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Advanced Dungeons & Dragons
2nd Edition

KHARSTILIN WINDHURCH
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Game Accessory for "Castles"



Darkhold



Darkhold

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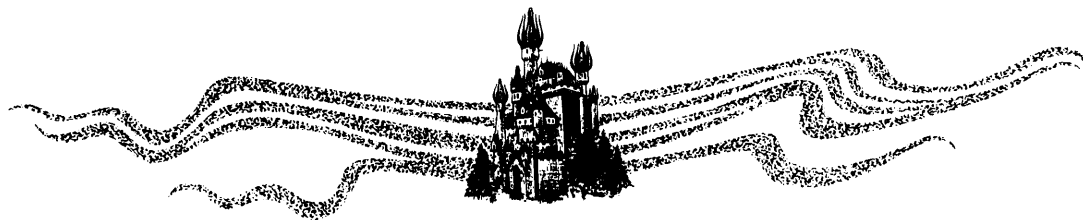
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Introduction

In the Far Hills, in the heart of the Heartlands, there looms a castle of immense proportion. Its walls are streaked red by the rusting iron bars upon the windows; its chimneys spew forth a smoke as foul as the men who call the place home. This is Darkhold, base of the evil Zhentarim.

In the pages that follow, you'll find a complete description of Darkhold Castle, from the deepest dungeon to the tallest tower. You'll learn about the Zhentarim who live and lurk here. You'll discover new schemes and treachery of the Black Network. And you'll find three BATTLESYSTEM™ game scenarios for conducting an assault upon this nefarious keep.

A Brief History

The solemn towers of Darkhold have only recently become one of the Zhentarim's main bases. Like most ancient structures in the Realms, the castle has passed through the hands of numerous masters since its construction. To relate the tale of every master would require an entire volume. This section, therefore, provides only the "high points" in Darkhold's history.

Reign of the Giants

According to legend, Darkhold's story began more than a millennium ago, when it was known as the Keep of the Far Hills. It was built as a summer capitol for the "Giant Empires" (empires run by giants). Most current scholars agree that the rulers of those empires were nothing more than bandit kings, whose control was as long as their reach. (Of course, as giants, they had a longer reach than most other bandits.) Situated in the Far Hills, the castle was in a position to dominate trade routes north out of the Iriaebor Valley. It could also dominate river trade down the Yellow Snake Gorge.

The role of the so-called "Giant Emperors" is still a matter of conjecture

and discussion today. However, there are some, scattered among the giant tribes of the North, who claim to be heirs to the ancient thrones. Whatever the truth of the empires may be, the castle itself was definitely built for giant races. Its size and construction support no other explanation.

The keep was originally unguarded. With no wall to stop them, the rebellious Far Hills halfling tribes attempted to besiege the castle. The giants repelled the diminutive barbarians, but found their initial construction lacking. As a result, they added the massive keep wall, deepened the moat, and installed the gate and drawbridge.

In the end, the giants' castle fell to internal strife as opposed to outward armies. The legends say that a pair of brothers—princes of the local lord—quarreled over their inheritance. Through poison, magic, and mercenaries, the brothers thinned the castle's population (including their father). In time, only the brothers themselves were left. The two fought and mortally wounded each other. According to legend, each dragged himself off to die alone, in a hiding place concealed in the castle walls. The brothers' spirits are still said to stalk the castle. Even in this phantom state, each brother seeks the other's destruction.

The giant's keep was abandoned by all. With the toppling of the last giant emperor, the keep became an empty shell. Human and elvish adventurers looted whatever treasures remained.

A Dragon and Wildmen

Over the next few centuries, the castle saw a variety of owners. Not all of them were human. For a time, Darkhold's courtyard became the home of the dragon Cryomantipelica. The central hall became the creature's lair. The dragon remained in residence until it was slain by the dwarven hero Harristor Thunderswing.

Castle Darkhold later was known as the "Wild Hold." It served as the base of the hero Brundar Tigerbane and his adventuring company, the Wildmen of the North. It was under Brundar's rule that the outbuildings beyond the keep wall and the outer perimeter wall were built. The thick pine forest at the base was planted by Brundar's advisor, the druid Callidox. It is said that Callidox engaged in additional, unauthorized diggings deep within the bowels of the earth beneath the castle. But this kind of story revolves around every castle built in the Realms—i.e., that below the castle are myriad secret passages and rooms.

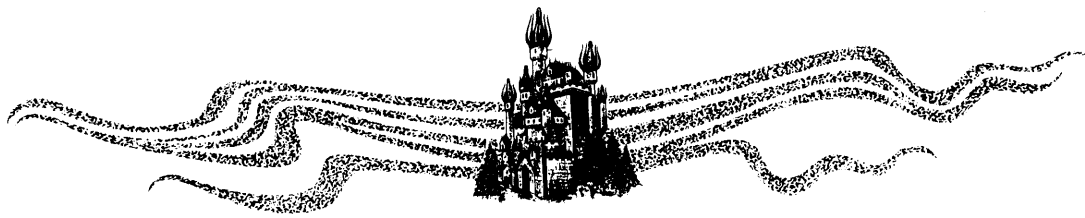
Brundar died in combat, along with most of his Wildmen. Callidox disappeared shortly thereafter, never to be seen again by mortal men. The major trade routes passed to the south of the Far Hills, and the castle was abandoned once more. Once again, dark things began to make their lair in the fortress.

Varalla vs. the Zhentarim

It was within living memory that the castle came to be called Darkhold. The name arose from the rule of a lich-queen, Varalla, who brought all manner of dark monsters and creations to the fortress.

Varalla's own past is shadowy. According to some, she was present at the Battle of the Bones, where she was buried "alive" by the other dead. She spent nearly a century digging her way out, and then came to the Sunset Keep (as Darkhold was called then). Within the year, she had conquered the lesser monsters within, killing all who refused to follow her. With Varalla as leader, the keep gained a dark reputation and became known as "the Darkhold," or simply "Darkhold."

Under Varalla's reign, Darkhold soon was filled with undead minions and dark magic. Reputedly, Varalla herself was still preoccupied with spell research and new magic. Legends



spread as to the wonders she had discovered within the old walls.

These legends brought the attention of the Zhentarim, also known as the Black Network. The Zhentarim's star was already on the rise in the Moonsea area, and they were seeking to expand their influence westward. Varalla had already destroyed several parties of explorers and adventurers (good and evil) who had challenged her in her lair. The Black Network chose to lay siege to Darkhold, taking the castle fully by force of arms.

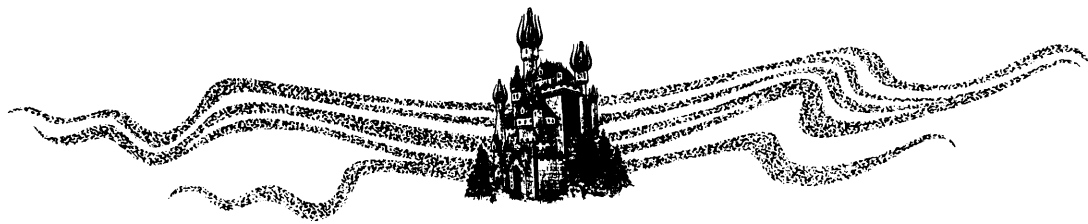
By this time, Brundar's outer walls were in serious disrepair. Lead by Lord Manshoon of Zhentil Keep (a member of the Inner King of Power), the Zhentarim's forces easily bypassed the decaying walls. Their forces consisted of goblin recruits, Zhentil Keep militia, and some highly trained mercenaries who were woefully misinformed about the opponent's true nature. After a hard-fought battle in the halls of the Keep itself (in which most of the goblinoids and mercenaries perished), Fzoul Chembryl killed Varalla with a *mace of disruption*. (Fzoul, a 13th level priest, also belongs to the powerful Inner Ring.)

Since that battle, the Black Network has used Darkhold as a base, taking advantage of its remote location as a secure position for planning, experimentation, and the holding of prisoners. Darkhold has an important advantage over Zhentil Keep: it lacks a nearby town or city, which could serve as cover for infiltrators (as well as provide a population that must be protected). On the other hand, this remoteness means the keep requires constant supply, either from local sources, or by supply trains which thread their way south from Zhentil Keep.

