to Power and Toughness, and a +4 morale bonus to all Will saves against fright. The unit gains a +2 on all Command checks to make attacks, and a -2 on all Command checks to break off from combat. A DC 20 Command check is needed to keep the unit from attacking the nearest enemy unit.

## MIST-FILLED REALM

Conjuration (Creation)  
**Level:** 1 (Druidic Realm)  
**Effect:** 1 province/guild level  
**Duration:** 1 season, or until dispelled

Opaque vapors seep forth from the ground itself, filling the realm with a thick mist. This spell increases the movement cost, for all terrain, of any army not intimately familiar with the land (i.e., not natives) by +2 MPs. On the battlefield, it has all the effects of *wall of fog* spell.

## NATURAL ARMY

Conjuration (Summoning)  
**Level:** 4 (Druidic Realm)  
**Effect:** 1 unit  
**Duration:** Permanent

This spell calls the beasts of the land forth to serve. A unit of any creature permitted by the spell *summon nature's ally III* is created according the guidelines in **Chapter Four: Units**. This unit is fully loyal to the realm that summoned it, and acts in all ways as a normal unit. The creatures may be commanded by anyone with at least one level of druid. Any commander secunded to the unit who does not have a level as a druid suffers a -5 competence penalty on all Command checks.

## PORTAL

Transmutation

**Level:** 9 (Arcane Realm)

**Effect:** 2 provinces no more than 9 hexes apart

**Duration:** Permanent

A permanent portal is opened linking two population centers. Units may freely move from one to the other; any unit entering a hex containing one end of a portal may appear in the hex containing the other end for 0 MPs. If an enemy realm captures the province containing one end of the portal, it may move as many units as it wishes to the other end during one week. After the initial week of capture, it is assumed the other end of the portal is destroyed (unless that hex is captured in which case, the portal remains).

A portal in a town increases the support cost for that town by +25 percent as the powerful magics needed to sustain the portal require considerable maintenance and adjustment. The portal remains even if the guild that created it is destroyed.

The guild does not need to be in the province where either end of the portal is located. A portal counts as a road linking the two provinces.

A GM may wish to limit the number of portals that can exist to one per every three, five, or 10 provinces in a realm. Games with a more realistic feel should have few portals. If a more high magic feel is desired, and the Resource Points are available, feel free to allow a realm-spanning portal highway.

## REALM AUGURY

Divination

**Level:** 2 (Divine Realm)

**Effect:** 1 die roll (see below)

**Duration:** Instantaneous

When this spell is cast, the regent may choose any single realm level die roll, such as the realm Morale check, the seasonal events table, the results of Espionage, or any similar check. Combat or initiative rolls are not included. The die is rolled

when this spell is cast, and the result noted. The actual roll may not be changed, but the regent may take actions to mitigate the impact of the roll.

**Example:** The regent has this spell cast, and chooses "realm Morale." The roll is low, indicating that morale will be very poor next season. The regent then takes actions designed to create more positive modifiers to the roll, so that, even with the low die roll, the effect will not be as bad.

## SHIELD PROVINCE

Abjuration

**Level:** 8 (Divine Realm)

**Effect:** Province is protected in many ways

**Duration:** 1 season

This spell may target any province in the realm. When this spell is in effect, the province gains the following features:

- It is blessed (see p. 42-43). If the realm itself is already blessed, any effects are doubled in this province.
- All allied units in the province gain a +4 divine bonus to Morale, and a +2 divine bonus to Will saves and Command checks.
- All fortifications in the province raise their Wound Levels by 25 percent
- All enemy units in the province suffer a -2 divine modifier to Morale and Command checks.

## STORMLORD

Transmutation

**Level:** 7 (Divine Realm)

**Effect:** 1 province/guild level

**Duration:** 1 season

This spell alters wind and rain patterns over a vast area. At least one of the provinces must be the hex in which the guild is located, and all of the affected provinces must be adjacent to each other, but any pattern is acceptable (i.e., all provinces in a line, provinces in a "blob" shape, etc.).

Within the provinces, the guild can command any type of weather. It can cause snow to fall during summer months, or cause torrential downpours to flood the land, or grant gentle rains and warm, sunny, days to increase the crop yield.

Unlike most realm spells, this one can affect provinces outside the realm.

If two guilds both attempt this spell on overlapping hexes, the higher level guild's spell dominates. If both guilds are the same level, the one associated with the largest population center dominates. If both also share the same size population center, the highest roll on a d20 dominates.

The effects of this spell can be complex. The GM, if available, should decide on exact effects. The effects of weather on battle are noted in **Chapter Five: Battle** (see p. 79). Also, prolonged weather can change terrain—for example, plains or flatlands can become desert (tundra) or glaciers after two months of ice storms. Without a GM, the effects can be broadly categorized as "positive weather" increasing resources in affected provinces by +10 percent and "negative weather," reducing resources by -10 percent.

## TELEPORT UNITS

**Level:** 4 (Arcane Realm)

**Effect:** 1 unit/guild level in a single province

**Range:** 1 province/guild level

**Duration:** Instantaneous

When cast, a number of units equal to the casting guild's level can be teleported to any province, up to a number of provinces equal to the guild's level. Thus, a sixth level guild could teleport up to six units to any province within six hexes. All units must go to the same destination province. Secunded individuals do not count as units, but special units, even of only a single individual, do. If there are enemy units in the target province, determine the strategic level hex the teleported units land in randomly, then proceed to the strategic movement rules in **Chapter Six: Battle** (see p. 64-65).

## WALL OF BREEZES

**Level:** 3 (Arcane realm)

**Effect:** The population center the guild is located in

**Duration:** 1 week/guild level

This spell surrounds the guild's city with a wall of rushing wind. While not granting immunity, it makes a siege more difficult, increasing the ability of troops from other provinces to come and break the siege. The *wall of breezes* has the following effects:

- Each catapult group's bombardment roll against either fortifications or interiors (see p. 83) suffers a -4 penalty.
- Any ranged attacks made by either the city's defenders or its attackers suffer a -4 penalty.

The wall itself is one inch thick, and materializes anywhere from one to two inches outside the city, as the guild wishes. Any units crossing this barrier must take a full-turn action to do so. While they are doing this, they are vulnerable, and ranged attacks made against them gain a +2 bonus to Power, and do not suffer the spell's normal -4 modifier to RAB.

# APPENDIX D: MONSTERS

**Table D.1: Monsters**

Monster	Number Per Unit
Achaierai	8 (Flock)
Angel, Astral Deva	1
Angel, Planetar	1
Angel, Solar	1
Archon, Trumpet	1
Athach	9 (Tribe)
Azer*	100 (Unit)
Beholder	5 (Cluster)
Chimera	10 (Flight)
Demon, Balor	1
Demon, Glabrezu	1
Demon, Hezrou	1
Demon, Marlith	1
Demon, Nalfeshnee	1
Demon, Vrock	5 (Squad)
Devil, Cornugon	1
Devil, Barbazu	10 (Squad)
Devil, Gelugon	1
Devil, Hamatula	1
Devil, Osyluth	5 (Squad)
Devil, Pit Fiend	1
Dragon, Adult Red	1
Dragon, Young Red	3 (Clutch)
Drider	10 (Troupe)
Elemental, Elder	1
Elemental, Greater	1
Elemental, Huge	9 (Swarm)
Elemental, Large	9 (Swarm)
Ettin	10 (Colony)
Formian Warrior*	100 (Unit)
Gargoyle*	100 (Unit)
Ghoul*	100 (Unit)
Giant, Cloud	1
Giant, Fire	5 (Gang)
Giant, Frost	5 (Gang)
Giant, Hill	10 (Band)
Giant, Stone	5 (Gang)
Giant, Storm	1
Golem, Clay	4 (Gang)
Golem, Flesh	4 (Gang)
Golem, Iron	1
Golem, Stone	1
Harpy*	100 (Unit)
Hell Hound*	100 (Unit)
Hydra, Nine-headed	1
Kuo-Toa*	100 (Unit)
Medusa	4 (Covy)
Mind Flayer	5 (Inquisition)
Minotaur*	100 (Unit)
Ogre Mage	2 (Troupe)
Purple Worm	1
Roc	2 (Pair)
Shambling Mound	10 (Swarm)
Skeleton*	100 (Unit)
Slaad, Death	1
Tarrasque	1
Titan	1
Treant	5 (Grove)
Troglodyte*	100 (Unit)
Troll*	100 (Unit)
Winter Wolf*	100 (Unit)
Zombie*	100 (Unit)

This appendix includes a number of monsters ready for *Fields of Blood* use. The stat blocks have been converted and special abilities are detailed. Use these monster statistics as a guideline when converting creatures not included herein.

Of particular note is the inclusion of:

- A prerequisite, which lists the realm requirements to field a unit of the monster, such as the presence of a wizard's tower for achaierai and mountain terrain for stone giants. All prerequisites must be met in order to muster a given monster unit.
- The Resource Point cost that regents must spend in its entirety to muster a unit of the desired monster.

For the most part, monster are converted as special units. Low-level monsters suitable for conversion using the martial unit rules have been left out of this appendix. Still, a few martial unit monsters (marked with a "\*" on Table D.1: Monsters) are presented because they have special powers that require explanation.

A selection of creatures usable as cavalry mounts follows the monster listing.

## Unit Individuals

Table D.1: Monsters includes an entry for the number of individuals per unit. This is used for determining if spells which affects "n" creatures can impact a unit. As a rule, if a spell affects one quarter or more of the creatures in a unit, the unit can be targeted by the spell.

There is no hard-and-fast rule for sizing a special unit. Rather the question to be asked is "about how many of these individuals could take on one hundred low-level soldiers and make a good showing of it?" It is very subjective, and for the most part, irrelevant. It only arises when adjudging core spell effects. If a debate arises over how many individuals form a special unit, the following guidelines should be used:

No special unit has more than 25 individuals, but the vast majority have 10 or less.

All rules for monster size should be obeyed. For example, if the creatures composing the unit have a Space of 15 feet, no more than nine can fit in the 50 x 50 foot area of a unit.

Large or smaller monsters of CR 4 or less are generally treated as martial units. If for

some reason, they are considered special units, they have no more than 25 members.

Large or smaller monsters of CR 5 through 7 form units of 10.

Huge or larger creatures of CR 10 or less come in groups of five.

All monsters, regardless of size, of CR 11 or over are special units consisting of one individual. Units consisting of one individual with a Space of less than 25 feet should use a half-inch counter (see p. 74).

Monsters that are extremely rare, solitary, or unique usually come in groups of one to five, even if their stats would otherwise allow larger groups. The organization stat in a monster's entry can also set an upper limit on the number appearing in a unit.

Option: If a spell summons or conjures fewer than half of the creatures needed to form a unit, they are ineffectual in battle. As a partial measure, they can add a bonus to Melee or Ranged Power of the summoner's unit equal to half their CR. Multiple summonings may be used to form a unit, but the unit is removed from play as soon as the ending of one of the summoning spell drops the total number of creatures below the minimum.

## ACHAIERAI

Evil, extra-planar flightless birds with four legs.

## ATTRIBUTES

**MAB:** +11

**RAB:** N/A

**AC:** 20

**Melee Power:** +9

**Ranged Power:** N/A

**Toughness:** 16

**Wound Levels:** 2

**Morale:** +9

**Command:** +0

**Fort Save:** +7

**Ref Save:** +6

**Will Save:** +7

**Move:** 10

**MPs:** 70

**Shock Factor:** 4

**Prerequisite:** Wizard's tower of 3rd level or greater.

**Cost:** 1,135 RPs

## SPECIAL ABILITIES

**Black Cloud (Ex):** Up to three times per day, an achaierai unit may release a choking, black cloud. When it does so, it attacks

with a Power 7 all adjacent units (except other achaeraai units). All units attacked by the cloud make a successful Fortitude save (DC 15), or else be affected for three hours as if *insanity* has been cast on them.

**Spell Resistance (Ex):** SR 19.

## ANGEL, ASTRAL DEVA

Good-aligned, extra-planar beings that resemble beautiful humans with long, feathery wings.

### ATTRIBUTES

**MAB:** +23

**RAB:** N/A

**AC:** 29

**Melee Power:** +16

**Ranged Power:** N/A

**Toughness:** 24

**Wound Levels:** 4

**Morale:** +17

**Command:** +4

**Fort Save:** +14 (+18 vs poison)

**Ref Save:** +12

**Will Save:** +12

**Move:** 10, Fly 20

**MPs:** 70, Fly 140

**Shock Factor:** 10

**Prerequisite:** Blessed Sanctuary of 7th level or higher

**Cost:** 2,885 RPs

Astral devas relish melee combat, especially against evil creatures. Each astral deva carries a +3 *heavy mace of disruption*.

### SPECIAL ABILITIES

**Spell-Like Abilities:** At will—*dispel magic*, *holy aura*, *holy smite*, *holy word*, *invisibility* (self only), 7 per day—see *invisibility*; 1 per day—*heal*, *blade barrier*. An astral deva unit uses these abilities as if a 12th-level caster.

**Protective Aura:** Acts as a double-strength *magic circle against evil* and *lesser globe of invulnerability* with a range of four inches.

**Resistance:** +7 bonus to Toughness against any fire and electrical damage. Immune to cold, acid, and petrification. +4 save against poison.

**Damage Reduction (Ex):** Astral deva units receive a +7 bonus to Toughness unless attacked by evil.

**Spell Resistance (Ex):** SR 30.

**Uncanny Dodge (Ex):** Astral deva units cannot be flanked.

## ANGEL, PLANETAR

Powerful good-aligned, extra-planar beings. They resemble muscular humans with emerald skin and white-feathered wings. Planetars often serve as generals of celestial armies.

### ATTRIBUTES

**MAB:** +25

**RAB:** N/A

**AC:** 32

**Melee Power:** +20

**Ranged Power:** N/A

**Toughness:** 27

**Wound Levels:** 4

**Morale:** +20

**Command:** +6

**Fort Save:** +14 (+18 vs poison)

**Ref Save:** +13

**Will Save:** +15

**Move:** 6, Fly 18

**MPs:** 42, Fly 126

**Shock Factor:** 13

**Prerequisite:** Blessed Sanctuary of 8th level or higher.

**Cost:** 3,255 RPs

Planetars enjoy melee combat, even though they possess a potent array of magical powers. Each planetar carries a +3 *greatsword*.

### SPECIAL ABILITIES

**Spell-Like Abilities:** At will—*dispel magic*, *holy smite*, *improved invisibility* (self only), 3 per day—*blade barrier*, *flame strike*; 1 per day—*earthquake*, *greater restoration*, *shapechange*. A planetar unit uses these abilities as if a 17th-level caster.

The following abilities are always active on a planetar unit, as spells cast by a 17th-level caster: *See invisibility*, *true seeing*.

**Spells:** Planetars may cast first through ninth level divine spells from the cleric list as if they were 17th-level clerics possessing the domains Air, Destruction, Good, Law, and War.

**Protective Aura:** Acts as a double-strength *magic circle against evil* and *lesser globe of invulnerability* with a range of four inches.

**Resistance:** +7 bonus to Toughness against any fire and electrical damage. Immune to cold, acid, and petrification. +4 save against poison.

**Damage Reduction (Ex):** Planetar units receive a +7 bonus to Toughness unless attacked by evil.

**Spell Resistance (Ex):** SR 30.

## ANGEL, SOLAR

The most powerful celestials of all. Solars often serve as close attendants to a good deity. They take the form of nine-foot tall humanoids with brilliant topaz eyes, silvery or golden skin, and gleaming white wings.

### ATTRIBUTES

**MAB:** +38

**RAB:** +31

**AC:** 35

**Melee Power:** +33

**Ranged Power:** +27

**Toughness:** 35

**Wound Levels:** 5

**Morale:** +29

**Command:** +6

**Fort Save:** +18

**Ref Save:** +18

**Will Save:** +20

**Move:** 10, Fly 30

**MPs:** 70, Fly 210

**Shock Factor:** 22

**Prerequisite:** Blessed Sanctuary of 9th level or higher.

**Cost:** 4,940 RPs

Solars do not hesitate to engage in physical combat, and for good reason. Each solar carries a +5 *vorpal*, *dancing greatsword* and a +2 *mighty composite longbow*. The latter turns any arrow it fires into any sort of *slaying arrow*.

### SPECIAL ABILITIES

**Spell-Like Abilities:** At will—*dimensional anchor*, *greater dispelling*, *holy smite*, *improved invisibility* (self only), *lesser restoration*, *summon monster VII*; 3 per day—*blade barrier*, *earthquake*, *heal*, *shapechange*; 1 per day—*greater restoration*, *mass charm*, *power word blind*, *power word kill*, *power word stun*, *prismatic spray*. A solar unit uses these abilities as if a 20th-level caster.

The following abilities are always active on a solar unit, as spells cast by a 20th-level caster: *See invisibility*, *true seeing*.

**Spells:** Solars may cast first through ninth level divine spells from the cleric list as if they were 20th-level clerics possessing the domains Air, Destruction, Good, Law, and War.

**Protective Aura:** Acts as a double-strength *magic circle against evil* and *lesser globe of invulnerability* affecting the unit itself only.

**Resistance:** +7 bonus to Toughness against any fire and electrical damage. Immune to cold, acid, and petrification. +4 save against poison.



# FIELDS OF BLOOD

**Regeneration (Ex):** Solars heal one wound every turn, unless damage was inflicted by evil.

**Damage Reduction (Ex):** Solar units receive a +9 bonus to Toughness unless attacked by epic or evil.

**Spell Resistance (Ex):** SR 32.

## ARCHON, TRUMPET

Lawful good extra-planar beings. They resemble beautiful, winged elves.

### ATTRIBUTES

**MAB:** +23

**RAB:** N/A

**AC:** 27

**Melee Power:** +16

**Ranged Power:** N/A

**Toughness:** 26

**Wound Levels:** 4

**Morale:** +15

**Command:** +3

**Fort Save:** +14

**Ref Save:** +11

**Will Save:** +11

**Move:** 8, Fly 18

**MPs:** 56, Fly 126

**Shock Factor:** 11

**Prerequisites:** Blessed Sanctuary of 7th level or greater

**Cost:** 2,845 RPs

Trumpet archons do not relish melee combat. They prefer to stand off and use their spells against their foes. If forced to fight hand-to-hand, they will blow their silver trumpets before entering the fray.