The Black Network has restored the Keep itself to livable status. They have also rebuilt the perimeter wall to repel anticipated attackers. Zhentarim leaders assume that Darkhold will provide a refuge if their fortunes ever turn

sour on the Moonsea. The castle is also meant to serve as a base of operations from which the Zhentarim can harass and attempt to control trade between the Inner Sea Lands and the Sword Coast.





Zhentarim At Darkhold

The Zhentarim contingent at Darkhold numbers some 1,000, including servants, mercenaries, and guards, as well as the Black Network's ruling elite. The elite are Zhentarim whom the Inner Ring trusts enough to post so far from direct control.

The Inner Ring of Power dominates the Zhentarim. This ring has three members: Lord Manshoon, Fzoul Chembryl, and Sememmon. Only Sememmon makes his home in Darkhold. He is regarded as the master of the Keep. Fzoul Chembryl and Lord Manshoon reside at Zhentil Keep.

Note: In the text below, spells are designated as "wartime" and "peacetime." "Wartime" means "anytime combat or conflict is anticipated." "Peacetime" refers to all other periods.

Top-Ranking Residents

Sememmon

Level 15 Wizard, Lawful Evil
Human Male

Sememmon, Master of Darkhold, was once Lord Manshoon's apprentice. (Both are wizards.) After a former member of the Inner Ring had a disagreement with Manshoon and Chembryl, Sememmon was appointed to fill the vacancy.

Sememmon remains loyal to Lord Manshoon, who treats him as a trusted lieutenant. Fzoul Chembryl, however, prefers that Sememmon remain far away from the day-to-day politics of Zhentil Keep. As a result, Sememmon was given control of the Darkhold outpost—a position important enough to merit his attention, but not so important that he poses a true threat to either of the powers back home.

As the youngest member of the Inner Ring, Sememmon is patient with his two senior partners, knowing that they eventually will turn on each other. He plans for the day when he either must help the winner, or must

take command himself in the event his seniors destroy each other. In the meantime he remains more-or-less neutral, and as a result, tends to stabilize the Inner Ring.

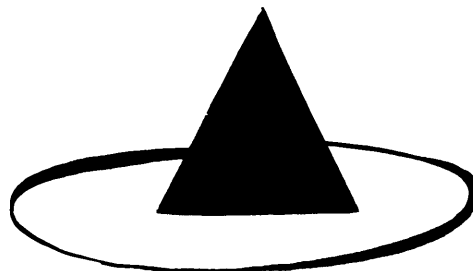
Sememmon's neutrality in Zhentarim politics reflects his prudent, planning nature. He is continually involved in plots that may take months or years to reach full fruition. To him, temporary setbacks are only building blocks to final victory.

Death means little to Sememmon, and he does not fear it. He has died several times, only to return to the living. His present mortal form is a clone which was brought to life after the Harpers destroyed his true physical form. He has left some tissue back in Zhentil Keep, which Manshoon retains to guarantee Sememmon's loyalty.

Physical Description

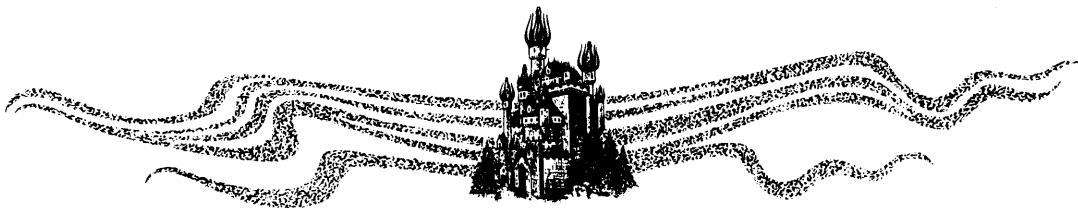
Sememmon is a middle-aged man in excellent health. He has thick black hair and no beard or mustache. His features are average. When not in his multihued robes, he is rather nondescript, especially when traveling with his *robe of blending*. He uses his common looks and mild manner (backed up by some magical spells) to travel unnoticed throughout the Heartlands.

Sememmon's Sigil



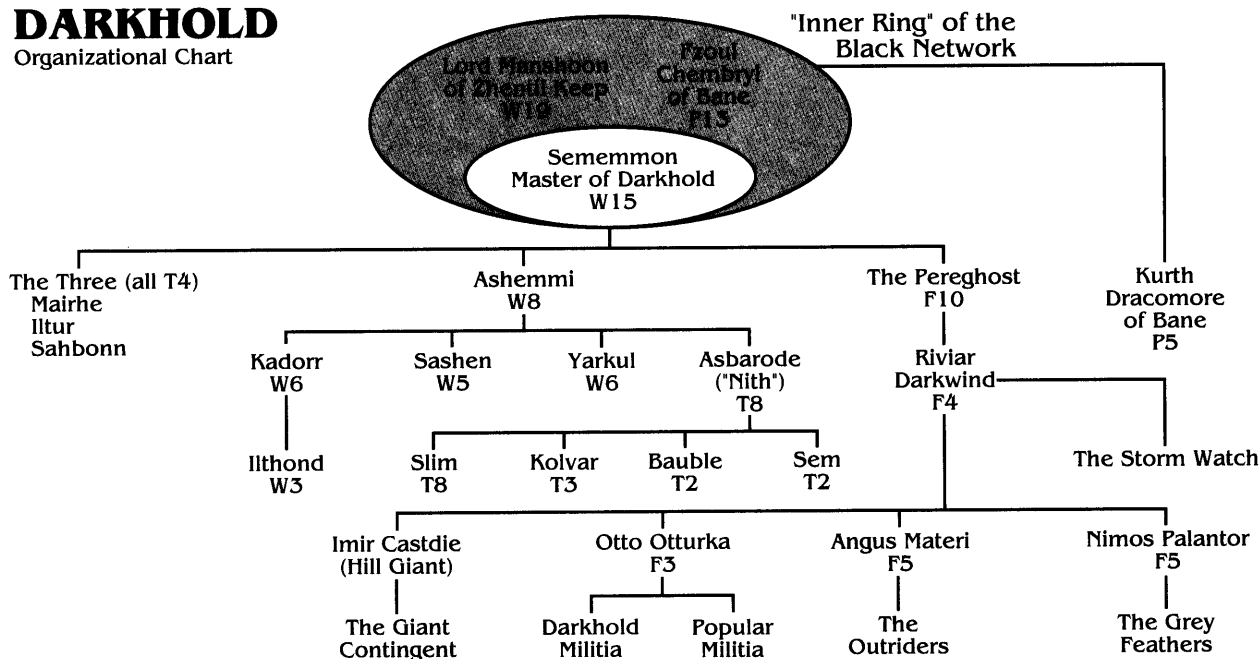
Game Information

- 15th level wizard
- Str 9 Dex 15 Con 9
 Int 18 Wis 16 Cha 14
- AC 2 (*bracers of defense*); MV 12; hp 56; #AT 1; Dmg 1-6/1-6 (quarter-staff), 2-5/2-4 (*dagger of venom* + poison); SA magic use; SD *robe of blending*; AL LE; THACO 16.
- **Magical Equipment:** *dagger of venom* (+1 to hit and damage plus poison); *bracers of defense*, AC 2; *robe of blending*; *wand of lightning* (27 charges remaining); *ring of regeneration*; *ioun stone* (lavender and green ellipsoid, absorbs spell up to 4th level, 10-40 levels before burning out); *brooch of shielding*.
- **Key Proficiencies:** ancient history, engineering, spellcraft, dagger, staff, others as determined by the DM.
- **Peacetime Spells:**
 - 1st Level: *change self*, *detect magic*, *hypnotism*, *magic missile*, *unseen servant*
 - 2nd Level: *alter self*, *invisibility*, *misdirection*, *rope trick*, *wizard lock*
 - 3rd Level: *dispel magic*, *fly*, *delude*, *protection from good*—10' radius, *protection from normal missiles*
 - 4th Level: *detect scrying*, *improved invisibility*, *fear*, *wizard eye*, *stoneskin*
 - 5th Level: *Btgb's interposing hand*, *dismissal*, *false vision*, *telekinesis*, *teleport*
 - 6th Level: *globe of invulnerability*, *true seeing*
 - 7th Level: *limited wish*.
- **Wartime Spells:**
 - 1st Level: *sleep*, *wall of fog*, *magic missile* (x3)
 - 2nd Level: *alter self*, *detect invisibility*, *improved phantasmal force*, *stinking cloud*, *wizard lock*
 - 3rd Level: *dispel magic*, *fireball*, *protection from evil*—10' radius, *protection from missiles*, *slow*
 - 4th Level: *fear*, *phantasmal killer*, *ice storm*, *wall of fire*, *stoneskin*
 - 5th Level: *cloudkill*, *cone of cold*, *passwall*, *wall of force*, *wall of stone*
 - 6th Level: *disintegrate*, *move earth*
 - 7th Level: *limited wish*.