### SPECIAL ABILITIES

**Spell-Like Abilities:** At will—*greater teleport*. A trumpet archon's other spell-like abilities have no effect on the scale of *Fields of Blood*.

**Aura of Menace:** Adjacent enemy units must make a successful Will save (DC 21) or suffer a -2 morale penalty to attacks, AC and saves until that archon is destroyed.

**Resistance:** Immune to electricity and petrification. +4 save against poison.

**Protective Aura:** Acts as a *magic circle against evil* affecting the unit itself only as a 12th-level caster.

**Damage Reduction (Ex):** Trumpet archon units receive a +7 bonus to Toughness unless attacked by evil.

**Spell Resistance (Ex):** SR 29.

**Spells:** Trumpet archons may cast divine spells of first through seventh level the cleric list as if they were 14th level clerics possessing the domains Air, Destruction, Good Law and War.

**Trumpet (Su):** A trumpet archon may blow its silver trumpet to cripple its foes in battle. Blowing the trumpet constitutes a full-turn action, and all units except archons within four inches must make a successful Fortitude save (DC 19), or be paralyzed for the remainder of the turn.

## ATHACH

Giant-like creatures with three arms.

### ATTRIBUTES

**MAB:** +16

**RAB:** +7

**AC:** 20

**Melee Power:** +23

**Ranged Power:** +18

**Toughness:** 27

**Wound Levels:** 4

**Morale:** +12

**Command:** -2

**Fort Save:** +9

**Ref Save:** +5

**Will Save:** +10

**Move:** 7

**MPs:** 49

**Shock Factor:** 6

**Prerequisites:** Hills, mountains, or underground

**Cost:** 1,985 RPs

### SPECIAL ABILITIES

**Poison (Ex):** Whenever an athach unit inflicts damage on another unit, the unit must make a successful Fortitude save (DC 22), or suffer a -4 penalty to its Power.

## AZER

Dwarves from the Elemental Plane of Fire.

### ATTRIBUTES

**MAB:** +3

**RAB:** +3

**AC:** 23

**Melee Power:** +9

**Ranged Power:** N/A

**Toughness:** 21

**Wound Levels:** 2

**Morale:** +1

**Command:** +1

**Fort Save:** +4

**Ref Save:** +4

**Will Save:** +4

**Move:** 6

**MPs:** 42

**Shock Factor:** 0

**Prerequisites:** Wizard's tower of 1st level or greater, any province except aquatic

**Cost:** 425 RPs

Azer units are created as any other martial unit. They function in battle as does any other martial unit, except as noted below.

### SPECIAL ABILITIES

**Fire Subtype (Ex):** Immune to all fire damage, whether mundane or magical. Successful cold attacks are at double Power.

**Spell Resistance (Ex):** SR 13.

## BEHOLDER

Weird spherical creature with many eye stalks.

### ATTRIBUTES

**MAB:** +2

**RAB:** +9

**AC:** 26

**Melee Power:** +11

**Ranged Power:** N/A

**Toughness:** 23

**Wound Levels:** 3

**Morale:** +13

**Command:** +3

**Fort Save:** +9

**Ref Save:** +5

**Will Save:** +11

**Move:** 1, Fly 4

**MPs:** 7, Fly 28

**Shock Factor:** 11

**Prerequisites:** None

**Cost:** 2,210 RPs

Melee combat is not the beholders' strong point. They will avoid it if at all possible. Instead, beholder units prefer to hover above the battlefield, using their special attacks to disrupt and confuse their foes.

### SPECIAL ABILITIES

**All Around Vision (Ex):** Beholders can use their eye stalks to see all around them at any given time. A beholder unit cannot be flanked.

**Antimagic Cone (Su):** A beholder's main eye continually emits a stream of antimagical energy. Any unit within three inches of a beholder unit is subject to the effects of *antimagic field*.

**Eye Rays (Su):** Each of a beholder's ten small eyes can produce magical rays, even while it is moving or executing a physical attack. Ray attacks have a range of three inches, and the beholder unit must have a clear line of sight to its target. Since a beholder unit can use each of its abilities multiple times in a *Fields of Blood* turn, and there are five of them, it is possible for many of their powers to affect an entire unit. It assumed all beholders in a unit use

the same ability at the same time. Execute eye ray attacks as ranged touch attacks. Instead of a damage check, the target unit must make a save as described under each particular attack.

**Charm Person:** Units consisting of beings susceptible to *charm person* must make a Will save (DC 17) or be charmed.

**Charm Monster:** May be used against special units; as the spell of the same name.

**Disintegrate:** The target unit must make a successful Fortitude save (DC 17) or it takes two wounds if a martial unit, or is destroyed if a special unit.

**Fear:** The target unit must make a successful Will save (DC 17) or it becomes frightened.

**Finger of Death:** The unit must make a Will save (DC 17) or die.

**Flesh to Stone:** The target unit must make a successful Fortitude save (DC 17) or it is petrified. A petrified unit may take no actions for the remainder of the battle, although it remains fixed in place on the battlefield. Casting *stone to flesh* will, of course, reverse this effect for special units, but it cannot de-petrify a martial unit.

**Sleep:** The target unit must make a successful Will save (DC 17) or it falls asleep for one turn.

**Slow:** The target unit must make a successful Will save at DC 17 or it becomes slowed.

**Telekinesis:** By switching this ability rapidly from target to target, a beholder unit can utterly disrupt the functioning of the target unit. The target unit must make a Will save (DC 17) or be unable to take any actions.

## CHIMERA

Winged, three-headed predator with the hindquarters of a goat and the forequarters of a lion.

## ATTRIBUTES

**MAB:** +16  
**RAB:** N/A  
**AC:** 19  
**Melee Power:** +14  
**Ranged Power:** N/A  
**Toughness:** 22  
**Wound Levels:** 3  
**Morale:** +9  
**Command:** -3  
**Fort Save:** +9  
**Ref Save:** +7  
**Will Save:** +6

**Move:** 6, Fly 10  
**MPs:** 42, Fly 70  
**Shock Factor:** 5  
**Prerequisites:** Menagerie  
**Cost:** 1,460 RPs

## SPECIAL ABILITIES

**Breath Weapon (Su):** A chimera unit may use its Power 10 breath weapon as its attack action. Both line and cone breath weapons affect only the unit adjacent to the chimera unit's front facing. If a breath weapon attack succeeds and the target unit fails its damage check, that unit may yet avoid damage by making a successful Reflex save (DC 17).

## DEMON, BALOR

Chaotic evil, extra-planar being that takes the form of a 12-foot tall winged humanoid with dark red skin and huge, clawed hands. Balors are the most terrible demons.

## ATTRIBUTES

**MAB:** +36  
**RAB:** N/A  
**AC:** 35  
**Melee Power:** +27  
**Ranged Power:** N/A  
**Toughness:** 38  
**Wound Levels:** 6  
**Morale:** +28  
**Command:** +7  
**Fort Save:** +22  
**Ref Save:** +19  
**Will Save:** +19  
**Move:** 8, Fly 18  
**MPs:** 56, Fly 126  
**Shock Factor:** 19  
**Prerequisites:** Bleak Sanctuary of 9th level  
**Cost:** 4,225 RPs

Balors enjoy melee combat and do not hesitate to engage their foes directly.

## SPECIAL ABILITIES

**Spell-Like Abilities:** At will—*blasphemy* (DC 25), *dominate monster* (DC 27), *greater dispel magic*, *greater teleport*, *insanity* (DC 25), *power word stun*, *telekinesis*, *unholy aura* (DC 26); 1 per day—*fire storm* (DC 26), *implosion* (DC 27). A balor unit uses these abilities as if a 20th level caster.

**Damage Reduction (Ex):** Balor units receive a +9 bonus to Toughness unless attacked by cold iron and good.

**Spell Resistance (Ex):** SR 28.

**Summon Demon (Sp):** Once per day, a balor unit may summon 1d4 hezrou units, or one nalfeshnee, glabrezu or balor unit.

**Death Throes (Ex):** When a balor unit is destroyed, all units within two inches immediately undergo two attacks of Power 17 each. Each attack may be avoided by a Reflex (DC 30) save.

## DEMON, GLABREZU

Chaotic evil, extra-planar beings with broad, muscular bodies and four arms. They reach 15 feet in height.

## ATTRIBUTES

**MAB:** +24  
**RAB:** N/A  
**AC:** 27  
**Melee Power:** +23  
**Ranged Power:** N/A  
**Toughness:** 30  
**Wound Levels:** 5  
**Morale:** +17  
**Command:** +3  
**Fort Save:** +18  
**Ref Save:** +8  
**Will Save:** +11  
**Move:** 8  
**MPs:** 56  
**Shock Factor:** 11  
**Prerequisites:** Bleak Sanctuary of 7th level or higher  
**Cost:** 2,850 RPs

Glabrezu prefer to confuse their opponents rather than fight them directly. But they do not shirk from melee combat, if it comes down to that.

## SPECIAL ABILITIES

**Spell-Like Abilities:** At will—*chaos hammer* (DC 19), *confusion* (DC 19), *deeper darkness*, *desecrate*, *dispel magic*, *mirror image*, *reverse gravity*, *unholy blight* (DC 19). A glabrezu unit uses these abilities as if a 13th-level caster. A glabrezu unit may also *greater teleport* at will as a 12th-level caster. Once per day, it may use *power word*, *stun* as a 14th-level caster.

**Damage Reduction (Ex):** Glabrezu units receive a +7 bonus to Toughness unless attacked by good.

**Spell Resistance (Ex):** SR 21.

**Resistance:** Glabrezu have Toughness +7 versus acid, cold, and fire.

**Immunity:** Glabrezu are immune to electricity and poison.

**Summon Demon (Sp):** Once per day, a glabrezu unit may attempt as a full-turn action to summon another glabrezu unit. This attempt has a 20 percent chance of success.

# FIELDS OF BLOOD

## DEMON, HEZROU

Evil extra-planar beings that resemble humanoid toads with arms instead of forelegs.

### ATTRIBUTES

**MAB:** +16

**RAB:** N/A

**AC:** 23

**Melee Power:** +16

**Ranged Power:** N/A

**Toughness:** 27

**Wound Levels:** 4

**Morale:** +14

**Command:** +2

**Fort Save:** +16

**Ref Save:** +7

**Will Save:** +9

**Move:** 6

**MPs:** 42

**Shock Factor:** 9

**Prerequisites:** Bleak Sanctuary of 7th level or higher

**Cost:** 2,240 RPs

Hezrou rush into melee combat so that they may make best use of their crippling stench.

### SPECIAL ABILITIES

**Spell-Like Abilities:** At will—*chaos hammer* (DC 18), *greater teleport*, *unholy blight* (DC 18); 3 per day—*blasphemy* (DC 21), *gaseous form*. A hezrou unit uses these abilities as if a 13th-level caster.

**Damage Reduction (Ex):** Hezrou units receive a +7 bonus to Toughness unless attacked by good.

**Spell Resistance (Ex):** SR 19.

**Stench (Ex):** Any special unit (except for those consisting of other demons) adjacent to a unit of hezrou cannot help but get a whiff of its incapacitating odor. These units must make a successful Fortitude save (DC 24), or else the stench renders them helpless. They cannot move, attack or cast spells. Target units that save successfully still suffer a -2 penalty to their attack rolls, but they cannot be affected again by the same hezrou's stench. In both cases, the effects end once the unit is no longer within the area of effect of that hezrou's stench.

**Summon Demon (Ex):** Once per day, a hezrou unit may attempt as a full-turn action to summon another hezrou unit. This attempt has a 35 percent chance of success.

## DEMON, MARILITH

Chaotic evil, extra-planar being resembling a giant snake from the waist down and a comely female humanoid from the waist up. They have six arms and measure 20 feet from head to the tip of the tail. Mariliths often serve as generals of demon armies.

### ATTRIBUTES

**MAB:** +34

**RAB:** N/A

**AC:** 29

**Melee Power:** +28

**Ranged Power:** N/A

**Toughness:** 33

**Wound Levels:** 5

**Morale:** +23

**Command:** +4

**Fort Save:** +19

**Ref Save:** +14

**Will Save:** +14

**Move:** 8

**MPs:** 56

**Shock Factor:** 14

**Prerequisites:** Bleak Sanctuary of 9th level

**Cost:** 3,460 RPs

Mariliths do not shirk from melee combat, but they prefer to size up the situation rather than rush into the fray. They take the time to figure out how to derive the greatest advantage from such factors as terrain and relative position to friends and foes.

### SPECIAL ABILITIES

**Spell-Like Abilities:** At will—*blade barrier* (DC 23), *project image* (DC 23), *poymorph*, *see invisibility*, *telekinesis* (DC 22), *greater teleport*, *unholy aura* (DC 25) A marilith unit uses these abilities as if a 13th-level caster.

**Damage Reduction (Ex):** Marilith units receive a +7 bonus to Toughness unless attacked by good or cold iron weapons.

**Spell Resistance (Ex):** SR 25.

**Resistance:** Marilith have +7 Toughness versus acid, cold, and fire.

**Immunity:** Marilith are immune to electricity and poison.

**Summon Demon (Sp):** Once per day, a marilith unit may attempt as a full-turn action to summon 1d4 hezrou units or one nalfeshnee unit with a 50 percent chance of success, or one glabrezu unit or another marilith unit with a 20 percent chance of success.

## DEMON, NALFESHNEE

Chaotic evil, extra-planar beings that resemble a grotesque cross between an ape and a boar, but with small, feathered wings. They reach 20 feet in height.

### ATTRIBUTES

**MAB:** +22

**RAB:** N/A

**AC:** 27

**Melee Power:** +20

**Ranged Power:** N/A

**Toughness:** 30

**Wound Levels:** 5

**Morale:** +19

**Command:** +6

**Fort Save:** +17

**Ref Save:** +10

**Will Save:** +15

**Move:** 6, Fly 8

**MPs:** 42, Fly 56

**Shock Factor:** 12

**Prerequisites:** Bleak Sanctuary of 7th level or higher.

**Base Cost:** 2,955 RPs

By temperament, nalfeshnees disdain melee combat. But they are not entirely immune to blood lust, and sometimes rush into battle all the same. When they do, they make sure to use their smite ability to soften up their foes.

### SPECIAL ABILITIES

**Spell-Like Abilities:** At will—*call lightning* (DC 18), *feeblemind* (DC 20), *greater dispel magic*, *greater teleport*, *unholy aura* (DC 23). A nalfeshnee unit uses these abilities as if a 12th-level caster.

**Damage Reduction (Ex):** Nalfeshnee units receive a +7 bonus to Toughness unless attacked by good.

**Spell Resistance (Ex):** SR 24.

**Smite (Su):** Up to three times per day, a nalfeshnee may create an overwhelming nimbus of unholy radiance. All units within one inch of the nalfeshnees must make a Will save (DC 22) or be dazed for one turn.

**Summon Demon (Sp):** Twice per day, a nalfeshnee unit may attempt as a full-turn action to summon a glabrezu unit with a 50 percent chance of success, or another nalfeshnee unit with a 20 percent chance of success.

## DEMON, VROCK

Evil extra-planar being that looks like a cross between a large human and a vulture.

## ATTRIBUTES

**MAB:** +18  
**RAB:** N/A  
**AC:** 22  
**Melee Power:** +17  
**Ranged Power:** N/A  
**Toughness:** 25  
**Wound Levels:** 4  
**Morale:** +13  
**Command:** +2  
**Fort Save:** +14  
**Ref Save:** +9  
**Will Save:** +10  
**Move:** 6, Fly 10  
**MPs:** 42, Fly 70  
**Shock Factor:** 8

**Prerequisites:** Bleak Sanctuary of 7th level or higher.

**Cost:** 1,960 RPs

Vrock relish melee combat. They like to wade into the midst of their enemies and thrash about with their claws.

## SPECIAL ABILITIES

**Spell-Like Abilities:** At will—*mirror image*, *greater teleport*. A vrock unit uses these abilities as if a 12th-level caster.

**Damage Reduction (Ex):** Vrock units receive a +7 bonus to Toughness unless attacked by good.

**Spell Resistance (Ex):** SR 17.

**Stunning Screech (Su):** A vrock unit that is not adjacent to an enemy unit may use this ability as a full-turn action. All non-demon units within one inch of the vrock must make a Fortitude save (DC 22) or be stunned for the remainder of the turn.

**Summon Demon (Sp):** Once per day, a vrock unit may attempt as a full-turn action to summon either a unit of dretches (created as a martial unit) or another vrock unit. This attempt has a 35 percent chance of success.

## DEVIL, CORNUGON

Lawful evil extra-planar being. Vaguely humanoid in shape, nine feet tall with huge wings and a prehensile tail, and covered in hideous scales. Also known as horned devils.

## ATTRIBUTES

**MAB:** +29  
**RAB:** N/A  
**AC:** 35  
**Melee Power:** +24  
**Ranged Power:** N/A  
**Toughness:** 30  
**Wound Levels:** 5  
**Morale:** +21

**Command:** +2  
**Fort Save:** +16  
**Ref Save:** +16  
**Will Save:** +15  
**Move:** 4, Fly 10  
**MPs:** 28, Fly 70  
**Shock Factor:** 14  
**Prerequisites:** Bleak Sanctuary of 8th level or higher

**Base Cost:** 3,245 RPs

Cornugons rarely back down from a fight, even in the face of overwhelming odds. This grants them +4 morale bonus on all Morale checks.

## SPECIAL ABILITIES

**Spell-Like Abilities:** At will—*dispel chaos* (DC 21), *dispel good* (DC 21), *greater teleport*, *persistent image* (DC 21); 3 per day—*fireball* (DC 19), *lightning bolt* (DC 19). A cornugon unit uses these abilities as if a 15th-level caster.

**Damage Reduction (Ex):** Cornugon units receive a +9 bonus to Toughness unless attacked by magic or +2 or better weapons.

**Devil Qualities:** Immune to fire and poison. +7 to Toughness against cold and acid attack types.

**Spell Resistance (Ex):** SR 24.

**Fear Aura (Su):** A cornugon may create an aura of fear around itself as a free action. All adjacent non-devil units must make a successful Will save (DC 23) or they are affected as if by the *fear* spell. Units that save successfully cannot be affected by that cornugon unit's fear aura again.