DARKHOLD

Organizational Chart



NOTE: Sememmon uses his *limited wish* spell to duplicate lesser-level spells, and, under its limitations, cannot use it to manipulate large areas or situations. He is not worried about the aging effects, since if he grows too old, he may be cloned back into existence by Manshoun.

• **BATTLESYSTEM™ Game Brief:** AD 4; AR 6; Hits 5; CD 9; MV 12. Individual figure. May command the monstrous and human troops of Darkhold Keep, regardless of type.

NOTE: Neither Sememmon, nor any other wizard or priest in the Realms, causes awe or horror merely by his appearance. The Realms is chock-full of spellcasters, and the presence of one on the battlefield is expected as the rule, not the exception.

Ashemmi

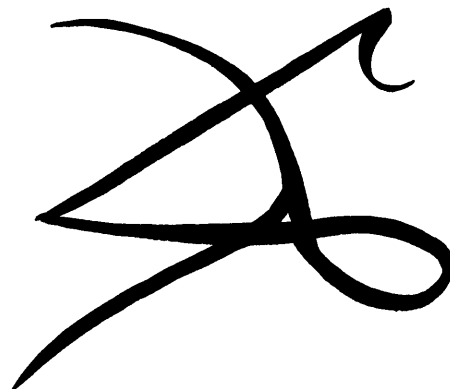
Level 8 Wizard
Neutral Evil Elven Female

Ashemmi is Sememmon's apprentice. She replaced the mage Thagdal,

who has parted company with the Master of Darkhold and is currently working in the Myth Drannor area on Zhentil Keep business. Ashemmi, a lovely elf, is also Sememmon's romantic interest.

Ashemmi is regarded as the second in command at Darkhold, and rules in Sememmon's stead when the elder wizard is working abroad for the Black Network. She herself rarely leaves the Keep.

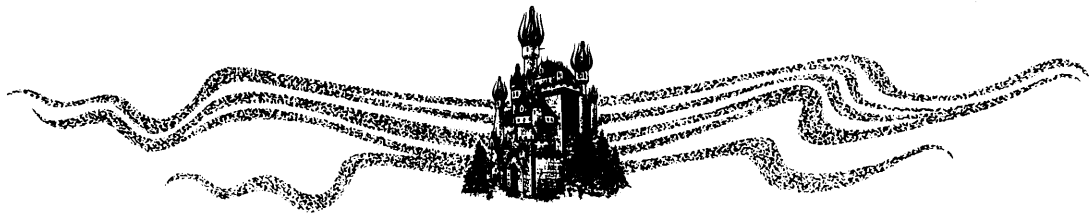
Ashemmi's Sigil



Once an elven adventurer of neutral good alignment, Ashemmi's alignment was altered by a cursed magical item. That curse was eventually removed, but the elf chose to remain evil, and stay with her new mentor, Sememmon. She has proved to be a promising student, and strives to be a better assistant, and a more loyal one, than Thagdal was before her.

Ashemmi is highly regarded within the Black Network hierarchy based in Zhentil Keep, but she is less highly regarded in Darkhold. She does not command the loyalty of the troops, who answer to the Pereghost (see below). However, she does lead the contingent of four lower-level wizards in the tower (see below). In addition, she is partly responsible for the actions of Asbarode and her band of rogues (who are also described below).

Ashemmi is aware of her deficiency in leading Darkhold's troops, but she attributes it to an inborn dislike of elves. She is stern with her lower-level pupils, and expects them to be as loyal to her as she is to Sememmon. She is not



blind to the infighting and plotting within the Zhentarim hierarchy, but she is confident that if her position is threatened, Sememmon will support and protect her.

Physical Description

Ashemmi is a beautiful elf with flaxen hair and golden eyes. She is vain, and prefers fiery red gowns and robes, ornamented by golden jewelry. Her one regret about the nature of evil is that it is often unpleasant to look at.

Game Information

- 8th level half-elven wizard
- Str 10 Dex 17 Con 12
 Int 17 Wis 12 Cha 15
- AC 4 (robes, Dex bonus of -3, and ring of protection +3); #AT 1; Dmg 1-4/1-3 (dagger); SA & SD Magic Use; AL NE; THACO 18.
- **Magical Equipment:** brooch of shielding (a gift from Sememmon); ring of protection +3; wand of paralysis.
- **Key Proficiencies:** spellcraft, her-

aldry, dagger, others determined by DM.

- **Peacetime Spells:**

- 1st Level: *charm; read magic, identify, message*

- 2nd Level: *invisibility, know alignment, hypnotic pattern*

- 3rd Level: *suggestion, clairvoyance, hold person*

- 4th Level: *magic mirror, polymorph other.*

Ashemmi uses *magic mirror* in conjunction with the *message* spell to communicate with Sememmon when he is away from his post, and to send for help if necessary.

- **Wartime Spells:**

- 1st Level: *charm; sleep; magic missile (x2)*

- 2nd Level: *invisibility, web, wizard lock*

- 3rd Level: *dispel magic, lightning bolt, protection from normal missiles*

- 4th Level: *dimension door, fire shield.*

NOTE: If she knows in advance that the opposition warrants it, Ashemmi may alter her spell list according to

her own ability and the capacity of the castle library.

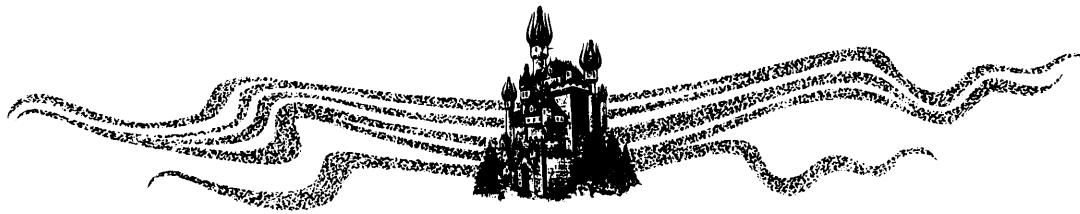
- **BATTLESYSTEM™ Game Brief:** AD 4; AR 7; Hits 3; CD 0; MV 12. Individual figure. Ashemmi cannot act as a leader of Darkhold's troops, but she maintains her spellcasting abilities and may use them in combat.

The Pereghost

Level 10 Fighter
Lawful Evil Human Male

This dark knight is a mystery. No one (save perhaps Sememmon) knows his real name. The Pereghost tends to speak only when he needs to bellow an order to his troops. His skull-faced helm is as well known throughout the Heartlands as the sigils of Elminster and Khelbhen Arunsun.

The Pereghost is reputed to be a fallen paladin who has judged himself unworthy and so serves evil because he cannot truly serve goodness. It is also said that he is a spawn of some creature from the nether planes, that



he is a dragon *polymorphed* by Sememmon, and that he is an undead creature whose decayed and unliving nature is hidden by powerful *dweomers* within his helm. The truth behind the Pereghost is unknown, as he chooses to speak little of his past (or of anything not directly pertinent to his work). It is known that he presented himself at the castle gates little over three winters ago, and in his tenure has risen to command the entire garrison of Darkhold in an effective, iron-handed manner.

His harsh manner has served to make him all the more popular with the troops he leads. Under the Pereghost's command, no one gains any favors except by merit, and promotions are earned through blood and sweat. This contrasts with the nature of the Black Network, where skullduggery, blackmail, and assassination are all respectable methods of advancement.

Most who serve the Pereghost are fanatically loyal to him. This includes the Outriders (cavalry), captains among the castle guard units, and particularly the elite Storm Watch. The Pereghost is loyal to Sememmon; hence, so are the Pereghost's men. Sememmon is slightly less effective as a commander in the field than the Pereghost. Whereas the wizardly master of Darkhold is feared, the Pereghost is truly respected.

Sememmon is pleased with his military commander, who executes every order cleanly and precisely. Relationships are cooler between the Pereghost and Ashemmi, in part because most of Darkhold's troops have a higher regard for him than for her. When Ashemmi and the Pereghost converse, their words are precise and polite, creating a thin veneer over a frozen surface. If something happens to Sememmon, it is questionable who would truly rule Darkhold—the female mage or the fighter.

Physical Description

When on duty, the Pereghost always wears his full armor: customized field plate with his skull-like helm. (He appears on the cover of this book.) The armor is chalk white with black pip-

ings along the joints, giving the Pereghost an unearthly, inhuman look. He carries no shield, preferring instead his enchanted bastard sword, "Determination." He usually wears his helm, particularly if meeting with new and unknown individuals. In any event, he always keeps the helm close at hand, setting it beside him when he eats with his officers at mess.

The Pereghost is fair of face. He wears his long blond hair in a twisted ponytail. His comely features are marred by a wide, jagged, purplish scar, which runs down the side of his right cheek. Of the scar, the Pereghost says nothing, and further rumors are fueled by his silence.

Game Information

- 10th level fighter
- Str 18 (05) Dex 15 Con 17
Int 12 Wis 14 Cha 15
- AC 0 (*field plate* +1, -1 Dex bonus -1); MV 12 (unmounted)/ 15 (mounted); hp 79; # AT 3/2; Dmg 1d8+6/1d12+6 (+3 strength, +3 *magical bastard sword wielded one-handed*), 2d4+6/2d8+6 (+3 Str, +3 *bastard sword wielded two-handed*); also carries short sword (1d6/1d8); SA & SD as fighter; AL LE; THACO 10 (modified by Str but not magical weapon benefits).

- **Magical Equipment:** *field plate armor* +1; "Determination," a +3 LE *magical bastard sword*, 17 Int, 14 Ego, capable of speech (common only) or telepathy, with ability to *heal* (as spell) once per day, able to *detect evil/good* within 10 feet, *invisible* to individuals and objects within 10 feet, can *locate objects* within 120 feet.

- **Key Proficiencies:** bastard sword, short sword, artillery (from the *Castle Guide*), land-based riding, endurance, others at DM's option.

- **Mount:** Sandusk, a heavy warhorse with plate barding; AC 2; MV 15; HD 3+3; hp 24; #AT 3; Dmg 1-6/1-6/1-4; SA & SD none; AL N; THACO 17. The Pereghost will only ride Sandusk outside the castle (e.g., while conducting a sally against besieging troops). Sandusk is fitted with a magical *winged harness*, which enables him to fly at MV 15, MC C.

- **BATTLESYSTEM™ Game Brief:** AD

10; AR 5; Hits 5; CD 13"; MV 12. Individual figure. When mounted on Sandusk: AD 12; AR 4; Hits 4; CD 13"; MV 15 (Flight MC 6). May command the troops of Darkhold.

Kurth Dracomore of Bane

Level 5 Cleric of Bane
Lawful Evil Human Male

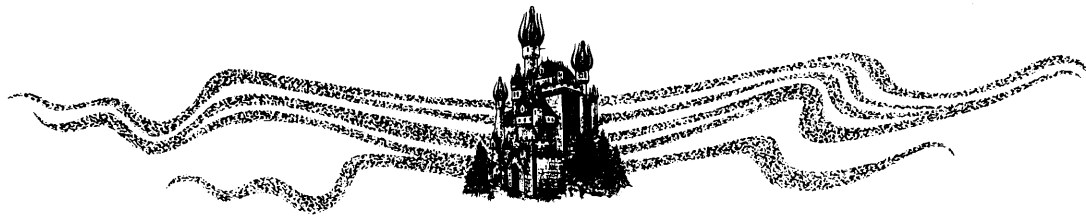
Kurth is Darkhold's official "Chaplain of Bane," seeing to the spiritual needs of his flock. That job is a front. In reality, he's a spy to Fzoul Chembryl; nothing occurs within Darkhold that Fzoul does not learn of. Sememmon feels he has nothing to hide from the High Priest of his Inner Circle, and as such permits Kurth to communicate freely with his master in Zhentil Keep.

Kurth is the only priest in Darkhold, a fact he finds distressing. Even more distressing is his current condition; he's confined to a wheelchair. Kurth is a moderate Banite, willing to believe that Cyric now controls Bane's portfolio. That's contrary to the beliefs of Riviar Darkwind, a female warrior serving the Pereghost (see below). Riviar is a strong proponent of the Orthodox view. To make her point, she broke both of Kurth's legs. When Kurth reported the incident to Zhentil Keep, the return message stated that he should let the breaks heal naturally, and use the recuperative time to consider the error of arguing with someone so much larger than himself.

Not surprisingly, Kurth is dissatisfied with his position. He is trying to dig up enough damning evidence on the other leaders at Darkhold to buy his way out of this Bane-forsaken wilderness. So far, the only solid information he has is on Otto Otturka (one of the Pereghost's men), whose sins are known to all anyway.

Physical Description

A slender, nervous man with curly red hair, Kurth usually wears ceremonial robes decorated with the sign of Bane. Since he is in a wheelchair, he moves slowly. Often he is pushed by a Storm Watchman whom Riviar assigned to the task (a spy watching a spy).



Game Information

- 5th level cleric of Bane
- Str 8 Dex 10 Con 15
 Int 12 Wis 17 Cha 9
- AC 3 (plate mail); MV 12 normally, 3 currently; hp 30; #AT 1; Dmg 1-6/1-4 (footman's mace); SA & SD as a Priest; AL LE; THACO 12

• Usual Spells:

1st Level: *protection from good, cause light wounds (x2) bless, cure light wounds*

2nd Level: *silence, 15' radius (x2), withdraw, enthrall (x2)*

3rd Level: *feign death, magical vestment.*

• Magical Equipment: none.

• **Key Proficiencies:** mace, healing, religion, spellcraft, others at the discretion of the DM.

NOTE: Kurth may turn undead.

BATTLESYSTEM™ Game Brief: AD 4; AR 6; Hits 2; CD 2 (within shrine only); MV 3. Individual figure. In case of attack, Kurth's place is at the temple of Bane, which is designated as a fall-back position for the troops. Kurth can only lead troops in the confines of the shrine itself.

Ashemmi's Pupils

Sememmon has placed four students under Ashemmi's guidance: Yarkul, Sashen, Kadorr, and Ilthond. Ashemmi instructs them in the magical arts and introduces them to the nature of the Black Network.

Yarkul

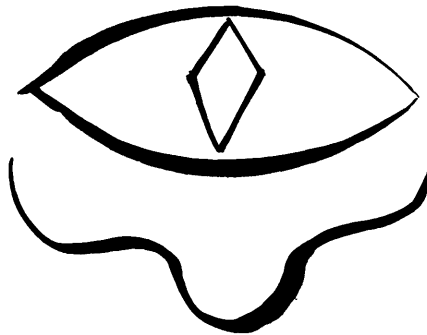
Level 6 Wizard
Chaotic Neutral Human Female

Yarkul is the most hard-working of the four pupils at Darkhold, driven by a desire to eventually best Ashemmi herself. In fact, Yarkul intends to take Ashemmi's place—in Darkhold Keep as second-in-command, as well as in Sememmon's heart.

Yarkul is a Waterdhavian who claims to have studied under Khelben Arunsun himself, an unlikely event at best, but no one cares to challenge these claims. Regardless of who taught her, she shows a great deal of passion and

ability in her work. That talent caught the Black Network's eye in Cormyr. They recruited her when she was on the run from the Purple Dragons (Cormyr's elite armed force) for attempting to rob Vangerdehast's laboratory.

Yarkul does not get along well with the other mages in residence, whom she treats as potential competition. Her closest ally in the Zhentarim hierarchy is Angus Materi, Captain of the Outriders (Darkhold's cavalry unit). Yarkul is often assigned to help the Outriders in their duties in the Far Hills.



Yarkul's Sigil

Physical Description

This wizard is a raven-haired woman with deep green eyes, delicate features, and a slender build. She favors black robes with red highlights. Although Yarkul tries to conceal her thoughts with an impassive expression, her attitude is often obvious to those who know her. When she is displeased, her face freezes in a cold mask and the muscles along her jaws tighten.