**Summon Devil (Sp):** Once per day, a cornugon unit may attempt to summon a hamatula unit with a 12 percent chance of success, or another cornugon unit with a 10 percent chance of success.

**Infernal Wound:** If a unit of cornugons wounds another unit, that unit continues to take one wound every 1d4 turns unless magical healing is applied to the unit.

**Regeneration:** Unless attacked with good-aligned silver weapons or spells or effects with the good descriptor, the unit of cornugons heals one wound per turn.

## DEVIL, BARBAZU

Hunchbacked humanoid in shape, with pointed ears, scaly skin, long tail, clawed hands, and a snaky, filthy beard. They carry a barbed glaive. Also known as bearded devils.

## ATTRIBUTES

**MAB:** +10  
**RAB:** N/A  
**AC:** 19  
**Melee Power:** +7  
**Ranged Power:** N/A  
**Toughness:** 17  
**Wound Levels:** 2  
**Morale:** +6  
**Command:** -2  
**Fort Save:** +8  
**Ref Save:** +7  
**Will Save:** +5  
**Move:** 8  
**MPs:** 56  
**Shock Factor:** 4

**Prerequisites:** Bleak Sanctuary of 5th level or higher

**Cost:** 880 RPs

Barbazus are aggressive and love to fight.

## SPECIAL ABILITIES

**Spell-Like Abilities:** At will—*greater teleport*. A barbazu unit uses this ability as if a 12th-level caster.

**Damage Reduction (Ex):** +5 bonus to Toughness unless attacked by silver or good.

**Devil Qualities:** Immune to fire and poison. +7 to Toughness against cold and acid attack types.

**Spell Resistance (Ex):** SR 17.

**Beard (Ex):** If the Power check of the barbazu unit's attack exceeds the defender's Toughness by more than five, the devils have managed to impale many of the defenders on their beards. This inflicts a second, Power 9 attack and a wasting disease. Should the target unit survive the battle, it loses two points of Power per week unless they spend at least one day in a province with a church of third level or higher, or one enchanted with the *benign aura* realm spell.

**Infernal Wound:** If a unit of barbazu wounds another unit, that unit continues to take one wound every 1d4 turns unless magical healing is applied to the unit.

**Battle Frenzy:** Twice a day, the barbazu can frenzy for one turn. The unit gains +4 MAB, +4 Melee Power, +4 Toughness, +2 morale bonus on Will saves, but suffers a -2 AC penalty.

**Summon Devil (Sp):** Once per day, a barbazu unit may attempt to summon a lemure unit (created as a normal martial unit) with a 50 percent chance of success, or another barbazu unit with a 35 percent chance of success.

# FIELDS OF BLOOD

## DEVIL, GELUGON

Lawful evil extra-planar beings, insectoid in shape, with clawed hands and feet. They reach 12 feet in height. Also called ice devils.

### ATTRIBUTES

**MAB:** +24  
**RAB:** N/A  
**AC:** 32  
**Melee Power:** +21  
**Ranged Power:** N/A  
**Toughness:** 28  
**Wound Levels:** 4  
**Morale:** +19  
**Command:** +6  
**Fort Save:** +15  
**Ref Save:** +14  
**Will Save:** +15  
**Move:** 8  
**MPs:** 56  
**Shock Factor:** 13  
**Prerequisites:** Bleak Sanctuary of 7th level or higher  
**Cost:** 2,730 RPs

Gelugons engage in physical combat only when they deem it necessary to accomplish their immediate goals.

### SPECIAL ABILITIES

**Spell-Like Abilities:** At will—*cone of cold* (DC 20), *fly*, *ice storm* (DC 19), *greater teleport*, *persistent image* (DC 20), *unholy aura* (DC 23), *wall of ice* (DC 19). A gelugon unit uses these abilities as if a 15th-level caster.

**Devil Qualities:** Immune to fire and poison. +7 to Toughness against cold and acid attack types.

**Damage Reduction (Ex):** Gelugon units receive a +7 bonus to Toughness unless attacked by magic or +2 or better weapons.

**Spell Resistance (Ex):** SR 25.

**Fear Aura (Su):** A gelugon may create an aura of fear around itself as a free action. All adjacent non-devil units must make a successful Will save (DC 22) or be affected as if by the *fear* spell. Units that save successfully may be affected by that gelugon unit's fear aura again.

**Summon Devil (Sp):** Once per day, a gelugon unit may attempt to summon a unit of osyluth devils or barbazus devils with a 50 percent chance of success, or another unit of gelugon devils with a 20 percent chance of success.

## DEVIL, HAMATULA

Lawful evil extra-planar beings that takes the form of a seven-foot tall humanoid covered with sharp barbs. Also called barbed devils.

### ATTRIBUTES

**MAB:** +19  
**RAB:** N/A  
**AC:** 29  
**Melee Power:** +14  
**Ranged Power:** N/A  
**Toughness:** 26  
**Wound Levels:** 4  
**Morale:** +16  
**Command:** +1  
**Fort Save:** +14  
**Ref Save:** +14  
**Will Save:** +12  
**Move:** 6  
**MPs:** 42  
**Shock Factor:** 10  
**Prerequisites:** Bleak Sanctuary of 6th level or higher  
**Cost:** 2,230 RPs

### SPECIAL ABILITIES

**Spell-Like Abilities:** At will—*greater teleport*, *major image* (DC 17); 1 per day—*order's wrath* (DC 18), *unholy blight* (DC 18). A hamatula unit uses these abilities as if a 12th-level caster.

**Devil Qualities:** Immune to fire and poison. +7 to Toughness against cold and acid attack types.

**Damage Reduction (Ex):** Hamatula units receive a +7 bonus to Toughness unless attacked by magic or +1 or better weapons.

**Spell Resistance (Ex):** SR 23.

**Fear (Su):** No effect on martial units, but it may affect individuals acting as special units. Any individual that suffers damage from a hamatula unit must make a Will save (DC 14). If it fails, it is affected as though by the *fear* spell.

**Summon Devil (Sp):** Once per day, a hamatula unit may attempt to summon another hamatula unit, or a unit of barbazus devils. This has a 35 percent chance of success.

## DEVIL, OSYLUTH

Lawful evil extra-planar beings that are tall, skeletal creatures with scorpion-like tails and a foul odor. Also known as bone devils.

## ATTRIBUTES

**MAB:** +17  
**RAB:** N/A  
**AC:** 25  
**Melee Power:** +14  
**Ranged Power:** N/A  
**Toughness:** 23  
**Wound Levels:** 3  
**Morale:** +12  
**Command:** +2  
**Fort Save:** +12  
**Ref Save:** +12  
**Will Save:** +11  
**Move:** 8  
**MPs:** 56  
**Shock Factor:** 8  
**Prerequisites:** Bleak Sanctuary of 5th level or higher  
**Base Cost:** 1,610 RPs

Osyluth hate all other creatures and attack ruthlessly.

### SPECIAL ABILITIES

**Spell-Like Abilities:** At will—*greater teleport*, *dimensional anchor*, *fly*, *invisibility* (self-only), *major image* (DC 15), *wall of ice*. A osyluth unit uses these abilities as if a 12th-level caster.

**Damage Reduction (Ex):** +7 bonus to Toughness unless attacked by good.

**Devil Qualities:** Immune to fire and poison. +7 to Toughness against cold and acid attack types.

**Spell Resistance (Ex):** SR 21.

**Fear Aura (Su):** A osyluth may create an aura of fear around itself as a free action. All adjacent units (except for demons) must make a successful DC 17 Will save or they are affected as if by the spell *fear* (see p. 124). Units that save successfully cannot be affected by that osyluth unit's fear aura again.

**Poison (Ex):** Whenever an osyluth unit wounds another unit, the target unit must make a Fortitude save (DC 20) or suffer -4 Melee Power.

**Summon Devil (Sp):** Once per day, a osyluth unit may attempt to summon a lemure unit (created as a normal martial unit) with a 50 percent chance of success, or another osyluth unit with a 35 percent chance of success.

## DEVIL, PIT FIEND

Lawful evil, extra-planar beings that take the form of 12-foot tall winged humanoids wreathed in flames. The most fearsome of all devils.

## ATTRIBUTES

**MAB:** +35

**RAB:** N/A

**AC:** 40

**Melee Power:** +31

**Ranged Power:** N/A

**Toughness:** 34

**Wound Levels:** 5

**Morale:** +24

**Command:** +8

**Fort Save:** +19

**Ref Save:** +19

**Will Save:** +21

**Move:** 8, Fly 12

**MPs:** 56, Fly 84

**Shock Factor:** 17

**Prerequisites:** Bleak Sanctuary of 9th level

**Cost:** 4,215 RPs

Pit fiends use their considerable magical abilities to soften up their opponents before they launch physical attacks.

## SPECIAL ABILITIES

**Spell-Like Abilities:** At will—*blasphemy* (DC 25), *fireball* (DC 21), *greater dispel magic*, *greater teleport*, *invisibility*, *mass hold monster* (DC 27), *persistent image* (DC 23), *power word stun*, *unholy aura* (DC 26); 1 per day—*meteor swarm* (DC 27). A pit fiend unit uses these abilities as if a 18th-level caster.

**Devil Qualities:** Immune to fire and poison. +7 to Toughness against cold and acid attack types.

**Damage Reduction (Ex):** Pit fiend units receive a +13 bonus to Toughness unless attacked by magic or +2 or better weapons.

**Spell Resistance (Ex):** SR 32.

**Fear Aura (Su):** A pit fiend may create an aura of fear around itself as a free action. All adjacent non-devil units must make a successful Will save (DC 27) or else they are affected as if by the *fear* spell. Units that save successfully cannot be affected by that pit fiend unit's fear aura again.

**Poison (Ex):** No effect on martial units, but it may affect an individual. If a pit fiend unit damages an individual through melee combat, there is a 1 in 6 chance that it has bitten its target. The target unit must make a successful Fortitude save or suffer -2 penalties to Toughness and subsequent Fortitude saves.

**Regeneration (Ex):** Unless the wounds are inflicted by good-aligned silver weapons, or by spells with the good descriptor, the pit fiend regenerates one wound per turn.

**Summon Devil (Sp):** A pit fiend unit may summon 1d4 lemure (created as a martial unit), osyluth or barbazu units once per day. Alternatively, it may summon a cornugon or gelugon unit once per day.

## DRAGON, ADULT

Winged, reptilian creatures of ancient lineage. This stat block describes a composite of dragons of all major species from adult to great wyrm and can be used when a dragon is needed quickly. Ideally, dragons should be written up as individual characters and converted on that basis.

## ATTRIBUTES

**MAB:** +36

**RAB:** N/A

**AC:** 29

**Melee Power:** +29

**Ranged Power:** N/A

**Toughness:** 39

**Wound Levels:** 6

**Morale:** +22

**Command:** +3

**Fort Save:** +18

**Ref Save:** +13

**Will Save:** +17

**Move:** 8, Fly 30

**MPs:** 56, Fly 210

**Shock Factor:** 12

**Prerequisites:** None

**Cost:** 3,500 RPs

## SPECIAL ABILITIES

**Spell-Like Abilities:** All dragons possess spell-like abilities. However, they vary widely by species.

*Black Dragon:* At will—*water breathing*; 3 per day—*darkness*.

*Blue Dragon:* 1 per day—*hallucinatory terrain*, *veil*.

*Green Dragon:* At will—*water breathing*; 3 per day—*dominate person*; 1 per day—*plant growth*.

*Red Dragon:* 1 per day—*eyebite*.

*White Dragon:* 3 per day—*fog cloud*, *gust of wind*, *wall of ice*, *freezing fog* (same as *fog cloud*, except the ground under the area of effect becomes icy, and slippery as if affected by *grease*).

*Brass Dragon:* None applicable to *Fields of Blood*.

*Bronze Dragon:* At will—*water breathing*. 3 per day—*fog cloud*.

*Copper Dragon:* 1 per day—*transmute rock to mud* or *mud to rock*, *wall of stone*.

*Gold Dragon:* At will—*water breathing*; 3 per day—*bless*; 1 per day—*sunburst*.

*Silver Dragon:* 3 per day—*fog cloud*; 1 per day—*reverse gravity*.

**Spells:** Adult dragon units may cast arcane spells of first through sixth levels as if 13th-level casters.

**Immunities (Ex):** All dragons units are immune to sleep and paralysis effects. Black, green, copper, and silver dragon units are also immune to acid. Blue and bronze dragon units are also immune to electricity. Silver dragon units are also immune to cold.

**Damage Reduction (Ex):** All adult dragon units gain a +7 bonus to Toughness unless attacked by magic weapons.

**Spell Resistance (Ex):** SR 24.

**Breath Weapon (Su):** All dragons have breath weapons, but these vary slightly by species in nature and effect. Line breath weapons have a range of two inches, while cone breath weapons affect only the unit adjacent to the adult dragon unit's front facing. A dragon unit may use its breath weapon as a free action. If a breath weapon attack succeeds and the target unit fails its damage check, that unit takes two wounds. However, if it makes a successful DC 31 Reflex save it takes only one wound.

*Black Dragon:* Line, acid.

*Blue Dragon:* Line, lightning.

*Green Dragon:* Cone, corrosive (acid) gas.

*Red Dragon:* Cone, fire.

*White Dragon:* Cone, cold.

*Brass Dragon:* Line, fire; or cone, (sleep) gas. Units within the cone of sleep gas' area of effect must a successful Will save (DC 30). Units affected by the gas are asleep for the next two turns.

*Bronze Dragon:* Line, lightning; or cone, (repulsion) gas. Units within the cone of repulsion gas' area of effect must a successful Will save (DC 31). Units affected by the gas must make their next movement action to move away from the dragon in as straight a line as possible.

*Copper Dragon:* Line, acid; or cone (slow) gas. Units within the cone of slow gas' area of effect must a successful Fortitude save (DC 20). Units affected by the gas are slowed for the next two turns.

*Gold Dragon:* Cone, fire; or cone, weakening gas. Units within the cone of weakening gas' area of effect must a successful Fortitude save (DC 34). Units affected by the gas suffer a -5 penalty to melee attack rolls and Power for the remainder of the battle.

*Silver Dragon:* Cone, cold; or cone, (paralyzing) gas. Units within the cone of paralysis gas' area of effect must a successful Fortitude save (DC 31). Units affected by the gas are paralyzed for the next two turns.

# FIELDS OF BLOOD

**Cold Subtype (Ex):** White and silver dragon units are immune to all cold damage. However, all fire attacks are at double Power.

**Fire Subtype (Ex):** Red and brass dragon units are immune to all fire damage, whether mundane or magical. However, all cold attacks are at double Power.

**Icwalking (Ex):** White dragon units may climb icy surfaces as if affected by the *spell spider climb*.

**Spider Climb (Ex):** Copper dragon units may climb stone surfaces as if affected by the *spell spider climb*.

**Cloudwalking (Su):** Silver dragon units may tread on clouds or fog as if they were solid ground. This ability functions continuously, but can be negated or resumed at will.

**Luck Bonus (Su):** Adult gold dragon units carry an enchanted gem with them that brings good luck to good-aligned creatures around them. All good-aligned units (whether friendly or enemy) adjacent to an adult gold dragon unit receive a +1 bonus to all saving throws and attack rolls.

## DRAGON, YOUNG

Winged, reptilian creatures of ancient lineage. This stat block describes a composite of dragons of all major species and age groups from wyrmling to young adult.

### ATTRIBUTES

**MAB:** +24  
**RAB:** N/A  
**AC:** 21  
**Melee Power:** +18  
**Ranged Power:** N/A  
**Toughness:** 28  
**Wound Levels:** 4  
**Morale:** +13  
**Command:** +1  
**Fort Save:** +11  
**Ref Save:** +8  
**Will Save:** +9  
**Move:** 10, Fly 30  
**MPs:** 70, Fly 210  
**Shock Factor:** 5  
**Prerequisites:** None  
**Base Cost:** 1,870 RPs

### SPECIAL ABILITIES

**Spell-Like Abilities:** All dragons (even young ones) possess spell-like abilities. However, these vary widely by species.

**Black Dragon:** At will—*water breathing*; 3 per day—*darkness*.

**Blue Dragon:** None applicable to *Fields of Blood*.

**Green Dragon:** At will—*water breathing*.

**Red Dragon:** 1 per day—*eyebite*.

**White Dragon:** 3 per day—*fog cloud*.

**Brass Dragon:** None applicable to *Fields of Blood*.

**Bronze Dragon:** At will—*water breathing*.

**Copper Dragon:** None applicable to *Fields of Blood*.

**Gold Dragon:** At will—*water breathing*; 3 per day—*bles*.

**Silver Dragon:** None applicable to *Fields of Blood*.

**Immunities (Ex):** All dragons units are immune to sleep and paralysis effects. Black, green, copper, and silver dragon units are also immune to acid. Blue and bronze dragon units are also immune to electricity. Silver dragon units are also immune to cold.

**Breath Weapon (Su):** All dragons have breath weapons, but they vary slightly by species in nature and effect. Both line and cone breath weapons affect only the unit adjacent to the young dragon unit's front facing. A dragon unit may use its breath weapon as a free action. If a breath weapon attack succeeds and the target unit fails its damage check, that unit may yet avoid damage by making a successful Reflex save (DC 18).

**Black Dragon:** Line, acid.

**Blue Dragon:** Line, lightning.

**Green Dragon:** Cone, corrosive (acid) gas.

**Red Dragon:** Cone, fire.

**White Dragon:** Cone, cold.

**Brass Dragon:** Line, fire.

**Bronze Dragon:** Line, lightning.

**Copper Dragon:** Line, acid.

**Gold Dragon:** Cone, fire; or cone, weakening gas. Units within the cone of weakening gas' area of effect undergo an attack with Power 12. If they fail the damage save, they may avoid the gas' effects by making a successful Fortitude save (DC 21). Units affected by the gas suffer a -2 penalty to melee attack rolls and Power for the remainder of the battle.

**Silver Dragon:** Cone, cold.

**Cold Subtype (Ex):** White and silver dragon units are immune to all cold damage, whether mundane or magical. However, all successful fire attacks are at double Power.