Game Information

- 6th level wizard
- Str 8 Dex 13 Con 17
 Int 16 Wis 10 Cha 15
- AC 8 (*ring of protection +2*); MV 12; hp 18; #AT 1; Dmg 1-4/1-3 (dagger); SA & SD magic use; AL CN; THACO 19.

• Peacetime, Wartime Spells:

1st Level: *charm person, sleep, read magic, magic missile*

2nd Level: *improved phantasmal force, stinking cloud*

3rd Level: *lightning bolt, fly.*

• **Magical Equipment:** *ring of protection +2* (gained before she came to

Darkhold). If the castle is under attack, she will receive a scroll with *lightning bolt (x2), dimension door (x2), fire shield, and conjure earth elemental* (8 HD elemental, chance of failure is 15%).

• **Key Proficiencies:** spellcraft, dagger, others as determined by the DM.

• **BATTLESYSTEM Game Brief:** Individual figure; AD 4; AR 9; Hits 2; CD None; MV 12. Cannot command or lead troops, but has special abilities.

Earth Elemental (if summoned): AD 12; AR 6; Hits 4; Morale 15; MV 6. Can only be harmed by magic or magical items with a +2 or greater bonus. If the controlling individual is slain or wounded, the elemental acts like a Battle Beast, and routs in a random direction (including passing through walls).

Sashen

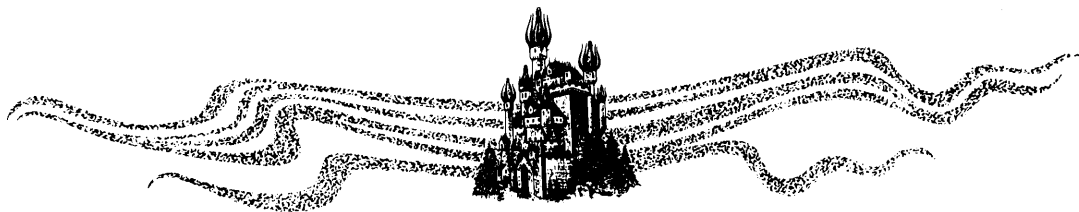
Level 5 Wizard
Lawful Evil Human Male

Another of Ashemmi's pupils, Sashen is a diligent researcher but a mediocre mage. He has a dull personality and lacks insight. In fact, Sashen seems to be unaware of the Black Network's full nature and potential. He sees it only as an organization which can further his studies by providing more books of ancient lore. He has no goals or aspirations within the Zhentarim. Further, because of his low position, no one really wants to take his place as one of Ashemmi's students and a resident mage in Darkhold.

Physical Description

An owlish young gentleman, Sashen needs his glasses to see clearly beyond 10 feet. Any dust, snow, rain, fog, or similar material can smudge his lenses, rendering him effectively blind. As a result, he is entrusted with touch-based spells in case of melee to prevent him from hitting the wrong target.

Sashen wears comfortable padded robes in a variety of colors. Patched and repatched from use, the robes resemble a quilt. They even look like they've been slept in (which they have), and often carry the remains of Sashen's last meal.



Sashen's Sigil

Game Information

- 5th level wizard
- Str 8 Dex 12 Con 16
 Int 15 Wis 15 Cha 10
- AC 10; MV 12; hp 19; #AT 1; Dmg 1-4/1-3 (dagger); SA & SD Magic Use; AL LE; THACO 19

1st Level: *burning hands, chill touch, shocking grasp, read magic*
2nd Level: *invisibility, wizard lock*
3rd Level: *blink*

Magical Equipment: None. In an emergency, Sashen is given a scroll with these spells (provided he can see): *lightning bolt, fire shield, blur*.

Key Proficiencies: ancient history, spellcraft, heraldry, others as applied by the DM.

BATTLESYSTEM™ Game Brief: AD 4; AR 10; Hits 2; CD None; MV 12. Individual figure. Cannot command troops, but has special abilities.

Kadorr

Level 6 Wizard
Neutral Half-elven Male

Kadorr is the "teacher's pet." Ashemmi finds him the most promising of her pupils, even though he is slightly less evil than most of Darkhold's other natives. Yarkul (the most ambitious pupil) is not particularly happy with this situation. S would love to blacken Kadorr's name or if possible reduce Kadorr to a blackened heap.

Ashemmi favors Kadorr for his heritage and his abilities. Kadorr, in turn, has a crush on Ashemmi, and he's fiercely loyal to her. She does not realize the degree to which Kadorr is smit-

ten. Instead, she misreads his attention as the devotion granted to a higher-ranked mage.

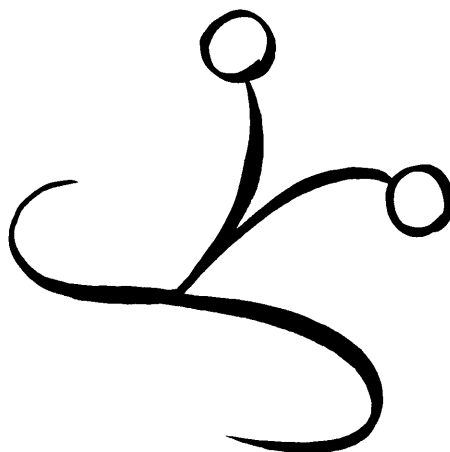
Kadorr's love for Ashemmi goes back to the days when she was still an adventurer of good alignment, long before either of them came to Darkhold. Kadorr followed Ashemmi after her alignment changed, and became her pupil when she was established within the Black Network. As the "teacher's pet," Kadorr enjoys advantages that are not available to Yarkul and Sashen, including access to more magic.

Kadorr knows that Ashemmi and Sememmon are close, but he does not believe they're romantically tied. He deludes himself, imagining that one day, with study and perseverance, he will be made master of Darkhold, and then Ashemmi will return his affections. As a result, he will fight vigorously for the cause of darkness.

Physical Description

Kadorr is tall and thin in the elven manner, with a short, closely-cropped beard and mustache. His hair and beard are chestnut brown, and his eyes are hazel. He favors woodland color in his clothes, and prefers leggings to the standard wizardly robes. He wears no jewelry, except for an earring Ashemmi gave him before her alignment changed to evil.

Kadorr's Sigil



Game Information

- Level 6 Wizard
- Str 14 Dex 12 Con 15
 Int 15 Wis 7 Cha 14
- AC 6 (*bracers of defense*); MV 12; hp 18; #AT 1; Dmg 1-6/1-6 (staff), 1-4/1-3 (dagger); SA & SD Magic; AL N; THACO 19.

• **Spells:** Kadorr's spells are the same regardless of the disposition of the castle's security:

1st Level: *charm person, magic missile (x2), read magic*

2nd Level: *fog cloud, invisibility*

3rd Level: *protection from normal missiles, hold person*

• **Magical Equipment:** *bracers of defense, AC 6; wand of flame extinguishing* (both gifts from Ashemmi). In case of emergencies, Kadorr has a scroll with the following spells: *lightning (x2), blur, haste, conjure fire elemental* (8 HD). The chance that the last spell will fail is 15%. If it does, there is a 5% chance that the elemental will attack Kadorr and Zhentarim troops. (That's why Kadorr has a *wand of flame extinguishing*.)

• **Key Proficiencies:** spellcraft, staff, dagger, others at the determination of the DM.

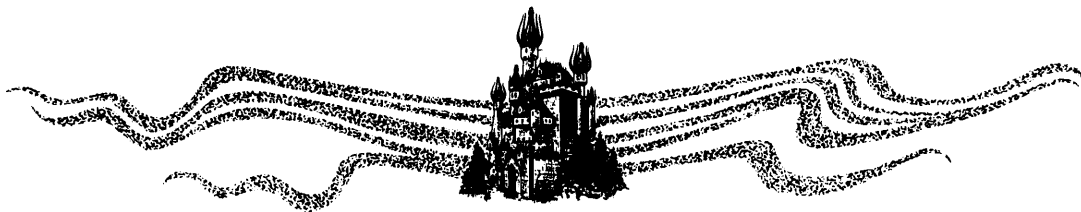
• **BATTLESYSTEM Game Brief:** AD 4; AR 8; Hits 2; CD None; MV 12. Individual figure. Cannot command the troops of Darkhold, but has his own special abilities.