**Fire Subtype (Ex):** Red and brass dragon units are immune to all fire damage, whether mundane or magical. However, all successful cold attacks are at double Power.

**Icwalking (Ex):** White dragon units may climb icy surfaces as if affected by the *spell spider climb*.

**Spider Climb (Ex):** Copper dragon units may climb stone surfaces as if affected by the *spell spider climb*.

**Cloudwalking (Su):** Silver dragon units may tread on clouds or fog as if they were solid ground. This ability functions continuously, but can be negated or resumed at will.

## DRIDER

Bloodthirsty creatures with the head and torso of a drow and the legs and lower body of a giant spider.

### ATTRIBUTES

**MAB:** +5  
**RAB:** +5  
**AC:** 17  
**Melee Power:** +8  
**Ranged Power:** +6  
**Toughness:** 17  
**Wound Levels:** 2  
**Morale:** +9  
**Command:** +2  
**Fort Save:** +5  
**Ref Save:** +4  
**Will Save:** +8  
**Move:** 6  
**MPs:** 43  
**Shock Factor:** 4  
**Prerequisites:** Underground, with drow population center  
**Cost:** 1,115 RPs

Driders prefer to use their spells to soften up their foes before engaging them in physical combat.

### SPECIAL ABILITIES

**Spells:** A drider unit may cast arcane or divine clerical spells as 6th-level casters. If casting clerical spells, they may do so as if they possess the Chaos, Destruction, Evil and Trickery domains.

**Spell-Like Abilities:** 1 per day—*darkness*. A drider unit uses this ability as if a 6th-level caster.

**Spell Resistance (Ex):** SR 17.

**Poison (Ex):** A unit that suffers damage from a drider unit's melee attack has a 1 in 3 chance of exposure to its poison. Exposed units must make a successful Fortitude save (DC 16) or else suffer -2 penalties to attack rolls and Power.

## ELEMENTAL, ELDER

Elementals are incarnations of the basic elements that compose existence. They must be summoned into the Material Plane from their home Elemental Plane.

## ATTRIBUTES

### Air

**MAB:** +28  
**RAB:** N/A  
**AC:** 27  
**Melee Power:** +29  
**Ranged Power:** N/A  
**Toughness:** 36  
**Wound Levels:** 5  
**Morale:** +24  
**Command:** +0  
**Fort Save:** +12  
**Ref Save:** +25  
**Will Save:** +10  
**Move:** Fly 20  
**MPs:** Fly 140  
**Shock Factor:** 7  
**Prerequisites:** See below  
**Cost:** 2,610 RP

### Earth

**MAB:** +28  
**RAB:** N/A  
**AC:** 22  
**Melee Power:** +33  
**Ranged Power:** N/A  
**Toughness:** 37  
**Wound Levels:** 5  
**Morale:** +24  
**Command:** +0  
**Fort Save:** +19  
**Ref Save:** +7  
**Will Save:** +10  
**Move:** 6  
**MPs:** 56  
**Shock Factor:** 6  
**Prerequisites:** See below  
**Cost:** 2,550 RP

### Fire

**MAB:** +27  
**RAB:** N/A  
**AC:** 25  
**Melee Power:** +29  
**Ranged Power:** N/A  
**Toughness:** 36  
**Wound Levels:** 5  
**Morale:** +24  
**Command:** -2  
**Fort Save:** +14  
**Ref Save:** +23  
**Will Save:** +10  
**Move:** 12  
**MPs:** 84  
**Shock Factor:** 7  
**Prerequisites:** See below  
**Cost:** 2,500 RP

## Water

**MAB:** +26  
**RAB:** N/A  
**AC:** 23  
**Melee Power:** +29  
**Ranged Power:** N/A  
**Toughness:** 37  
**Wound Levels:** 5  
**Morale:** +24  
**Command:** +0  
**Fort Save:** +19  
**Ref Save:** +16  
**Will Save:** +10  
**Move:** 6, Swim 24  
**MPs:** 42, Swim 168  
**Shock Factor:** 7  
**Prerequisites:** See below  
**Cost:** 2,510 RP

**Prerequisites:** Wizard's tower or druid circle of sixth level or higher; aquatic for water elemental; any terrain type except aquatic for earth or fire elemental

## SPECIAL ABILITIES

**Elemental Qualities:** Immune to poison, sleep, paralysis, and stunning.

**Damage Reduction (Ex):** All elder elemental units gain +7 Toughness unless attacked by magic weapons.

**Air Elemental/Air Mastery (Ex):** Airborne units suffer a -1 attack penalty when attacking an air elemental unit.

**Earth Elemental/Earth Mastery (Ex):** An earth elemental unit gains a +1 attack bonus if both it and the target of its attack touch the ground. It suffers a -4 attack penalty if its target is airborne or waterborne.

**Fire Elemental/Burn (Ex):** As a free action, a fire elemental unit may set fire to any flammable object to which it is adjacent.

**Fire Elemental/Fire Subtype (Ex):** Immune to fire. However, all water or cold-based attacks are at double power.

**Water Elemental/Water Mastery (Ex):** A water elemental unit gains a +1 attack bonus if both it and the target of its attack touch a body of water. It suffers a -4 attack penalty if it or its target is landbound.

**Water Elemental/Drench (Ex):** As a free action, a water elemental unit may put out any fire to which it is adjacent.

## ELEMENTAL, GREATER

Elementals are incarnations of the basic elements that compose existence. They must be summoned into the Material Plane from their home Elemental Plane.

## ATTRIBUTES

### AIR

**MAB:** +24  
**RAB:** N/A  
**AC:** 26  
**Melee Power:** +25  
**Ranged Power:** N/A  
**Toughness:** 33  
**Wound Levels:** 5  
**Morale:** +21  
**Command:** -1  
**Fort Save:** +11  
**Ref Save:** +22  
**Will Save:** +9  
**Move:** Fly 20  
**MPs:** Fly 140  
**Shock Factor:** 5  
**Prerequisites:** See below  
**Cost:** 2,340 RPs

### EARTH

**MAB:** +24  
**RAB:** N/A  
**AC:** 20  
**Melee Power:** +30  
**Ranged Power:** N/A  
**Toughness:** 34  
**Wound Levels:** 5  
**Morale:** +21  
**Command:** -1  
**Fort Save:** +17  
**Ref Save:** +6  
**Will Save:** +9  
**Move:** 6  
**MPs:** 42  
**Shock Factor:** 5  
**Prerequisites:** See below  
**Cost:** 2,200 RPs

### FIRE

**MAB:** +23  
**RAB:** N/A  
**AC:** 24  
**Melee Power:** +26  
**Ranged Power:** N/A  
**Toughness:** 33  
**Wound Levels:** 5  
**Morale:** +21  
**Command:** -2  
**Fort Save:** +11  
**Ref Save:** +20  
**Will Save:** +9  
**Move:** 12  
**MPs:** 84  
**Shock Factor:** 5  
**Prerequisites:** See below  
**Cost:** 2,180 RPs



# F I E L D S   O F   B L O O D

## WATER

**MAB:** +22  
**RAB:** N/A  
**AC:** 22  
**Melee Power:** +26  
**Ranged Power:** N/A  
**Toughness:** 34  
**Wound Levels:** 5  
**Morale:** +21  
**Command:** -1  
**Fort Save:** +17  
**Ref Save:** +14  
**Will Save:** +9  
**Move:** 6, Swim 24  
**MPs:** 42, Swim 168  
**Shock Factor:** 5  
**Prerequisites:** See below  
**Cost:** 2,160 RPs

**Prerequisites:** Wizard's tower or druid circle of fifth level or higher; aquatic for water elemental; any terrain type except aquatic for earth or fire elemental

## SPECIAL ABILITIES

**Elemental Qualities:** Immune to poison, sleep, paralysis, and stunning.

**Damage Reduction (Ex):** All greater elemental units gain +7 Toughness unless attacked by magic weapons.

**Air Elemental/Air Mastery (Ex):** Airborne units suffer a -1 attack penalty when attacking an air elemental unit.

**Earth Elemental/Earth Mastery (Ex):** An earth elemental unit gains a +1 attack bonus if both it and the target of its attack touch the ground. It suffers a -4 attack penalty if its target is airborne or waterborne.

**Fire Elemental/Burn (Ex):** As a free action, a fire elemental unit may set fire to any flammable object to which it is adjacent.

**Fire Elemental/Fire Subtype (Ex):** Immune to fire. However, all water or cold-based attacks are at double power.

**Water Elemental/Water Mastery (Ex):** A water elemental unit gains a +1 attack bonus if both it and the target of its attack touch a body of water. It suffers a -4 attack penalty if it or its target is landbound.

**Water Elemental/Drench (Ex):** As a free action, a water elemental unit may put out any fire to which it is adjacent.

## ELEMENTAL, HUGE

Elementals are incarnations of the basic elements that compose existence. They must be summoned into the Material Plane from their home Elemental Plane.

## ATTRIBUTES

### Air

**MAB:** +20  
**RAB:** N/A  
**AC:** 21  
**Melee Power:** +20  
**Ranged Power:** N/A  
**Toughness:** 28  
**Wound Levels:** 4  
**Morale:** +16  
**Command:** -2  
**Fort Save:** +9  
**Ref Save:** +19  
**Will Save:** +5  
**Move:** Fly 20  
**MPs:** Fly 140  
**Shock Factor:** 3  
**Prerequisites:** See below  
**Cost:** 1,820 RPs

### Earth

**MAB:** +20  
**RAB:** N/A  
**AC:** 18  
**Melee Power:** +24  
**Ranged Power:** N/A  
**Toughness:** 29  
**Wound Levels:** 5  
**Morale:** +16  
**Command:** -2  
**Fort Save:** +15  
**Ref Save:** +4  
**Will Save:** +7  
**Move:** 6  
**MPs:** 42  
**Shock Factor:** 3  
**Prerequisites:** See below  
**Cost:** 1,800 RPs

### FIRE

**MAB:** +18  
**RAB:** N/A  
**AC:** 19  
**Melee Power:** +21  
**Ranged Power:** N/A  
**Toughness:** 28  
**Wound Levels:** 4  
**Morale:** +16  
**Command:** -2  
**Fort Save:** +9  
**Ref Save:** +17  
**Will Save:** +7  
**Move:** 12  
**MPs:** 84  
**Shock Factor:** 3  
**Prerequisites:** See below  
**Cost:** 1,660 RPs

## WATER

**MAB:** +18  
**RAB:** N/A  
**AC:** 21  
**Melee Power:** +21  
**Ranged Power:** N/A  
**Toughness:** 29  
**Wound Levels:** 5  
**Morale:** +16  
**Command:** -2  
**Fort Save:** +15  
**Ref Save:** +9  
**Will Save:** +7  
**Move:** 6, Swim 24  
**MPs:** 42, Swim 168  
**Shock Factor:** 3  
**Prerequisites:** See below  
**Cost:** 1,780 RPs

**Prerequisites:** Wizard's tower or druid circle of fourth level or higher; aquatic for water elemental; any terrain type except aquatic for earth or fire elemental

## SPECIAL ABILITIES

**Elemental Qualities:** Immune to poison, sleep, paralysis, and stunning.

**Damage Reduction (Ex):** All Huge elemental units gain +5 Toughness unless attacked by magic or +2 or better weapons.

**Air Elemental/Air Mastery (Ex):** Airborne units suffer a -1 attack penalty when attacking an air elemental unit.

**Earth Elemental/Earth Mastery (Ex):** An earth elemental unit gains a +1 attack bonus if both it and the target of its attack touch the ground. It suffers a -4 attack penalty if its target is airborne or waterborne.

**Fire Elemental/Burn (Ex):** As a free action, a fire elemental unit may set fire to any flammable object to which it is adjacent.

**Fire Elemental/Fire Subtype (Ex):** Immune to fire. However, all water or cold-based attacks are at double power.

**Water Elemental/Water Mastery (Ex):** A water elemental unit gains a +1 attack bonus if both it and the target of its attack touch a body of water. It suffers a -4 attack penalty if it or its target is landbound.

**Water Elemental/Drench (Ex):** As a free action, a water elemental unit may put out any fire to which it is adjacent.

## ELEMENTAL, LARGE

Elementals are incarnations of the basic elements that compose existence. They must be summoned into the Material Plane from their home Elemental Plane.

# THE BOOK OF WAR

## ATTRIBUTES

### AIR

**MAB:** +13  
**RAB:** N/A  
**AC:** 20  
**Melee Power:** +10  
**Ranged Power:** N/A  
**Toughness:** 19  
**Wound Levels:** 3  
**Morale:** +8  
**Command:** -2  
**Fort Save:** +5  
**Ref Save:** +13  
**Will Save:** +2  
**Move:** Fly 20  
**MPs:** Fly 140  
**Shock Factor:** 1  
**Prerequisites:** See below  
**Cost:** 1,130 RP

### EARTH

**MAB:** +13  
**RAB:** N/A  
**AC:** 18  
**Melee Power:** +14  
**Ranged Power:** N/A  
**Toughness:** 20  
**Wound Levels:** 3  
**Morale:** +8  
**Command:** -2  
**Fort Save:** +10  
**Ref Save:** +1  
**Will Save:** +2  
**Move:** 4  
**MPs:** 28  
**Shock Factor:** 1  
**Prerequisites:** See below  
**Cost:** 1,100 RPs

### FIRE

**MAB:** +11  
**RAB:** N/A  
**AC:** 18  
**Melee Power:** +11  
**Ranged Power:** N/A  
**Toughness:** 19  
**Wound Levels:** 3  
**Morale:** +8  
**Command:** -2  
**Fort Save:** +5  
**Ref Save:** +11  
**Will Save:** +2  
**Move:** 10  
**MPs:** 70  
**Shock Factor:** 1  
**Prerequisites:** See below  
**Cost:** 1,060 RPs

## WATER

**MAB:** +11  
**RAB:** N/A  
**AC:** 20  
**Melee Power:** +11  
**Ranged Power:** N/A  
**Toughness:** 20  
**Wound Levels:** 3  
**Morale:** +8  
**Command:** -2  
**Fort Save:** +10  
**Ref Save:** +4  
**Will Save:** +2  
**Move:** 4, Swim 18  
**MPs:** 28, Swim 126  
**Shock Factor:** 1  
**Prerequisites:** See below  
**Cost:** 1,070 RPs

**Prerequisites:** Wizard's tower or druid circle of third level or higher; aquatic for water elemental; any terrain type except aquatic for earth or fire elemental

## SPECIAL ABILITIES

**Elemental Qualities:** Immune to poison, sleep, paralysis, and stunning.

**Damage Reduction (Ex):** All large elemental units gain +5 Toughness.

**Air Elemental/Air Mastery (Ex):** Airborne units suffer a -1 attack penalty when attacking an air elemental unit.

**Earth Elemental/Earth Mastery (Ex):** An earth elemental unit gains a +1 attack bonus if both it and the target of its attack touch the ground. It suffers a -4 attack penalty if its target is airborne or waterborne.

**Fire Elemental/Burn (Ex):** As a free action, a fire elemental unit may set fire to any flammable object to which it is adjacent.

**Fire Elemental/Fire Subtype (Ex):** Immune to fire. But if a fire elemental unit is wounded by a cold attack, it suffers two wounds.

**Water Elemental/Water Mastery (Ex):** A water elemental unit gains a +1 attack bonus if both it and the target of its attack touch a body of water. It suffers a -4 attack penalty if it or its target is landbound.

**Water Elemental/Drench (Ex):** As a free action, a water elemental unit may put out any fire to which it is adjacent.

## ETTIN

Vicious and unpredictable two-headed giants.

## ATTRIBUTES

**MAB:** +13  
**RAB:** N/A  
**AC:** 18  
**Melee Power:** +13  
**Ranged Power:** N/A  
**Toughness:** 20  
**Wound Levels:** 3  
**Morale:** +10  
**Command:** -2  
**Fort Save:** +9  
**Ref Save:** +2  
**Will Save:** +5  
**Move:** 6  
**MPs:** 42  
**Shock Factor:** 2  
**Prerequisites:** Mountains  
**Cost:** 1,205 RPs

## FORMIAN WARRIOR

Lawful extra-planar beings that resemble a cross between an ant and a centaur.

## ATTRIBUTES

**MAB:** +10  
**RAB:** N/A  
**AC:** 18  
**Melee Power:** +15  
**Ranged Power:** N/A  
**Toughness:** 24  
**Wound Levels:** 2  
**Morale:** +4  
**Command:** +0  
**Fort Save:** +6  
**Ref Save:** +7  
**Will Save:** +5  
**Move:** 8  
**MPs:** 56  
**Shock Factor:** 0  
**Prerequisites:** Wizard's tower of 2nd level or higher  
**Cost:** 700 RPs

Formian warrior units are created as any other martial unit. They function in battle as does any other martial unit, except as noted below.

## SPECIAL ABILITIES

**Immunities (Ex):** Immune to poison, petrification, and cold.

**Resistances (Ex):** Fire, electricity, and sonic resistance. Toughness is +9 against attacks of these types.

**Spell Resistance (Ex):** SR 18.

# FIELDS OF BLOOD

## GARGOYLE

Vicious flying predators that resemble stone statues.

### ATTRIBUTES

**MAB:** +9  
**RAB:** N/A  
**AC:** 16  
**Melee Power:** +13  
**Ranged Power:** N/A  
**Toughness:** 26  
**Wound Levels:** 2  
**Morale:** +2  
**Command:** -2  
**Fort Save:** +5  
**Ref Save:** +6  
**Will Save:** +4  
**Move:** 8, Fly 15  
**MPs:** 56, Fly 105  
**Shock Factor:** 0  
**Prerequisites:** None  
**Cost:** 915 RPs

Gargoyle units are created as any other martial unit. They function in battle as does any other martial unit, except as noted below.

### SPECIAL ABILITIES

**Damage Reduction (Ex):** Gargoyle units receive a +9 bonus to Toughness unless attacked by magic.

## GHOUL

Humanoid undead creatures.

### ATTRIBUTES

**MAB:** +4  
**RAB:** N/A  
**AC:** 14  
**Melee Power:** +12  
**Ranged Power:** N/A  
**Toughness:** 24  
**Wound Levels:** 2  
**Morale:** N/A  
**Command:** +1  
**Fort Save:** +0  
**Ref Save:** +2  
**Will Save:** +5  
**Move:** 6  
**MPs:** 42  
**Shock Factor:** 0  
**Prerequisites:** Bleak Sanctuary of 1st level or higher  
**Cost:** 350 RPs

Ghoul units are created as any other martial unit. They function in battle as does any other martial unit, except as noted below. One ghoul unit may be created per Bleak Sanctuary per season.

## SPECIAL ABILITIES

**Paralysis (Ex):** A unit that receives a wound from a ghoul unit in melee combat must make successful Fortitude save (DC 14) or it is paralyzed for the remainder of the turn. During this time, it may not move or attack. Elves are immune to this paralysis.

**Undead:** Immune to mind-influencing effects, poison, sleep, paralysis, stunning, and disease. Not subject to ability damage, energy drain, or Morale checks.

**Turn Resistance (Ex):** Turn resistance +2.

**Upkeep:** As undead, ghouls require less upkeep than living units, but their appetites still need to be sated every now and then. Ghoul upkeep is one-fourth of normal, but each unit of ghouls requires at least one unit of corpses per season. If a battle has been fought, it's assumed the ghoul unit feeds off the remains, provided at least one unit died in battle. If the ghoul unit was not involved in battle during this season, it must be given a unit, usually of prisoners or irregulars.

## GIANT, CLOUD

Relatively refined and civilized giants, with blue or white skin and white or brass-colored hair. Adults average 18 feet in height.

### ATTRIBUTES

**MAB:** +24  
**RAB:** +12  
**AC:** 25  
**Melee Power:** +28  
**Ranged Power:** +22  
**Toughness:** 31  
**Wound Levels:** 5  
**Morale:** +18  
**Command:** +1  
**Fort Save:** +16  
**Ref Save:** +6  
**Will Save:** +10  
**Move:** 10  
**MPs:** 70  
**Shock Factor:** 7  
**Prerequisites:** Mountains or aquatic  
**Cost:** 2,800 RPs

### SPECIAL ABILITIES

**Spell-Like Abilities:** 3 per day—*obscuring mist*; 1 per day—*fog cloud*. A cloud giant unit uses these abilities as if 15th level caster.

## GIANT, FIRE

Giants that resemble oversized dwarves, with black skin and bright red or orange hair. Adults average 12 feet in height.

## ATTRIBUTES

**MAB:** +22  
**RAB:** +10  
**AC:** 23  
**Melee Power:** +21  
**Ranged Power:** +20  
**Toughness:** 28  
**Wound Levels:** 4  
**Morale:** +15  
**Command:** +0  
**Fort Save:** +14  
**Ref Save:** +4  
**Will Save:** +9  
**Move:** 6  
**MPs:** 42  
**Shock Factor:** 6  
**Prerequisites:** None  
**Cost:** 2,325 RPs

## SPECIAL ABILITIES

**Fire Subtype (Ex):** Immune to fire. But if a frost giant unit is struck by a fire attack, the Power is doubled.

## GIANT, FROST

Giants with broad, muscular bodies and white skin. Adults average 15 feet in height.

### ATTRIBUTES

**MAB:** +19  
**RAB:** +9  
**AC:** 21  
**Melee Power:** +19  
**Ranged Power:** +16  
**Toughness:** 27  
**Wound Levels:** 4  
**Morale:** +14  
**Command:** +0  
**Fort Save:** +14  
**Ref Save:** +3  
**Will Save:** +6  
**Move:** 8  
**MPs:** 56  
**Shock Factor:** 5  
**Prerequisites:** None  
**Cost:** 2,120 RPs

Frost giants prefer to stand off and throw rocks at their foes. They close to initiate melee combat only once they have run out of projectiles.

### SPECIAL ABILITIES

**Cold Subtype (Ex):** Immune to cold. But if a frost giant unit is struck by a fire attack, the Power is doubled.

## GIANT, HILL

Brutish, simian-looking giants. Adults average over 10 feet in height.

## ATTRIBUTES

**MAB:** +17  
**RAB:** +8  
**AC:** 20  
**Melee Power:** +16  
**Ranged Power:** +14  
**Toughness:** 24  
**Wound Levels:** 4  
**Morale:** +10  
**Command:** -2  
**Fort Save:** +12  
**Ref Save:** +3  
**Will Save:** +4  
**Move:** 6  
**MPs:** 42  
**Shock Factor:** 3  
**Prerequisites:** Hill or mountain  
**Cost:** 920 RPs

Hill giants prefer to stand off and pelt their foes with rocks, a tactic that limits their risk in battle. When they choose to melee, they prefer to begin by overrunning smaller creatures.

## GIANT, STONE

Gaunt, lean giants. Adults average 12 feet in height.

## ATTRIBUTES

**MAB:** +18  
**RAB:** +11  
**AC:** 25  
**Melee Power:** +19  
**Ranged Power:** +18  
**Toughness:** 26  
**Wound Levels:** 4  
**Morale:** +14  
**Command:** +0  
**Fort Save:** +13  
**Ref Save:** +6  
**Will Save:** +7  
**Move:** 6  
**MPs:** 42  
**Shock Factor:** 4  
**Prerequisites:** Mountain  
**Cost:** 1,220 RPs

## GIANT, STORM

These giants are gentle by nature, but dangerous when roused. They have green or violet skin. Adults average 21 feet in height.

## ATTRIBUTES

**MAB:** +28  
**RAB:** +16  
**AC:** 27  
**Melee Power:** +29  
**Ranged Power:** +27  
**Toughness:** 33

**Wound Levels:** 5  
**Morale:** +21  
**Command:** +3  
**Fort Save:** +17  
**Ref Save:** +8  
**Will Save:** +13  
**Move:** 7  
**MPs:** 49  
**Shock Factor:** 9  
**Prerequisites:** Mountain  
**Cost:** 3,190 RPs

## SPECIAL ABILITIES

**Spell-Like Abilities:** 1 per day—*call lightning* and *chain lightning*. The storm giant unit uses these abilities as if a 15th-level caster.

**Water Breathing (Ex):** Storm giants may breathe underwater indefinitely, and they may use their spell-like abilities while underwater.

**Freedom of Movement (Ex):** Storm giants always act as if under the influence of *freedom of movement*.

## GOLEM, CLAY

Magically animated automaton made of clay and shaped like a humanoid.

## ATTRIBUTES

**MAB:** +15  
**RAB:** N/A  
**AC:** 22  
**Melee Power:** +15  
**Ranged Power:** N/A  
**Toughness:** 21  
**Wound Levels:** 3  
**Morale:** N/A  
**Command:** +0  
**Fort Save:** +3  
**Ref Save:** +2  
**Will Save:** +3  
**Move:** 4  
**MPs:** 28  
**Shock Factor:** 6  
**Prerequisites:** Wizard's tower of 5th level or higher  
**Cost:** 1,715 RPs

Clay golems are effective melee fighters, but they are also notoriously hard to control.

## SPECIAL ABILITIES

**Construct:** Immune to mind-influencing effects, poison, sleep, paralysis, stunning, and disease. Not subject to ability damage, energy drain, or Morale checks.

**Magic Immunity (Ex):** Takes no damage from magic, except for *disintegrate*, which slows it and deals a Power 12 attack, *move earth*, which pushes it back three

inches and deals a Power 14 attack, and *earthquake*, which deals a Power 14 attack.

**Damage Reduction (Ex):** Clay golem units receive a +7 to Toughness unless attacked by adamantite and bludgeoning weapons.

**Berserk (Ex):** If a clay golem remains in combat long enough, its elemental spirit eventually breaks free and acts independently of its controller. The time scale used in *Fields of Blood* makes it virtually inevitable that a clay golem unit participating in a battle will rampage, provided it survives long enough. Two turns after the first turn in which a clay golem unit enters melee combat (i.e., it either attacks or is attacked), it goes berserk. While berserk, it must attack the unit closest to its front facing, whether that target unit is friendly or enemy. If there is no unit adjacent to its front facing, it moves toward the nearest unit consisting of one or more living creatures with the intention of attacking it. There is no known method of reestablishing control over a berserk clay golem.

## GOLEM, FLESH

Magically animated automaton made of formerly living body parts and shaped like a humanoid.

## ATTRIBUTES

**MAB:** +11  
**RAB:** N/A  
**AC:** 18  
**Melee Power:** 12  
**Ranged Power:** N/A  
**Toughness:** 19  
**Wound Levels:** 3  
**Morale:** N/A  
**Command:** +0  
**Fort Save:** +3  
**Ref Save:** +2  
**Will Save:** +3  
**Move:** 6  
**MPs:** 42  
**Shock Factor:** 3  
**Prerequisites:** Wizard's tower of 4th level or higher  
**Cost:** 1,050 RPs

## SPECIAL ABILITIES

**Construct:** Immune to mind-influencing effects, poison, sleep, paralysis, stunning, and disease. Not subject to ability damage, energy drain, or Morale checks.

**Magic Immunity (Ex):** Takes no damage from magic, except for magical cold or fire which slows it for one turn. Magical electrical attacks break any slow effect, and heal the unit one wound. If the golem

# FIELDS OF BLOOD

unit is at full health, it gains one wound from an electrical attack.

**Damage Reduction (Ex):** Flesh golem units receive a +5 to Toughness unless attacked by adamantine.

**Berserk (Ex):** If a clay golem remains in combat long enough, its elemental spirit eventually breaks free and acts independently of its controller. The time scale used in *Fields of Blood* makes it virtually inevitable that a clay golem unit participating in a battle will rampage, provided it survives long enough. Two turns after the first turn in which a clay golem unit enters melee combat (i.e., it either attacks or is attacked), it goes berserk. While berserk, it must attack the unit closest to its front facing, whether that target unit is friendly or enemy. If there is no unit adjacent to its front facing, it moves toward the nearest unit consisting of one or more living creatures with the intention of attacking it. A Command check (DC 19) is required to bring the flesh golem unit under control.

## GOLEM, IRON

Magically animated automaton made of iron and shaped like a humanoid.

### ATTRIBUTES

**MAB:** +24  
**RAB:** N/A  
**AC:** 30  
**Melee Power:** +23  
**Ranged Power:** N/A  
**Toughness:** 28  
**Wound Levels:** 4  
**Morale:** N/A  
**Command:** +0  
**Fort Save:** +6  
**Ref Save:** +5  
**Will Save:** +6  
**Move:** 4  
**MPs:** 28  
**Shock Factor:** 14  
**Prerequisites:** Wizard's tower of 7th level or higher  
**Cost:** 2,360 RPs

### SPECIAL ABILITIES

**Construct:** Immune to mind-influencing effects, poison, sleep, paralysis, stunning, and disease. Not subject to ability damage, energy drain, or Morale checks.

**Damage Reduction (Ex):** All iron golem units receive a +9 bonus to Toughness unless attacked by adamantine weapons.

**Breath Weapon (Su):** Iron golem units may exhale a cloud of poisonous gas as a free action. The cloud affects the unit

directly in front of the iron golem unit. The target unit must make a successful Fortitude save (DC 19) or suffer a -5 penalty to Toughness and all subsequent Fortitude saves. The target unit suffers no combat damage from this attack.

**Magic Immunity (Ex):** Iron golem units are immune to all spells, spell-like abilities, and supernatural effects. For *Fields of Blood* purposes, there are no exceptions to this rule.

**Rust Vulnerability (Ex):** Iron golem units are affected normally by rust damage.

## GOLEM, STONE

Magically animated automaton made of stone and shaped like a humanoid.

### ATTRIBUTES

**MAB:** +19  
**RAB:** N/A  
**AC:** 26  
**Melee Power:** +18  
**Ranged Power:** N/A  
**Toughness:** 24  
**Wound Levels:** 4  
**Morale:** N/A  
**Command:** +0  
**Fort Save:** +6  
**Ref Save:** +5  
**Will Save:** +6  
**Move:** 4  
**MPs:** 28  
**Shock Factor:** 9  
**Prerequisites:** Wizard's Tower of 6th level or higher  
**Cost:** 2,060 RPs

### SPECIAL ABILITIES

**Construct:** Immune to mind-influencing effects, poison, sleep, paralysis, stunning and disease. Not subject to ability damage, energy drain, or Morale checks.

**Damage Reduction (Ex):** All stone golem units receive a +7 bonus to Toughness unless attacked by adamantine weapons.

**Slow (Su):** No effect against standard units. May affect individuals. A stone golem unit may attempt to slow an adjacent individual unit. The target must make a Will save (DC 13)

**Magic Immunity (Ex):** Stone golem units are immune to all spells, spell-like abilities and supernatural effects, except as follows: *Transmute mud to rock* heals all damage to a stone golem unit. *Stone to flesh* makes a stone golem unit vulnerable to damage-causing spells for the remainder of the turn.

## HARPY

Sadistic predator that resembles wretched-looking human with the lower parts of a birdlike dinosaur.

### ATTRIBUTES

**MAB:** +10  
**RAB:** N/A  
**AC:** 13  
**Melee Power:** +16  
**Ranged Power:** N/A  
**Toughness:** 25  
**Wound Levels:** 2  
**Morale:** +10  
**Command:** -2  
**Fort Save:** +2  
**Ref Save:** +7  
**Will Save:** +6  
**Move:** 4, Fly 16  
**MPs:** 28, Fly 112  
**Shock Factor:** 0  
**Prerequisites:** None  
**Cost:** 875 RPs

Harpy units prefer to attack from the air with their melee weapons.

Harpy units are created as any other martial unit. They function in battle as does any other martial unit, except as noted below.

### SPECIAL ABILITIES

**Captivating Song (Su):** A harpy unit may sing as a free action to enthrall its enemies. When it does so, all units (except for other harpy units) within six inches must make a successful Will save (DC 16) or else they are captivated. Captivated units must move toward the singing harpy unit by the most direct route available. If this path leads through dangerous obstacles or impassable terrain, the unit may attempt another saving throw. Captivated units may not attack or cast spells. Captivated units stop when adjacent to the singing harpy unit and remain so until it stops singing.

## HELL HOUND

Evil extra-planar beings that breathe fire. They are canine in form, as their name suggests.

### ATTRIBUTES

**MAB:** +6  
**RAB:** N/A  
**AC:** 14  
**Melee Power:** +16  
**Ranged Power:** N/A  
**Toughness:** 23  
**Wound Levels:** 2

**Morale:** +2

**Command:** -2

**Fort Save:** +5

**Ref Save:** +5

**Will Save:** +4

**Move:** 8

**MPs:** 56

**Shock Factor:** 0

**Prerequisites:** Wizard's Tower of 2nd level or higher

**Cost:** 600 RPs

Hell hound units are created as any other martial unit. They function in battle as does any other martial unit, except as noted below.

## SPECIAL ABILITIES

**Breath Weapon (Su):** Hell hound units may breathe fire as a free action. The unit adjacent to the attacking unit's front facing undergoes an attack of Power 7, or Power 4 if the unit succeeds at a Reflex save (DC 13).

**Fire Subtype (Ex):** Immune to fire. Any cold attack against a hell hound is at double Power.

## HYDRA

Reptilian monster with five to twelve heads. This stat block describes nine-headed hydras, which constitute the most common type. Melee Attack Bonus and Power will vary according to how many heads the hydra has. The head regeneration of the hydra is reflected by its extra wound level.

## ATTRIBUTES

**MAB:** +21

**RAB:** N/A

**AC:** 19

**Melee Power:** +20

**Ranged Power:** N/A

**Toughness:** 24

**Wound Levels:** 4

**Morale:** +8

**Command:** -4

**Fort Save:** +11

**Ref Save:** +7

**Will Save:** +5

**Move:** 4, Swim 4

**MPs:** 28, Swim 28

**Shock Factor:** 4

**Prerequisites:** Marsh or underground

**Cost:** 1,665 RPs

## KUO-TOA

Aquatic humanoids notorious for their loathsome, fish-like appearance.

## ATTRIBUTES

**MAB:** +4

**RAB:** N/A

**AC:** 18

**Melee Power:** +10

**Ranged Power:** N/A

**Toughness:** 21

**Wound Levels:** 2

**Morale:** +1

**Command:** +1

**Fort Save:** +3

**Ref Save:** +3

**Will Save:** +5

**Move:** 4, Swim 10

**MPs:** 28, Swim 70

**Shock Factor:** 0

**Prerequisites:** Aquatic or underground

**Cost:** 525 RPs

## SPECIAL ABILITIES

**Immunities (Ex):** Immune to poison and paralysis.

**Light Blindness (Ex):** Kuo-toa units suffer a -1 circumstance penalty to all attack rolls, saves, and checks while operating in broad daylight or any other type of bright light.

**Amphibious (Ex):** Kuo-toa breathe through gills, and may stay underwater indefinitely.

## MEDUSA

Humanoid creatures with the power to petrify with their glance.

## ATTRIBUTES

**MAB:** +10

**RAB:** +9

**AC:** 15

**Melee Power:** +4

**Ranged Power:** +3

**Toughness:** 15

**Wound Levels:** 2

**Morale:** +8

**Command:** +1

**Fort Save:** +3

**Ref Save:** +7

**Will Save:** +6

**Move:** 6

**MPs:** 42

**Shock Factor:** 1

**Prerequisites:** None

**Cost:** 1,070 RPs

## SPECIAL ABILITIES

**Petrifying Gaze (Su):** The unit adjacent to a medusa unit's front facing must make a successful Fortitude save (DC 15) or suffer one wound from petrification. Individual units must also make this

Fortitude save, but if they fail they are eliminated. Any unit may avert its eyes from a medusa unit's petrifying gaze as a free action. However, any unit doing so suffers a -4 penalty to attack rolls when attacking the medusa unit.

**Poison (Ex):** A unit that suffers damage from a medusa unit's melee attack has a 1 in 3 chance of exposure to poison from the snakes that form its hair. Exposed units must make a successful Fortitude save (DC 14) or else suffer -2 penalties to attack rolls and Power.

## MIND FLAYER

Sadistic creature with psionic powers. Resembles a purple-skinned humanoid with a head like a four-tentacled octopus.