If successfully summoned, the fire elemental's stats are AD 12; AR 6; Hits 4; ML 15; MV 12. An elemental can only be harmed by magic or magical items of +2 or better. If the controlling individual is wounded, the elemental acts like a Battle Beast, routing in a random direction.

Ilthond

Level 3 Wizard
Neutral Evil Human Male

Ilthond is the lowest level wizard residing at Darkhold, which means he's the grunt who gets stuck with most of the unpleasant duties of his seniors. He resents this greatly and plans for the day when they will all die messily at his hands. Under Ashemmi's orders, Ilthond must act as a personal servant



to Kadorr, who treats the low-level wizard almost humanely. This infuriates Ilthond even further, but he holds his anger in check for a day of revenge.

This guy is a weasel. If the enemy besieges Darkhold, and Sememmon and Ashemmi die, Ilthond will gladly throw in with the other side. However, the first chance he gets, he'll betray them too. If he survives, he is a perfect candidate for advancement in the Black Network.

Physical Description:

Ilthond is cadaverously thin and slightly hunch-backed. His gray robes are always smirched with dust, dirt, and other detritus from the various clean-up jobs he's assigned. His face sometimes shows the contempt he feels toward all other living things, in particular those who are in charge.

Game Information

- 3rd Level Wizard
- Str 9 Dex 9 Con 12
- Int 17 Wis 16 Cha 8
- AC 10; MV 12; hp 10; #AT 1; Dmg 1-4/1-3 (dagger); SA & SD Magic Use; AL NE; THACO 20
- **Peacetime, Wartime Spells:**
- 1st Level: *sleep, magic missile*
- 2nd Level: *improved phantasmal force*

NOTE: Ilthond will use *improved phantasmal force* to produce an *illusionary cloudkill, lightning bolt*, or some other powerful spell that his betters can use—and then brag about his ability.

BATTLESYSTEM™ Game Brief: AD 4; AR 10; Hits 1; CD None; MV 12. Individual figure. Ilthond cannot lead troops of either side.

If Ashemmi and Sememmon die in

battle, and no other friendly mage figure is within 6", there's a 10% chance Ilthond will surrender to the first enemy unit that meets him (20% if he has used his 2nd level spell). His loyalty is fleeting; if that unit later encounters a Darkhold unit, there is a 10% chance that Ilthond will return to Zhentarim control.

Part-time Residents

This section describes important rogues and assassins who sometimes reside at Darkhold. The assassins ("the Three"), report to Lord Manshoon and Sememmon. The rogues (Nith's Band) report to Ashemmi.

The Three

Level 5 Thieves

Illtur, Chaotic Evil Human Male
Mairhe, Chaotic Evil Human Male
Sahbonn, Chaotic Evil Human Female

"The Three" are Manshoon's personal assassins. Their abilities and attitudes are virtually the same. They stay at Darkhold infrequently, sharing a common room in the keep when they do. However, they report regularly to Sememmon in their capacity as Manshoon's hired killers, and they will assist Sememmon if Darkhold is besieged (see below).

The chance that the Three will be at Darkhold at any given time is only 10 percent. In that event, only one is usually present. The chance that two or more will happen to be there at once is 2 percent.

As professional killers, the Three are adept at making and using poisons. They also are skilled in using stealth to waylay and murder targets. Their thieving abilities are geared toward their profession—with a high score for hiding in shadows, for example, and a low score for pickpocketing.

Illtur and Mairhe were both dead for a time, killed by zealous adventurers who were trying to wipe out the Zhentarim. The present Illtur and Mairhe are clones of the originals. Clone samples are kept by Lord Manshoon in Zhentil Keep, should any of the present team meet with death.

When the Three are at Darkhold, most of the castle residents stay clear of them. The assassins are known for taking offense easily. Sememmon appears to tolerate the occasional corpse that turns up in a passageway due to the assassins' temper; such misfortune is a necessary price for their services. To date, the Three have not killed any-one important unless Manshoon and Sememmon have ordered it.

Physical Description

Like all good assassins, the Three tend to look ordinary, blending with a crowd.

Mairhe is known as "the Tall One" within Darkhold Keep. He is lean and hollow-cheeked, with sharp, falcon-like eyes. Since his recent restoration to life, he has become more brooding than before, preferring to wear black and becoming extremely interested in the teachings of Bane. He is an orthodox Banite, and unwilling to accept the existence, much less the rulership, of Cyric as Bane's replacement.

Illtur is called "the Short One" at Darkhold. He is short and slightly pudgy, looking more like a grain merchant than a killer, a fact he uses to his advantage. He is bald, but wears different wigs and hats to conceal the fact. He is quite sensitive about his lack of hair, but is otherwise jovial and good-natured. He murders men with the same calm that a farmer might feel when working in the field.

Sahbonn is called "the Deadly Woman" by residents of Darkhold. She fluctuates widely in weight, going from portly to rail-thin in a matter of months. This may be the result of an illness or magical curse, but Sahbonn uses the condition to full advantage. After a kill, she often creates an entirely new look for herself.

Game Information

- 5th Level Thieves
- Str 12 Dex 18 Con 14
- Int 13 Wis 12 Cha 10
- AC 6 (no armor, Dex adjustment); MV 12; hp 20; #AT 1; Dmg 1d6/1d8 (short sword); 1d8/1d8 (sheaf arrow, short bow); 1d3/1d2 (hand crossbow and quarrel); SA & SD; poison, AL CE; THACO 18



• **Thieving Abilities:** pick pockets 35%, open locks 50%, find/remove traps 15%, move silently 95%, hide in shadows 95%, detect noise 65%, climb walls 90%, read languages 0%, backstab at damage multiplier x3.

Magical Equipment: Each has a *ring of mind shielding*, but carries nothing else. In their common room is a *ring of invisibility*.

Poison: The Three often use poison to weaken a target, then attack while the foe is at a disadvantage. They can use all the poison types listed under "Special Damage" in Chapter 7 of the DMG. However, they do favor certain methods, which are described below.

A summary of each poison type is included in parentheses. "Strength" refers to the damage it inflicts; the number before the slash is the damage inflicted if the victim saves vs. poison successfully, the number after the slash applies when the save is failed.

Type A—Used as a "warning shot." Delivered with a crossbow quarrel against high-level characters. (Injected, onset 10-30 min., strength 10/0.)

Type E—Used if the warning shot fails to scare an opponent. Delivered by crossbow bolts and/or placed on a sword blade. (Injected, immediate onset, strength is death/20 hp.)

Type I—Used in food and drink to poison large groups, such as an opposing general's staff. (Ingested, onset 2-12 minutes, strength 30/15.)

Type N—Used in traps set for the target, smeared on a doorknob or injected into a piece of fruit. (Contact, onset 1 min., strength death/25.)

Type O—Used only when the Three must capture but not kill. They dislike this assignment, so kidnapped victims often suffer an overdose anyway. (Injected, onset 2-24 min., paralyzes victim.)

Key Proficiencies: disguise, blind fighting, bribery (from the *Castle Guide*); others as needed by the DM.

• **BATTLESYSTEM™ Game Brief:** AD 6; AR 8; Hits 2; CD None; MV 12. Neither leaders nor heroic figures, the Three won't play an important role in mass warfare (even if one of them happens to be at Darkhold).

• **Special Siege Orders:** During any siege, the Three have standing orders

from Sememmon to return to Darkhold and attempt to kill the enemy leader. During a BATTLESYSTEM scenario, the chance that one of the Three will arrive and attempt this assassination is 10% per week. Each attempt (one per week maximum) has a flat 5% chance of success. The player running Darkhold can propose the method of assassination (poison, ambush, a shot in the dark, etc.). If the target is specifically protecting himself against this type of attack, the chance of success drops to 2%. If an attempt fails, there is a 5% chance that the would-be assassin will be caught and executed.

In role-playing situations, the chance that one of the Three will arrive and attempt an assassination is also 10% per week (not cumulative). You may wish to run this as an adventure, in which the PCs try to prevent the assassination.

Asbarode, a.k.a. "Nith" And Her Band of Rogues

Asbarode, Level 8 Thief
Neutral Half-Elven Female

Like the Three, Asbarode and her band use Darkhold as a base of operations but are found there only rarely. Instead they wander the Heartlands, expanding the network of thieves, spies, and informants that regularly pass information to the Zhentarim.