## ATTRIBUTES

**MAB:** +11

**RAB:** N/A

**AC:** 15

**Melee Power:** +8

**Ranged Power:** N/A

**Toughness:** 17

**Wound Levels:** 2

**Morale:** +11

**Command:** +4

**Fort Save:** +3

**Ref Save:** +4

**Will Save:** +9

**Move:** 6

**MPs:** 42

**Shock Factor:** 5

**Prerequisites:** None

**Cost:** 1,295 RPs

Mind flayers prefer to stand off and use their psionic abilities against their foes rather than fight hand-to-hand.

## SPECIAL ABILITIES

**Mind Blast (Sp):** A mind flayer unit may execute a mind blast attack as a free action. This attack has a range of one inch, and it can be used as a target unit is moving to intersect the mind flayer unit, provided the mind flayer unit has not used an action that turn. The target unit must succeed at a Will Save (DC 17) or be stunned for the remainder of the turn. It suffers no combat damage from this attack. Typically, mind flayers stun a unit and then move in to feed, or allow other allied units to kill the now-helpless unit.

**Psionics (Sp):** A mind flayer unit may *plane shift* at will as if an 8th level caster.

**Spell Resistance (Ex):** SR 25.

# FIELDS OF BLOOD

## MINOTAUR

Powerful monster humanoid in shape, but with the head of a bull.

### ATTRIBUTES

**MAB:** +11  
**RAB:** N/A  
**AC:** 14  
**Melee Power:** +22  
**Ranged Power:** N/A  
**Toughness:** 26  
**Wound Levels:** 2  
**Morale:** +5  
**Command:** -2  
**Fort Save:** +6  
**Ref Save:** +5  
**Will Save:** +5  
**Move:** 6  
**MPs:** 42  
**Shock Factor:** 0  
**Prerequisites:** Underground  
**Cost:** 835 RPs

Minotaurs relish melee combat. Typically, they open battle by using their charge ability.

Minotaur units are created as any other martial unit. They function in battle as does any other martial unit, except as noted below.

### SPECIAL ABILITIES

**Charge (Ex):** When it executes a melee attack for the first time, a minotaur unit attacks at Melee Power 25.

## OGRE MAGE

Powerful ogres with spell-like abilities. They are natural leaders among ogres.

### ATTRIBUTES

**MAB:** +7  
**RAB:** +2  
**AC:** 18  
**Melee Power:** +8  
**Ranged Power:** +5  
**Toughness:** 16  
**Wound Levels:** 2  
**Morale:** +8  
**Command:** +2  
**Fort Save:** +7  
**Ref Save:** +1  
**Will Save:** +3  
**Move:** 8, Fly 8  
**MPs:** 56, Fly 56  
**Shock Factor:** 4  
**Prerequisites:** None  
**Cost:** 1,505 RPs

Ogre magi prefer to use their spell-like abilities against their foes. They engage in physical combat only when they must.

## SPECIAL ABILITIES

**Spell-Like Abilities:** At will—*darkness, invisibility*; 1 per day—*cone of cold, gaseous form, sleep*. An ogre mage unit uses these abilities as if a 9th-level caster.

**Regeneration (Ex):** Ogre mage units regenerate one wound every other turn, unless that wound was inflicted by a fire or acid attack. An ogre mage unit that has had two wounds inflicted on it by means other than fire or acid may not move, attack, or defend itself, but it is not eliminated from play unless a coup de grace is applied to it. A full-turn action by a unit equipped with mundane fire or acid suffices for this purpose. Otherwise, the ogre mage unit regenerates and becomes active again in two turns.

## PURPLE WORM

Massive serpentine creatures that reach 80 feet in length.

### ATTRIBUTES

**MAB:** +26  
**RAB:** N/A  
**AC:** 19  
**Melee Power:** +23  
**Ranged Power:** N/A  
**Toughness:** 33  
**Wound Levels:** 5  
**Morale:** +15  
**Command:** -5  
**Fort Save:** +17  
**Ref Save:** +8  
**Will Save:** +4  
**Move:** 4, Burrow 4, Swim 2  
**MPs:** 28, Burrow 28, Swim 14  
**Shock Factor:** 9  
**Prerequisites:** Aquatic or underground  
**Cost:** 2,465 RPs

## SPECIAL ABILITIES

**Poison (Ex):** Whenever a purple worm unit inflicts combat damage on another unit, the target unit must make a successful Fortitude save (DC 25), or suffer a -2 penalty to attack rolls and a -4 penalty to its Power.

## ROC

Enormous birds of prey measuring 60 feet in length, with a wingspan of 120 feet..

### ATTRIBUTES

**MAB:** +23  
**RAB:** N/A  
**AC:** 17  
**Melee Power:** +25  
**Ranged Power:** N/A  
**Toughness:** 33

**Wound Levels:** 5

**Morale:** +18

**Command:** -4

**Fort Save:** +18

**Ref Save:** +13

**Will Save:** +9

**Move:** 4, Fly 16

**MPs:** 28, Fly 112

**Shock Factor:** 4

**Prerequisites:** Mountain or menagerie

**Cost:** 2,290 RPs

## SPECIAL ABILITIES

**Snatch (Ex):** Whenever a roc unit inflicts a wound upon an individual unit of Small to Huge size, the target unit undergoes an additional attack of Power 25. If it fails this damage check, the roc unit has successfully grappled it (the target unit suffers no damage from this attack). On its next turn, the roc unit may fly straight up into the air as its move action and drop the target unit as its attack action, automatically inflicting one wound.

Once a roc unit has successfully grappled its opponent, it may also fly out of the battle area and permanently remove the unit from the battle.

## SHAMBLING MOUND

Intelligent plants roughly humanoid in shape.

### ATTRIBUTES

**MAB:** +12  
**RAB:** N/A  
**AC:** 20  
**Melee Power:** +10  
**Ranged Power:** N/A  
**Toughness:** 19  
**Wound Levels:** 3  
**Morale:** +8  
**Command:** -2  
**Fort Save:** +9  
**Ref Save:** +2  
**Will Save:** +4  
**Move:** 4, Swim 2  
**MPs:** 28, Swim 28  
**Shock Factor:** 2  
**Prerequisites:** Forest, marsh, or underground  
**Cost:** 1,155 RPs

## SPECIAL ABILITIES

**Plant:** Immune to mind-influencing effects, poison, sleep, paralysis, stunning, and polymorphing.

**Electricity Immunity (Ex):** No damage from electrical attacks. Instead, any electrical attack grants it a +1 Fortitude save and Toughness for two hours.

## SKELETON,

### HUMAN WARRIOR

Animated bones of the dead.

#### ATTRIBUTES

**MAB:** +1

**RAB:** N/A

**AC:** 15

**Melee Power:** +8

**Ranged Power:** N/A

**Toughness:** 23

**Wound Levels:** 2

**Morale:** N/A

**Command:** +0

**Fort Save:** +0

**Ref Save:** +1

**Will Save:** +2

**Move:** 6

**MPs:** 42

**Shock Factor:** 0

**Prerequisites:** Bleak Sanctuary of 4th level or higher

**Cost:** 270 RPs

Skeleton units are created as any other martial unit. They function in battle as does any other martial unit, except as noted below. One skeleton unit may be created per Bleak Sanctuary per season.

#### SPECIAL ABILITIES

**Undead:** Immune to mind-influencing effects, poison, sleep, paralysis, stunning, and disease. Not subject to ability damage, energy drain, or Morale checks.

**Immunities/Resistances (Ex):** Immune to cold. Resistant to piercing and slashing weapons. Whenever a unit attacks a skeleton unit with a piercing or slashing weapon, the power of the attack is halved.

**Upkeep:** As mindless undead, skeletons do not need much in the way of food, shelter, equipment, recreation time, or so on. Upkeep on skeletons is only one-fourth of normal.

## SLAAD, DEATH

Chaotic extra-planar creatures that exist to fight and kill.

#### ATTRIBUTES

**MAB:** +22

**RAB:** N/A

**AC:** 28

**Melee Power:** 17

**Ranged Power:** N/A

**Toughness:** 28

**Wound Levels:** 4

**Morale:** +19

**Command:** +4

**Fort Save:** +14

**Ref Save:** +15

**Will Save:** +13

**Move:** 6

**MPs:** 42

**Shock Factor:** 12

**Prerequisites:** Wizard's tower of 7th level or higher

**Cost:** 2,550 RPs

#### SPECIAL ABILITIES

**Spell-Like Abilities:** At will—*circle of death*, *chaos hammer* (DC 18), *deeper darkness*, *fear* (DC 18), *finger of death* (DC 21), *fireball* (DC 17), *fly*, *invisibility*, *see invisibility*; 3 per day—*circle of death* (DC 20); 1 per day—*implosion* (DC 23), *power word blind*. A death slaad unit uses these abilities as if a 15th-level caster.

**Damage Reduction (Ex):** Death slaad gain +7 Toughness unless they are attacked with lawful weapons.

**Immunities:** Death slaad suffer no damage from sonic attacks.

**Resistances:** Death slaad units gain +5 Toughness when attacked by acid, cold, electricity, or fire resistance.

**Summon Slaad (Sp):** Up to twice per day, a death slaad unit may attempt to summon other slaad units. It may attempt to summon two red or blue slaad units with a 40 percent chance of success, or two green slaad units with a 20 percent chance of success. These units are created as special units. Summoned units return from whence they came six turns after they are summoned.

## TARRASQUE

Colossal magical beast. Only one is known to exist. Generally, a tarrasque will not be part of any army, but it is the sort of creature an army might be sent to defeat.

#### ATTRIBUTES

**MAB:** +62

**RAB:** N/A

**AC:** 35

**Melee Power:** +63

**Ranged Power:** N/A

**Toughness:** 70

**Wound Levels:** 7

**Morale:** +50

**Command:** -4

**Fort Save:** +38

**Ref Save:** +29

**Will Save:** +20

**Move:** 4

**MPs:** 28

**Shock Factor:** 19

**Prerequisites:** None

**Cost:** 4,905 RPs

## SPECIAL ABILITIES

**Frightful Presence (Su):** Whenever the tarrasque attacks a unit, that unit must make a Will save (DC 36). If it fails, it is shaken and remains so until it is no longer adjacent to the tarrasque.

**Carapace (Ex):** The tarrasque's carapace deflects all rays, lines, cones, and even *magic missile* spells. If the tarrasque is targeted by such an effect, there is a 30 percent chance it will reflect it back at the caster. If it is not reflected, it must still overcome the tarrasque's spell resistance.

**Damage Reduction (Ex):** The tarrasque receives a +9 bonus to Toughness unless it is attacked with epic weapons.

**Spell Resistance (Ex):** SR 32.

**Regeneration (Ex):** The tarrasque heals one wound per turn. Unless a *wish* or *miracle* is cast within one round of it being reduced to zero wounds, it reforms and continue to attack.

**Rush (Ex):** The tarrasque can choose to move an additional three inches at any point during a turn, as a free action.

**Immunities (Ex):** Immune to fire, poison, energy drain, ability damage, and disease.

## TITAN

Chaotic good extra-planar beings that resemble 25 foot-tall humans of great strength and beauty.

#### ATTRIBUTES

**MAB:** +40

**RAB:** N/A

**AC:** 38

**Melee Power:** +33

**Ranged Power:** N/A

**Toughness:** 42

**Wound Levels:** 6

**Morale:** +27

**Command:** +5

**Fort Save:** +26

**Ref Save:** +13

**Will Save:** +21

**Move:** 8

**MPs:** 56

**Shock Factor:** 18

**Prerequisites:** Wizard's tower of 9th level

**Cost:** 4,590 RPs

Titans revel in close combat. They usually engage in melee combat first, backing off and using their magical abilities only if they cannot overcome their foe that way.

#### SPECIAL ABILITIES

**Spell-Like Abilities:** At will—*chain lightning* (DC 23), *charm monster* (DC



# F I E L D S O F B L O O D

21), *fire storm* (DC 24), *greater dispel magic*, *hold monster* (DC 22), *invisibility*, *invisibility purge*, *persistent image* (DC 22); 3 per day—*etherealness*, *word of chaos* (DC 22), *summon nature's ally IX*; 1 per day—*gate*, *meteor swarm* (DC 26). A titan unit uses these abilities as if a 20th-level caster.

Good or neutral titans may cast *daylight* and *holy smite* (DC 21) at will, as well as *greater restoration* once per day.

Evil titans may cast *deeper darkness* and *unholy blight* (DC 21) at will, as well as *crushing hand* once per day.

**Damage Reduction:** Titans have a Toughness bonus of +9 except against lawful weapons or spells.

**Spell Resistance:** SR 32.

## TREANT

Intelligent plants that resemble a cross between trees and humans.

### ATTRIBUTES

**MAB:** +13

**RAB:** N/A

**AC:** 20

**Melee Power:** +11

**Ranged Power:** N/A

**Toughness:** 20

**Wound Levels:** 3

**Morale:** +8

**Command:** +1

**Fort Save:** +10

**Ref Save:** +1

**Will Save:** +7

**Move:** 6

**MPs:** 42

**Shock Factor:** 4

**Prerequisites:** Forest

**Cost:** 1,595 RPs

### SPECIAL ABILITIES

**Animate Trees (Sp):** A treant unit may animate trees within four inches of it, creating up to two friendly units of animated trees. If the creating unit only has one or two wounds left, it can only create one animated trees unit. An animated trees unit functions in all respects like a treant unit, except that it may only move two inches per turn, and it loses its ability to move at all if the treant unit that created it is destroyed or moves more than four inches away from it.

**Plant:** Immune to mind-influencing effects, poison, sleep, paralysis, stunning and polymorphing.

**Fire Vulnerability (Ex):** Fire attacks against a treant unit double their Power.

**Damage Reduction:** The treant has +7 Toughness against all but slashing weapons.

**Double Damage Against Objects:** The treant's Power is doubled when it attacks fortifications or siege engines.

## TROGLODYTE

Evil reptilian humanoids.

### ATTRIBUTES

**MAB:** +3

**RAB:** N/A

**AC:** 15

**Melee Power:** +10

**Ranged Power:** N/A

**Toughness:** 22

**Wound Levels:** 2

**Morale:** +2

**Command:** -1

**Fort Save:** +5

**Ref Save:** -1

**Will Save:** +0

**Move:** 6

**MPs:** 42

**Shock Factor:** 0

**Prerequisites:** Mountain or underground

**Cost:** 300 RPs

Troglodyte units are created as any other martial unit. They function in battle as does any other martial unit, except as noted below.

### SPECIAL ABILITIES

**Stench (Ex):** When under stress, troglodytes emit an odor that other creatures find offensive. When a troglodyte unit engages in melee combat, all adjacent units (except for other troglodyte units) must make a Fortitude save (DC 13). Units that fail suffer a -2 penalty to attack rolls and Power. This effect lasts for the remainder of the turn.

## TROLL

Ravenous humanoid predators with regeneration.

### ATTRIBUTES

**MAB:** +11

**RAB:** N/A

**AC:** 16

**Melee Power:** +20

**Ranged Power:** N/A

**Toughness:** 30

**Wound Levels:** 3

**Morale:** +4

**Command:** -2

**Fort Save:** +11

**Ref Save:** +4

**Will Save:** +3

**Move:** 6

**MPs:** 42

**Shock Factor:** 1

**Prerequisites:** None

**Cost:** 1,140 RPs

Troll units are created as any other martial unit. They function in battle as does any other martial unit, except as noted below.

### SPECIAL ABILITIES

**Regeneration (Ex):** Troll units regenerate one wound per turn, unless that wound was inflicted by a fire or acid attack. A troll unit that has had three wounds inflicted on it by means other than fire or acid may not move, attack, or defend itself, but it is not eliminated from play unless a coup de grace is applied to it. A full-turn action by a unit equipped with mundane fire or acid will suffice for this purpose. Otherwise, the troll unit regenerates and becomes active again on its next turn.

**Rend (Ex):** The troll gains a +4 Melee Power to reflect this ability. This is included in the stat block above.

## WINTER WOLF

Predatory magical beasts native to arctic climes.

### ATTRIBUTES

**MAB:** +9

**RAB:** N/A

**AC:** 15

**Melee Power:** +21

**Ranged Power:** N/A

**Toughness:** 29

**Wound Levels:** 3

**Morale:** +6

**Command:** -1

**Fort Save:** +8

**Ref Save:** +6

**Will Save:** +3

**Move:** 10

**MPs:** 70

**Shock Factor:** 0

**Prerequisites:** Any province with a cold climate

**Cost:** 1,170 RPs

Winter wolf units are created as any other martial unit. They function in battle as does any other martial unit, except as noted below.

### SPECIAL ABILITIES

**Breath Weapon (Su):** Winter wolf units may breathe a cone of cold as a free action. The unit adjacent to the winter wolf unit's front facing undergoes an attack with a

# THE BOOK OF WAR

Melee Power 11, or a Melee Power 5 if the unit succeeds at a Reflex save (DC 16).

**Cold Subtype:** Immune to cold. The Power of any fire-based attack is doubled against a winter wolf.

## ZOMBIE,

### HUMAN COMMONER

Corpses reanimated by dark magic.

#### ATTRIBUTES

**MAB:** +2  
**RAB:** N/A  
**AC:** 11  
**Melee Power:** +9  
**Ranged Power:** N/A  
**Toughness:** 24  
**Wound Levels:** 2  
**Morale:** N/A  
**Command:** +0  
**Fort Save:** +0  
**Ref Save:** -1  
**Will Save:** +3  
**Move:** 6  
**MPs:** 42  
**Shock Factor:** 0  
**Prerequisites:** Bleak Sanctuary of 4th level or higher  
**Cost:** 200 RPs

Zombie units are created as any other martial unit. They function in battle as does any other martial unit, except as noted below. One zombie unit may be created per Bleak Sanctuary per season.

#### SPECIAL ABILITIES

**Undead:** Immune to mind-influencing effects, poison, sleep, paralysis, stunning, and disease. Not subject to ability damage, energy drain, or Morale checks.

**Partial Actions Only (Ex):** A zombie unit may choose to perform a move action or an attack action each turn, but not both.

**Upkeep:** As mindless undead, zombies do not need much in the way of food, shelter, equipment, recreation time, or so on. Upkeep on zombies is only one-fourth of normal.