Asbarode is the half-elven leader of this merry band. She usually goes by the name of Nith. She is motivated against the human and elven nations of the Realms by both greed and revenge. Cast out of her elven birthplace by purebred bigots, she met with an equally chilly reception among humans in the towns she later visited. She believes that living well is the best revenge, so she serves the Zhentarim, managing their net of information gatherers. And if she can make more than a few gold pieces in the process, so be it.

Nith's rogues are a thieves cut from the same cloth. The band has four permanent members (see below). All have become practiced entertainers in the process of maintaining their cover.

Others may be hired or enlisted as they are needed. According to recent reports, Nith has added a "tame" ogre named Thudbunny to her band.

Unlike the Three, Asbarode and her Band are instructed *not* to return to Darkhold if they learn the castle is besieged. Instead they are to proceed to the nearest large city. There, they must hire as many mercenaries as possible for the Black Network, and send them in a steady stream to help fend off the siege. The rogues will draw on Zhentarim bank accounts with letters of marque, hiring by the week. Each week after the second, there is a 40 percent chance that a unit of 10 to 20 medium infantry or heavy pikemen will arrive in the Darkhold area. Unless they are bought off, these mercenaries will simply wait until their numbers equal those of the besiegers, and then attack.

Physical Description

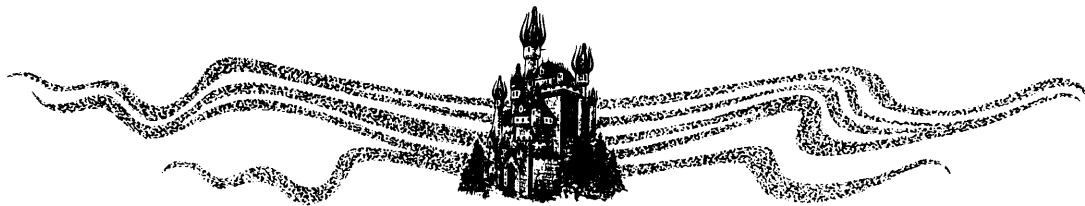
Asbarode is a pleasant half-elf, very matronly and verging on plumpness (if a half-elf can be considered plump). Her hair has always been silver, as have her eyes, adding to her grandmotherly appearance. She prefers simple clothes. She plays the harp extremely well, such that she usually provides the background music for the plays and tableaux of her merry, thieving band.

Nith's Band

Slim is an eighth level human thief. As the name says, he is slender, but he does not appear emaciated. He is both an expert juggler and the Band's accountant, his lawful nature holding him in check as to the company funds. He and Asbarode have been together since before she began working for the Black Network, and they trust each other completely.

Kolvar is a third level elven thief. While he aids Slim in juggling and plays the hero in the group's plays, his forte is singing and recitation, particularly elven lays. While not at the status of a true bard, Kolvar is very good at his renditions.

Bauble, a second level halfling thief, is the Band's second story man. He is a



THIEVING ABILITIES, NITH'S BAND OF ROGUES

	Asbarode	Slim	Sem	Kolvar	Bauble
Pick Pockets	50	50	25	80	30
Open Locks	25	95	20	5	25
Find Traps	10	95	5	5	10
Move Silently	30	15	65	15	80
Hide/Shadows	25	10	15	15	75
Detect Noise	15	95	15	80	20
Climb Walls	70	60	90	60	45
Read Languages	9	50	30		
		0-5			

good tumbler and acrobat. He uses these skills for clowning, and more importantly, to break into the local moneylender's place while the others enthrall the townsfolk with a theatrical production (currently "The Tale of Berun and the Warrior-Queen"). Bauble is short but very muscular, with curly blonde hair worn in ringlets over his ears. In one ear, he wears several earrings—hence, the name "Bauble."

Sem is a second level human thief, and the team's only female member aside from Asbarode. She is also the most recent addition (not counting the ogre, if he stays on). She plays the ingenue in their plays and recites poetry with Kolvar. Her voice is rather poor, her diction not much better, but she makes up for it with charisma, and there have been no complaints. She has closely-cropped brown hair but wears a number of wigs in her performance, as well as afterwards.

Game Information

■ Asbarode, 8th level thief

- Str 9 Dex 18 Con 17
Int 12 Wis 13 Cha 14
- AC 1 (no Armor, Dexterity bonus -4, *cloak of protection* +5); MV 12; hp 40; #AT 1; Dmg 1-8/1-12 (long sword), 1-4/1-3 (hand crossbow & quarrel); SA & SD thief abilities, +5 to saving throws); AL N; THACO 17

- **Magical Equipment:** *cloak of protection* +5

- **Key Proficiencies:** hand crossbow, long sword, musical instrument (harp), appraising, others as required by the DM.

■ Slim, 8th level thief

- Str 10 Dex 17 Con 16
Int 16 Wis 12 Cha 10
- AC 5 (leather armor, Dexterity bo-

nus -3); MV 12; hp 38; #AT 1; Dmg 1-8/1-12 (long sword); 1-8/1-8 (short bow with sheaf arrows); SA & SD thief abilities, *cloak of displacement*; AL LN; THACO 17.

- **Magical Equipment:** *cloak of displacement*.

- **Key Proficiencies:** long sword, short bow, juggling, blind fighting, gaming, other proficiencies as required by the DM.

■ Kolvar, 3rd level thief

- Str 10 Dex 15 Con 14
Int 12 Wis 9 Cha 15
- AC 7 (leather armor, -1 Dex bonus); MV 12; hp 15; #AT 1; Dmg 1-6/1-8 (short sword); SA & SD Thief abilities; AL N; THACO 19.

- **Magical Equipment:** none.

- **Key Proficiencies:** short sword, local history, reading lips, others as called for by the DM.

■ Bauble, 2nd level halfling thief

- Str 8 Dex 17 Con 15
Int 12 Wis 12 Cha 10
- AC 7 (no armor, Dex bonus); MV 12; hp 13; #AT 1; Dmg 1-6/1-8 (short sword); SA & SD thief abilities; AL CN; THACO 20.

- **Magical Equipment:** none.

- **Key Proficiencies:** long sword, jumping, tightrope walking, tumbling, others as required by the DM.

■ Sem, 2nd level thief

- Str 20(8) Dex 17 Con 17
Int 9 Wis 9 Cha 17
- AC 7 (no armor, Dex bonus 0; MV 12; hp 15; #AT 1; Dmg 1-8 +8/1-12 +8 (long sword with Str benefit); SA & SD (thief abilities, *girdle of stone* giant strength); AL N; THACO 20

- **Magical Equipment:** *girdle of stone*, giant strength.

- **Key Proficiencies:** longsword, blind fighting, others as required by the DM.

BATTLESYSTEM™ Game Brief: In a battle situation, the first order of business for Nith's Band of Rogues is to get away from the conflict. They are not a combat unit, and unlike the Three, have little purpose in hanging about. For this reason, they are not included in the BATTLESYSTEM rosters. (Also, Darkhold has a surplus of individual figures, and the five characters of the Band would only clutter matters further.)

Fighters

Riviar Darkwind

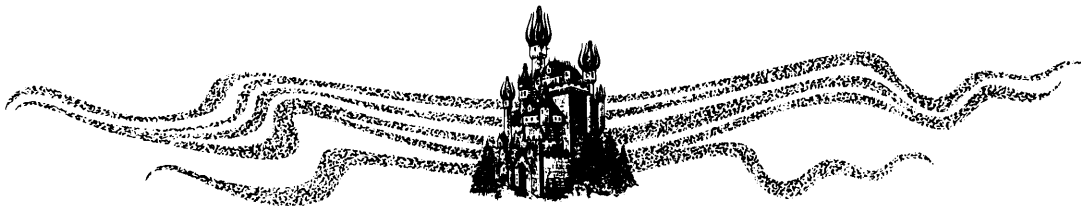
4th level Fighter
Lawful Evil Female Human

Riviar is the Pereghost's second in command. She is also in charge of the Storm Watch, Darkhold's elite warriors. She is loyal to the Pereghost, but should he meet an untimely demise, she is fully prepared to have her rivals assassinated and take command of Darkhold's armed forces. She finds it particularly galling that Darkhold is controlled by wizards, not proper fighters, and feels that the Black Network is being led astray by following spellcasters rather than warriors.