## Mount Units

### ANIMATED OBJECT,

#### LARGE

Armies with powerful magic at their command may animate objects to serve as mounts. This entry covers any object with four or more legs large enough to carry a

Small or Medium soldier into battle, including a bizarre construct known as a horse golem. Horse golems are patched together from bits of dead flesh and horse body parts and animated by arcane magic.

#### ATTRIBUTES

**MAB:** +5  
**RAB:** N/A  
**AC:** 14  
**Melee Power:** +16  
**Ranged Power:** N/A  
**Toughness:** 24 (martial)  
**Wound Levels:** 3  
**Morale:** N/A  
**Command:** +0  
**Fort Save:** +1  
**Ref Save:** +1  
**Will Save:** -4  
**Move:** 8  
**MPs:** 56  
**Shock Factor:** 0  
**Prerequisites:** Wizard's tower  
**Cost:** 600 RPs

#### SPECIAL ABILITIES

**Construct:** Immune to mind-influencing effects, poison, sleep, paralysis, stunning and disease. Not subject to ability damage, energy drain or Morale checks.

## BULETTE

Huge, armored quadrupeds; also known as landsharks. Bulettes are relentless predators and none-too-bright, but they can be trained to serve as mounts.

#### ATTRIBUTES

**MAB:** +18  
**RAB:** N/A  
**AC:** 22  
**Melee Power:** +15  
**Ranged Power:** N/A  
**Toughness:** 24 (special)  
**Wound Levels:** 3  
**Morale:** +7  
**Command:** -4  
**Fort Save:** +11  
**Ref Save:** +8  
**Will Save:** +6  
**Move:** 8  
**MPs:** 56  
**Shock Factor:** 3  
**Prerequisites:** None  
**Cost:** 980 RPs

Bulette units cannot burrow or use their leap special ability while carrying riders.

#### SPECIAL ABILITIES

**Leap (Ex):** Bulette units without riders may leap into the air during combat, bring-

ing all four of their claws to bear at the expense of their bite attack. If they do so, they gain a +1 MAB and +1 Melee Power.

## CAMEL

Humped quadruped known as the ship of the desert because of its stamina. Camels can travel long distances on relatively little food and water.

#### ATTRIBUTES

**MAB:** +0  
**RAB:** N/A  
**AC:** 13  
**Melee Power:** +9  
**Ranged Power:** N/A  
**Toughness:** 23 (martial)  
**Wound Levels:** 2  
**Morale:** +0  
**Command:** -4  
**Fort Save:** +5  
**Ref Save:** +6  
**Will Save:** +1  
**Move:** 10  
**MPs:** 70  
**Shock Factor:** 0  
**Prerequisites:** Desert  
**Cost:** 290 RPs

## DIRE BOAR

Larger, meaner version of wild boars. Dire boars are large enough to serve as cavalry mounts, but quite difficult to tame because of their temperament.

#### ATTRIBUTES

**MAB:** +12  
**RAB:** N/A  
**AC:** 15  
**Melee Power:** +27  
**Ranged Power:** N/A  
**Toughness:** 28 (martial)  
**Wound Levels:** 3  
**Morale:** +6  
**Command:** -4  
**Fort Save:** +8  
**Ref Save:** +5  
**Will Save:** +8  
**Move:** 8  
**MPs:** 56  
**Shock Factor:** 0  
**Prerequisites:** Forest  
**Cost:** 1,075 RPs

## DISPLACER BEAST

Evil creatures with six legs and two muscular tentacles, which they use to strike at prey.

# FIELDS OF BLOOD

## ATTRIBUTES

**MAB:** +11  
**RAB:** N/A  
**AC:** 16  
**Melee Power:** +18  
**Ranged Power:** N/A  
**Toughness:** 29 (martial)  
**Wound Levels:** 3  
**Morale:** +5  
**Command:** -3  
**Fort Save:** +8  
**Ref Save:** +7  
**Will Save:** +3  
**Move:** 8  
**MPs:** 56  
**Shock Factor:** 0  
**Prerequisites:** None  
**Cost:** 975 RPs

Displacer beast are notoriously hard to see, and therefore hard to strike in combat. However, when they are used as cavalry mounts, they become easier to hit, as clever foes learn to estimate their location by spotting their riders.

## SPECIAL ABILITIES

**Displacement (Su):** Displacer beasts are continually surrounded by a light-bending glamor that makes it difficult to identify their exact location (hence their name). Any physical attack aimed at a displacer beast unit that is not carrying riders has a 50 percent chance to miss altogether unless the attacker has the benefit of true seeing.

**Resistance to Ranged Attacks (Su):** Displacer beast units that are not carrying riders gain a +2 resistance bonus to their saving throws versus any ranged spell or ranged magical attack (except for ranged touch attacks) that specifically targets them.

**Species Animosity (Ex):** Displacer beasts hate blink dogs above all other living things. Whenever a displacer beast unit finds itself within six inches of a blink dog unit, it must immediately move by the most direct path to attack the blink dog unit. If the displacer beast unit is carrying riders, it may make a successful Command check (DC 10) to avoid this compulsion.

## EAGLE, GIANT

Giant eagles are intelligent creatures that are relatively easy to train as aerial mounts.

## ATTRIBUTES

**MAB:** +9  
**RAB:** N/A  
**AC:** 15  
**Melee Power:** +16  
**Ranged Power:** N/A

**Toughness:** 25 (martial)  
**Wound Levels:** 2  
**Morale:** +4  
**Command:** +0  
**Fort Save:** +5  
**Ref Save:** +7  
**Will Save:** +3  
**Move:** 2, Fly 16  
**MPs:** 14, Fly 112  
**Shock Factor:** 0  
**Prerequisites:** None  
**Cost:** 810 RPs

## GRIFFON

Griffons are powerful flying creatures with body of a lion and the head and fore-quarters of an eagle.

## ATTRIBUTES

**MAB:** +13  
**RAB:** N/A  
**AC:** 17  
**Melee Power:** +19  
**Ranged Power:** N/A  
**Toughness:** 30 (martial)  
**Wound Levels:** 3  
**Morale:** +6  
**Command:** -3  
**Fort Save:** +8  
**Ref Save:** +7  
**Will Save:** +5  
**Move:** 6, Fly 16  
**MPs:** 42, Fly 112  
**Shock Factor:** 0  
**Prerequisites:** Hills or mountains  
**Cost:** 1,045 RPs

Griffons prefer to strike their foes from the above, using their special pounce attack. They relish the taste of horseflesh, and will attack horses if left to their own devices.

## SPECIAL ABILITIES

**Pounce (Ex):** If a griffon unit attacks from above by diving or leaping upon its target, it gains +2 Melee Power. The unit may both Charge and pounce.

**Dietary Preference (Ex):** Griffins find it exceedingly difficult to resist preying on horses, even if those horses are protected by riders. Whenever a griffon unit finds itself within six inches of a unit containing horses, it must immediately move by the most direct path to attack that unit. If the griffon unit is carrying riders, it may make a successful Command check (DC 10) to avoid this compulsion.

## HIPPOGRIFF

Hippogriffs are large flying creatures that resemble a cross between a horse and a giant eagle.

## ATTRIBUTES

**MAB:** +8  
**RAB:** N/A  
**AC:** 15  
**Melee Power:** +13  
**Ranged Power:** N/A  
**Toughness:** 26 (martial)  
**Wound Levels:** 2  
**Morale:** +2  
**Command:** -4  
**Fort Save:** +6  
**Ref Save:** +5  
**Will Save:** +2  
**Move:** 10, Fly 20  
**MPs:** 70, Fly 140  
**Shock Factor:** 0  
**Prerequisites:** Menagerie  
**Cost:** 745 RP

## PEGASUS

Pegasi are magnificent winged horses highly prized as aerial mounts.

## ATTRIBUTES

**MAB:** +9  
**RAB:** N/A  
**AC:** 14  
**Melee Power:** +16  
**Ranged Power:** N/A  
**Toughness:** 27 (martial)  
**Wound Levels:** 2  
**Morale:** +5  
**Command:** +0  
**Fort Save:** +7  
**Ref Save:** +6  
**Will Save:** +4  
**Move:** 12, Fly 24  
**MPs:** 84, Fly 168  
**Shock Factor:** 0  
**Prerequisites:** Forest  
**Cost:** 1,020 RPs

## RIDING DOG

The term riding dog covers large breeds (such as collies, huskies and St. Bernards).

## ATTRIBUTES

**MAB:** +3  
**RAB:** N/A  
**AC:** 16  
**Melee Power:** +11  
**Ranged Power:** N/A  
**Toughness:** 22 (martial)  
**Wound Levels:** 2

# THE BOOK OF WAR

**Morale:** +0  
**Command:** -4  
**Fort Save:** +5  
**Ref Save:** +5  
**Will Save:** +1  
**Move:** 8  
**MPs:** 56  
**Shock Factor:** 0  
**Prerequisites:** None  
**Cost:** 300 RPs

## SKELETON HORSE

Skeleton horses are evil things of necromancy, animated from the bones of light warhorses slain in battle.

### ATTRIBUTES

**MAB:** +5  
**RAB:** N/A  
**AC:** 13  
**Melee Power:** +12  
**Ranged Power:** N/A  
**Toughness:** 25 (martial)  
**Wound Levels:** 2  
**Morale:** N/A  
**Command:** +0  
**Fort Save:** +1  
**Ref Save:** +1  
**Will Save:** +3  
**Move:** 12  
**MPs:** 84  
**Shock Factor:** 0  
**Prerequisites:** Bleak Sanctuary  
**Cost:** 370 RPs

### SPECIAL ABILITIES

**Undead:** Immune to mind-influencing effects, poison, sleep, paralysis, stunning and disease. Not subject to ability damage, energy drain, or Morale checks.

**Immunities/Resistances (Ex):** Cold.

**Damage Reduction (Ex):** The skeletal horse has +5 Toughness against anything but bludgeoning weapons.

## TRICERATOPS

Triceratops is a quadruped dinosaur that has, on rare occasions, carried soldiers into battle as a truly fearsome cavalry mount. Although it is an herbivore, triceratops is notoriously bad-tempered and aggressive.

### ATTRIBUTES

**MAB:** +20  
**RAB:** N/A  
**AC:** 18  
**Melee Power:** +21  
**Ranged Power:** N/A  
**Toughness:** 31 (martial)  
**Wound Levels:** 5

**Morale:** +16  
**Command:** -5  
**Fort Save:** +19  
**Ref Save:** +9  
**Will Save:** +6  
**Move:** 6  
**MPs:** 42  
**Shock Factor:** 3  
**Prerequisites:** Any warm province  
**Cost:** 1,930 RPs

## WAR HORSE (HEAVY)

The term heavy warhorse covers large, working horses (from breeds such as Clydesdales) that are trained specifically for use as cavalry mounts.

### ATTRIBUTES

**MAB:** +8  
**RAB:** N/A  
**AC:** 14  
**Melee Power:** +16  
**Ranged Power:** N/A  
**Toughness:** 25 (martial)  
**Wound Levels:** 2  
**Morale:** +2  
**Command:** -4  
**Fort Save:** +7  
**Ref Save:** +5  
**Will Save:** +2  
**Move:** 10  
**MPs:** 70  
**Shock Factor:** 0  
**Prerequisites:** None  
**Cost:** 420 RPs

## WAR HORSE (LIGHT)

The term light warhorse covers smaller working horses (from breeds such as quarter horses and Arabians) that are trained specifically for use as cavalry mounts.

### ATTRIBUTES

**MAB:** +6  
**RAB:** N/A  
**AC:** 14  
**Melee Power:** +12  
**Ranged Power:** N/A  
**Toughness:** 24 (martial)  
**Wound Levels:** 2  
**Morale:** +1  
**Command:** -4  
**Fort Save:** +6  
**Ref Save:** +4  
**Will Save:** +2  
**Move:** 12  
**MPs:** 84  
**Shock Factor:** 0  
**Prerequisites:** None  
**Cost:** 380 RPs

## WORG

Worgs are cousins to dire wolves, but their relative intelligence and predominantly evil nature set them as a breed apart. They often serve evil humanoids, especially goblins, as mounts.

### ATTRIBUTES

**MAB:** +7  
**RAB:** N/A  
**AC:** 14  
**Melee Power:** +14  
**Ranged Power:** N/A  
**Toughness:** 26 (martial)  
**Wound Levels:** 2  
**Morale:** +4  
**Command:** -2  
**Fort Save:** +6  
**Ref Save:** +6  
**Will Save:** +3  
**Move:** 10  
**MPs:** 70  
**Shock Factor:** 0  
**Prerequisites:** None  
**Cost:** 430 RPs

## WYVERN

Wyverns are distant cousins of the dragons. They are, essentially, large flying lizards with a poison stinger in their tails.

### ATTRIBUTES

**MAB:** +15  
**RAB:** N/A  
**AC:** 18  
**Melee Power:** +14  
**Ranged Power:** N/A  
**Toughness:** 21 (special)  
**Wound Levels:** 3  
**Morale:** +6  
**Command:** -2  
**Fort Save:** +7  
**Ref Save:** +6  
**Will Save:** +6  
**Move:** 4, Fly 12  
**MPs:** 28, Fly 84  
**Shock Factor:** 2  
**Prerequisites:** Hills  
**Cost:** 1,205 RPs

Wyverns can strike with the stinger at the end of their long tails even when carrying a rider.

### SPECIAL ABILITIES

**Poison (Ex):** Whenever a wyvern unit inflicts damage on another unit, the target unit must make a successful Fortitude save (DC 17), or else suffer a -4 penalty to its Toughness.



**NAME:**

**FORMATION:**

**Description**

<b>Race:</b>	<b>Feats:</b>
<b>Unit Type:</b>	<b>Weapons:</b>
<b>Training Level:</b>	<b>Armor:</b>
<b>Training Type:</b>	<b>Cost:</b>
<b>Subtype:</b>	<b>Upkeep:</b>

**Attributes**

<b>MAB:</b>	<b>Fort Save:</b>
<b>RAB:</b>	<b>Ref Save:</b>
<b>AC:</b>	<b>Will Save:</b>
<b>Melee Power:</b>	<b>Move:</b>
<b>Ranged Power:</b>	<b>MPs:</b>
<b>Toughness:</b>	<b>Shock Factor:</b>
<b>Wound Levels:</b>	<b>Prerequisites:</b>
<b>Morale:</b>	
<b>Command:</b>	

**Notes:**

**NAME:**

**FORMATION:**

**Description**

<b>Race:</b>	<b>Feats:</b>
<b>Unit Type:</b>	<b>Weapons:</b>
<b>Training Level:</b>	<b>Armor:</b>
<b>Training Type:</b>	<b>Cost:</b>
<b>Subtype:</b>	<b>Upkeep:</b>

**Attributes**

<b>MAB:</b>	<b>Fort Save:</b>
<b>RAB:</b>	<b>Ref Save:</b>
<b>AC:</b>	<b>Will Save:</b>
<b>Melee Power:</b>	<b>Move:</b>
<b>Ranged Power:</b>	<b>MPs:</b>
<b>Toughness:</b>	<b>Shock Factor:</b>
<b>Wound Levels:</b>	<b>Prerequisites:</b>
<b>Morale:</b>	
<b>Command:</b>	

**Notes:**

**NAME:**

**FORMATION:**

**Description**

<b>Race:</b>	<b>Feats:</b>
<b>Unit Type:</b>	<b>Weapons:</b>
<b>Training Level:</b>	<b>Armor:</b>
<b>Training Type:</b>	<b>Cost:</b>
<b>Subtype:</b>	<b>Upkeep:</b>

**Attributes**

<b>MAB:</b>	<b>Fort Save:</b>
<b>RAB:</b>	<b>Ref Save:</b>
<b>AC:</b>	<b>Will Save:</b>
<b>Melee Power:</b>	<b>Move:</b>
<b>Ranged Power:</b>	<b>MPs:</b>
<b>Toughness:</b>	<b>Shock Factor:</b>
<b>Wound Levels:</b>	<b>Prerequisites:</b>
<b>Morale:</b>	
<b>Command:</b>	

**Notes:**

**NAME:**

**FORMATION:**

**Description**

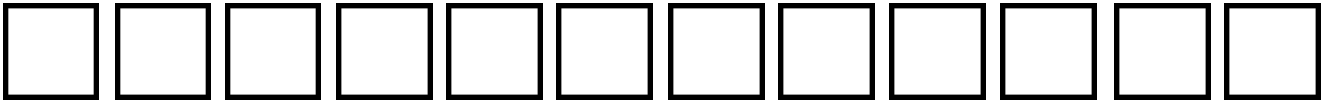
<b>Race:</b>	<b>Feats:</b>
<b>Unit Type:</b>	<b>Weapons:</b>
<b>Training Level:</b>	<b>Armor:</b>
<b>Training Type:</b>	<b>Cost:</b>
<b>Subtype:</b>	<b>Upkeep:</b>

**Attributes**

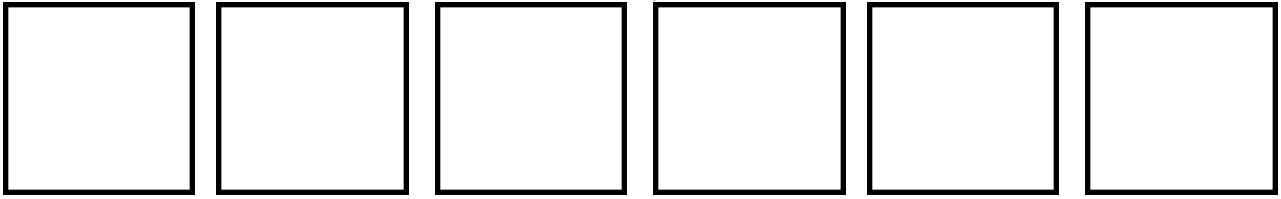
<b>MAB:</b>	<b>Fort Save:</b>
<b>RAB:</b>	<b>Ref Save:</b>
<b>AC:</b>	<b>Will Save:</b>
<b>Melee Power:</b>	<b>Move:</b>
<b>Ranged Power:</b>	<b>MPs:</b>
<b>Toughness:</b>	<b>Shock Factor:</b>
<b>Wound Levels:</b>	<b>Prerequisites:</b>
<b>Morale:</b>	
<b>Command:</b>	

**Notes:**

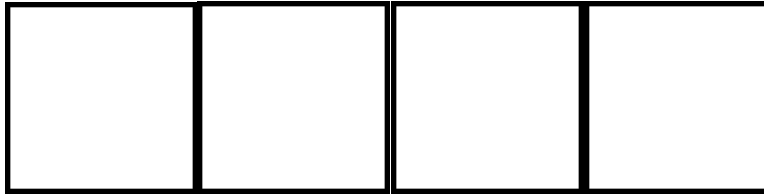
Individual Units



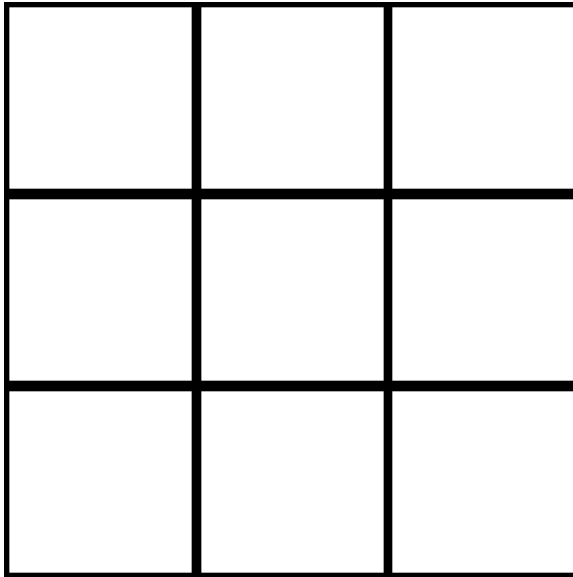
Martial and Special Units



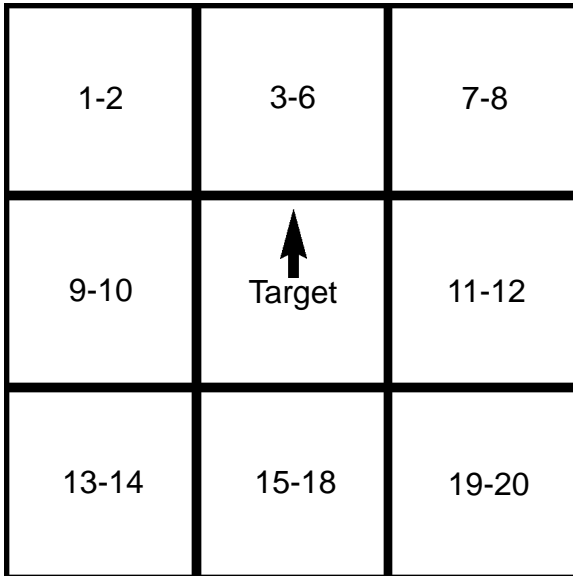
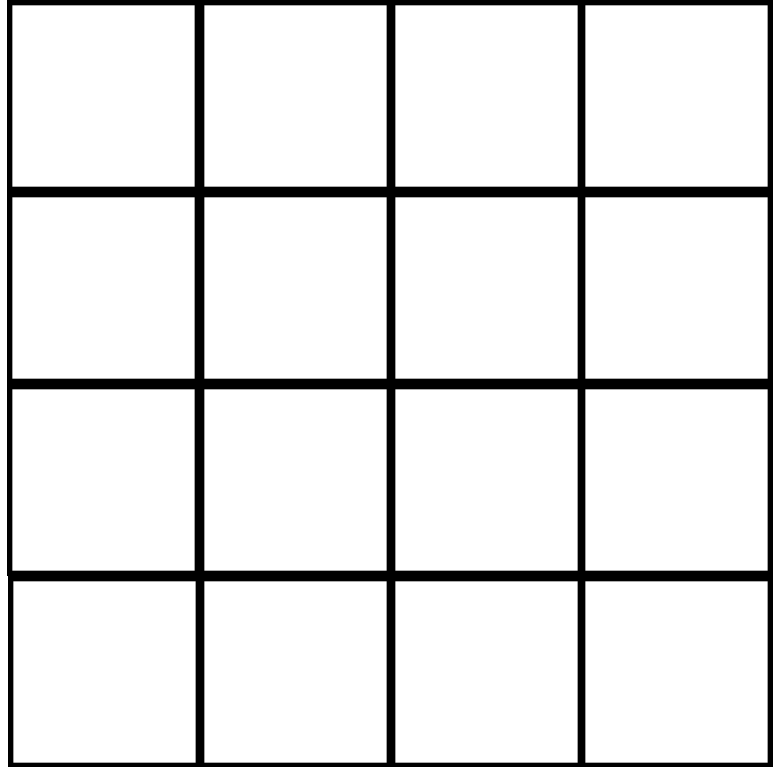
Cohort Formation



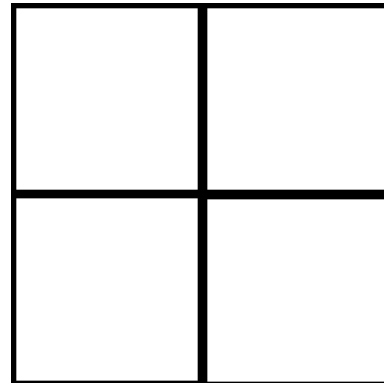
Company Formation



Legion Formation



Cohort Formation



Scatter Template

# THE BOOK OF WAR

## Index

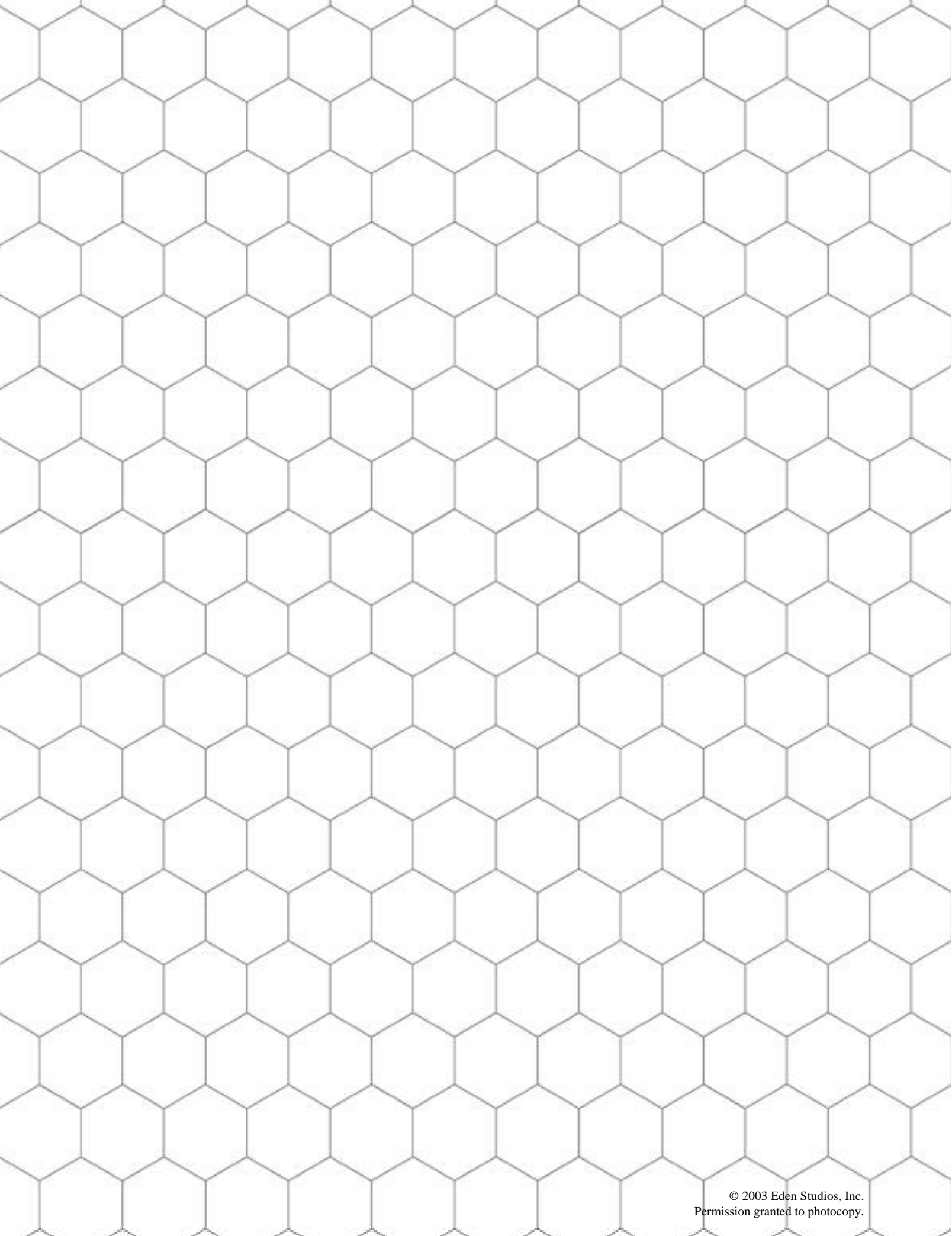
Actions 35-42, 70-72, 73, 74  
   Aerial Combat 73  
   Attack 70-71  
   Full-Turn 71-72  
   Individual 74  
   Martial 41  
   Movement 70  
   Realm 39-41  
   Regent 35-39  
 Battle 35, 63-75, 85, 86-87  
   Aerial Combat 72-73  
   Activations 66  
   Command Checks 67  
   Damage 69  
   Facing 67  
   Generals 35, 64  
   Individuals 73-75  
   Initiative 66  
   Intersection 67  
   Melee Attacks 67  
   Morale 69, 91  
   Negotiation 63  
   Quick Combat 86-87  
   Ranged Attacks 68-69  
   Scatter 68, 174  
   Secunding 73-74, 95  
   Setup 65  
   Strategic Movement 64  
   Turn Sequence 66  
   Using Minis 85  
   Weather 79  
   Wounds 69  
 Campaign Conversion 110-113  
 Counters 59, 74, 174  
 Elbion Example 22-25, 44-45, 60-61  
   Defining/Converting 22-25  
   Map 23  
   Realm Play 44-45  
   Units 60-61  
 Espionage 36-37  
 Formations 36, 38, 59, 77  
   Create Formation 36  
   Name Formation 38  
   Reform Formation 38  
   Terrain 77  
 Fortification 20-22, 48, 78-79  
   Additional Features 21-22  
   Battlefield 78-79  
   Build Battlefield Fortification 41  
   Build Permanent Fortification 40  
   Fortify Unit 41  
   Permanent 20-22  
 Glossary 4  
 Heroes 73-75, 95-109, 115-117  
   Character Classes 115-117  
   Feats 97  
   Prestige Classes 97-108  
   Secunding 95  
   Skills 95-96  
 Improvements 16-22, 34, 37, 39, 40  
   Assets 19  
   Buy Improvement 39  
   Churches 17  
   Druidic Circle 18  
   Guilds 16-19, 37  
   Improve Guild 40  
   Thieves' Guild 18-19  
   Upkeep 34  
   Utilities 19-20  
   Wizard's Tower 17-18  
 Magic 88-93

Area of Effect 91  
 Battle Magic 93  
 Casting Time 89  
 Duration 91  
 Metamagic Feats 91-93  
 Morale 91  
 Preparing Spells 90  
 Range 90  
 Realm Magic 36, 93  
   Saves 91  
 Magic Items 108-109  
 Movement 41-42, 64  
   Strategic Movement 64  
 Open Gaming Content 6  
 Population Centers 15-16, 40  
   Build Thorpe 40  
   Garrison Population Center 40  
   Over-Mustering 16  
   Standing Armies 16  
   Upgrade Population Center 40  
 Port 40, 42  
 Prestige Classes 97-108  
   Battle Shaman 98  
   Battlefield Crusader 99  
   Battlefield Magus 100  
   Dreadlord 102  
   Hordemaster 103  
   Living Legion 104  
   Master Mason 105  
   Warrior 106  
   Warlord 107  
 Provinces 13-15, 35, 41-42, 64, 85-86  
   Annex 35, 64, 85-86  
   Explored 14  
   Governed 15  
   Mixed Terrain 14  
   Movement 41-42  
   Status 14-15  
   Terrain 13-14  
   Upkeep 32  
   Wild 14  
 Random Events 29-31  
   Descriptions 30-31  
 Realm Conditions 38, 42-43  
 Realm Play 28-42  
   Collect Resources 32  
   Forge Alliance 37  
   Realm Morale 32, 33  
   Seasons 28  
   Sever Ties 38  
   Turn Sequence 28  
 Realms 9-13  
   Civilization 11-12  
     Barbaric 11  
     Civilized 12  
     Cultured 12  
     Nomadic 11  
   Governing Style 12-13  
     Despot 12  
     Neutral 12  
     Noble 12  
     No Centralized 13  
     Upkeep 34  
     Warlord 12  
   Improvements 16-22  
   Mixed Race 16  
   Race 10-11  
   Record Sheet 10, 172  
 Regions 15  
   Colonies 15  
   Sovereign 15  
 Resources 9, 16, 32, 35, 39  
   Bank Income 35  
   Bank Surplus 39  
   Collect Resources 32  
   Income 32  
   Multipliers 16  
   Resource Points 9, 32  
   Surplus 32  
   Taxes 32  
   Road 40  
   Screaming 18  
   Seasons 28  
   Siege 81-85  
     Assault 83-84  
     Beach 82  
     Blockade 82  
     Bombarding 83  
     Sappers 83  
     Weapons 84-85  
   Terrain 13-14, 76-78, 84  
     Battlefield 76-78  
     Mixed 14  
     Province 13-14  
     Urban 84  
   Trade 39  
   Units 34, 36, 38, 39, 41-42, 47-59, 79-81  
     Aerial 55  
     Armor 48, 49, 58  
     Attributes 48  
     Caster 90  
     Cavalry 54  
     Class/Level 49, 53  
     Command 51  
     Conditions 79-81  
     Cost 48, 51-52, 59  
     Creation Process 49-59  
     Disband Troops 41  
     Feats 48, 57-58  
     Formations 36, 38, 59  
     Fortify Unit 41  
     Infantry 53-54  
     Irregulars 36  
     Martial 49  
     Melee Attack Bonus (MAB) 49  
     Melee Power 49  
     Morale 50, 91  
     Move 41-42, 51  
     Muster Troops 38  
     Race 48, 49  
     Ranged Attack Bonus (RAB) 49  
     Ranged Power 50  
     Record Sheet 48, 173  
     Recover Troops 42  
     Saves 51  
     Shock Factor 51  
     Special 49  
     Special Abilities 52  
     Subtype 48, 55-57  
     Toughness 50  
     Train Troops 39  
     Training Level 48, 53-55  
     Training Type 48, 53-55  
     Type 48, 49  
     Upkeep 34  
     Weapons 48, 58  
     Wound Levels 50  
   Upkeep 32-34  
   Weather 79

## Tables

Table 2.1: Racial Attitudes 11  
 Table 2.2: Nomadic Camps 11  
 Table 2.3: Despot Unit Requirements 12  
 Table 2.4: Production 15  
 Table 2.5: Population Centers 15  
 Table 2.6: Permanent Fortifications 21  
 Table 2.7: Additional Features 21  
 Table 2.8: Gates 22  
 Table 3.1: Winter Events 29  
 Table 3.2: Spring Events 29  
 Table 3.3: Summer Events 29  
 Table 3.4: Fall Events 30  
 Table 3.5: Taxation Level 32  
 Table 3.6: Population Upkeep 32  
 Table 3.7: Realm Morale Modifiers 33  
 Table 3.8: Realm Morale 33  
 Table 3.9: Governing Style Upkeep 34  
 Table 3.10: Irregular Unit Cost Modifier 36  
 Table 3.11: Disrupt Trade 36  
 Table 3.12: Infiltrate Guild 37  
 Table 3.13: Spying 37  
 Table 3.14: Forge Alliance Cost 38  
 Table 3.15: Racial Attitude Modifiers 38  
 Table 3.16: Trade Benefit 39  
 Table 3.17: Option Realm Actions 39  
 Table 3.18: Population Center Upgrade Costs 40  
 Table 3.19: Movement by Province 41  
 Table 4.1: Wound Levels 50  
 Table 4.2: Sample Morale Modifiers 51  
 Table 4.3: Shock Modifiers 51  
 Table 4.4: Light Infantry 53  
 Table 4.5: Medium Infantry 53  
 Table 4.6: Heavy Infantry 53  
 Table 4.7: Aerial Units 55  
 Table 4.8: Armor 58  
 Table 4.9: Melee Weapons 58  
 Table 4.10: Ranged Weapons 58  
 Table 4.11: Formation Modifiers 59  
 Table 5.1: Shuffle Action 70  
 Table 5.2: Wheel Action 70  
 Table 5.3: Fire Effects 77  
 Table 5.4: Battlefield Fortifications 78  
 Table 5.5: Cover Effects 81  
 Table 5.6: Bombardment Results 83  
 Table 5.7: Sapper Results 83  
 Table 5.8: Building Siege Weapons 85  
 Table 5.9: Quick Combat 86  
 Table 5.10: Casualties 87  
 Table 5.11: Results of Battle 87  
 Table 6.1: Spell Range 91  
 Table 6.2: Moral Check for Magic 91  
 Table 6.3: Realm Spell Cost 93  
 Table 7.1: The Battle Shaman 98  
 Table 7.2: The Battlefield Crusader 99  
 Table 7.3: The Battlefield Magus 101  
 Table 7.4: The Dreadlord 102  
 Table 7.5: The Hordemaster 103  
 Table 7.6: The Living Legion 104  
 Table 7.7: The Master Mason 105  
 Table 7.8: The Warrior 107  
 Table 7.9: The Warlord 107





# Lay Waste to Your Enemies!

As dawn broke, the armies arrayed for battle.

The telltale sounds of warriors at the ready drifted across the field. Horses snorted; metal scraped against metal as soldiers drew their swords; leather creaked under the weight of cavalymen; someone muttered a prayer.

Their homeland—all they had built—was threatened. This was a fight they had to win.

**Fields of Blood: The Book of War** provides everything you need to rule a nation, raise an army, and assault your enemies on the battlefield. From realms to units to battle to magic, your character can now be a hero both in the dungeon and on the battlefield.

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- Rules for mustering and training troops, from a unit of one hundred to an army of thousands!
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