Riviar keeps her troops in crack shape and will lead them into battle. She is filled with ideas of glory, especially in combat against the forces of good. She thinks the Black Network is capable of doing much more in the service of evil than it previously has. In discussions, she often quotes extensively from the writings of the Orthodox Banites. The Pereghost hopes to control her fiery temperament and eagerness, focusing it toward the protection of Darkhold.

Physical Description

Riviar has the deeply tanned skin of a southerner, and she keeps her black, tightly curled hair cropped short. Her armor is black, marked on the front and back with the symbol of Bane.



Game Information

- 4th Level Fighter
- Str 17 Dex 13 Con 16
 Int 10 Wis 9 Cha 12
- AC -1 (*plate mail* +2, and shield); MV 9; hp 35; #AT 1; Dmg 1-8 +1/1-12 +1 (Long sword); SA & SD as fighter; AL LE; THACO 17.
- **Magical Equipment:** *plate mail* +2.
- **Key Proficiencies:** long sword, others as required by the DM.

BATTLESYSTEM™ Game Brief: Not an individual figure. She is considered part of her unit, the Storm Watch.

Nimos Palantor

5th Level Fighter
Neutral Evil Human Male

One of the Pereghost's captains, Nimos is in charge of the Grey Feathers, Darkhold's archery unit. Nimos is permitted to choose his men from any unit, including the Storm Watch, a fact that does not sit well with Riviar. Nimos does not like his fellow captains much, and if anything should ever happen to the Pereghost, he has made arrangements with the Three that Riviar will be found dead in some hallway of the castle soon afterwards.

Nimos is a hunter who delights in the thrill of the chase. He would prefer to lead sallies against the foe, but his place is better on the fortifications with his archers, raining death on opponents below.

Running out of ammunition is a concern this captain does not have. At Darkhold, resupply of arrows is a top priority. To increase the prowess of his unit, Nimos also has requested (and received) an order of arquebuses, though no smoke powder as yet. If necessary, these weapons will be used against Riviar's Storm Watch as well as the enemy.

Physical Description

Nimos is a broad-shouldered man with brown hair and a thin mustache. He usually wears his enchanted splint mail and carries a long bow. He is best identified by his bright green cape, marked with a hunter's horn on the back, which is his personal symbol.

Game Information

- 5th Level Fighter
- Str 15 Dex 16 Con 16
 Int 12 Wis 10 Cha 12
- AC 0 (*Splint Mail* +3); MV 9; hp 40; #AT 1; Dmg 1-8/1-8 (long bow with sheaf arrows), 1-6 +2/1-8 +2 (short sword); A & SD As Fighter; AL NE; THACO 16.
- **Magical Equipment:** *splint mail* +3, *short sword* +2.
- **Key Proficiencies:** long bow, short bow, short sword, hunting, bowyer/fletcher, others as deemed applicable by the DM.

• **BATTLESYSTEM** Game Brief: Not an individual figure. Nimos is considered part of his unit, and will be found with them in combat.

Otto Otturka

Level 3 Fighter
Lawful Evil Human Male

Otto is both the castle quartermaster and "leader" of the castle's general militia, which includes everyone who doesn't belong to a particular unit or who doesn't have specific abilities that would exempt them from his command. A time-serving old warrior, Otto has grown fat by skimming a "take" from the Zhentarim activities in which he participates. He doesn't skim enough to endanger his position with Sememmon or threaten the castle's security, so Sememmon lets him live—for the time being.

Otto is a cowardly, boot-licking lackey, but he is very open about his cowardice, and as such is accepted. The professional units consider Otto's militia to be little more than a peasant rabble who will fold up in a fight. Simply put, Otto's men will serve as fodder in any battle. The professional soldiers have let the militia know this, so a number of individuals who wish to live through the next fight have been drilling without the "guidance" of Otto Otturka.

Otto himself intends to survive the next battle. He is very loyal to the Pereghost, because if anything happens to that commander, there's a good chance Otto won't live out the next week. Both Riviar (Otto's own su-

perior) and Nimos would like to see Otto "disappear." Otto has been salting money away in Sembia for his retirement. Part of that money is earmarked for hired killers, who will handle the sneering Riviar and the flighty Nimos.

Physical Description

Otto is corpulent to the extreme, such that the connections in his chain mail have been let out three times in the past three months. What he lacks in appearance, Otto "makes up for" with a whiny voice.

Game Information

- 3rd Level Fighter
- Str 12 Dex 12 Con 15
 Int 12 Wis 12 Cha 8
- AC 5 (*chain mail*); MV 6; hp 15; #AT 1; Dmg 1-8/1-12 (longsword); SA & SD As Fighter; AL LE; THACO 18.

When outnumbered, Otto will surrender. But the trauma of it all will reduce him to a blubbery bag of flesh, with no useful information until he reaches safe quarters and is protected from Zhentarim assassins.

BATTLESYSTEM Game Brief: Not an individual figure. In case of a siege or other combat, Otto will attempt to hide under his bed.

Imir Castdie

Chaotic Evil
Hill Giant Leader

Imir is the "giant king" who leads a collection of about 30 hill giants. These giants were recruited by the Pereghost on Sememmon's behalf. They form an elite fighting force that helps further the Zhentarim's castle-building plot. The giants build the castles and then provide protection for the buildings. In return, Sememmon has provided them with better armor and weapons, and a chance to relive the glories of the "giant emperors" who once ruled Darkhold.

Imir is a hard-drinking, smarter-than-average giant who regards the Pereghost highly for his honesty and valor. The giant is less sure about the wizards in charge of Darkhold (magic makes him itchy). If something hap-



pens to the Pereghost, Imir intends to take control of Darkhold himself, reinstating a giant empire that he would rule. For the moment, he follows the Pereghost's orders, stays clear of the other squabbling humans, and keeps his own council.

Physical Description

Imir is a white-haired hill giant with graying beard and arm-hair. He normally wears the giant-sized armor provided by the Black Network, though he is uncomfortable with the golem-faced helmet, which is a required part of it.

Game Information

- Hill giant of slightly higher than normal intelligence (Int 12)
- AC 2 (plate mail, or as the giants call it, "iron hides"); MV 9; HD 12 + 1-2 hp; hp 72; #AT 1; Dmg 1-6 (bare hands), 2-16 +7 (giant-sized swords); SA hurl rocks for 2-16; SD nil; AL CE; THACO 9

BATTLESYSTEM™ Game Brief: Not an individual figure. Imir is part of the giant's contingent at Darkhold.

Angus Materi

5th Level Fighter
Lawful Evil Human Male

Angus is captain of the Outriders, Darkhold's cavalry unit. His territory is the Far Hills, plus all lands and trails which border upon it. His official mission is to keep that territory safe from brigands and ensure a safe passage for traffic through the land. His unofficial mission is somewhat different.

As an agent of the Zhentarim, Angus actually licenses out the Far Hills to various brigands and bandits. In exchange for a "fair cut" of the profits, Darkhold allows a chosen bandit group to prey within a particular area of several square miles, taking minimum and maximum amounts of loot. A "fair share" for the Network runs up to 40 percent—enough that many bandit chiefs would rather ignore the Zhentarim and operate independently. As a result, the Outriders do help maintain "law and order" in the Far

Hills, but it is for their own advantage that they act against the evil brigands.

Angus prefers to spend as much time away from Darkhold as possible. The rivalries of the other captains are painfully obvious to him, as is the fact that all the powerful egos in the tower will eventually collide in bloodshed. In that event, he would prefer not to be close to the scene.

Angus often pries away one of Ashemmi's pupils to assist him with his collection duties. Ashemmi agrees to this only reluctantly; she does not like her students to have too much distraction from the outside world. Yarkul is usually her choice for such assignments, in the vague hope that something nasty might happen to the bothersome pupil and let Ashemmi continue her work in peace. As a result, Angus and Yarkul have formed something close to an alliance in the shifting sands of Zhentarim politics.

Darkhold's defenses are not made for cavalry charges, and unless an opportunity for a sally presents itself, the cavalry will fight dismounted within the confines of the castle. Angus is not pleased with this prospect.

He does have one passion in life: a deep and abiding hatred of Cormyr's folk and their King, Azoun IV. Materi's units will harass Purple Dragon patrols and Cormyrian agents in the Far Hills whenever possible. Sememmon has warned Angus as to the dangers of irritating Cormyr before it is prudent to do so, but this has not deterred the Darkholder.

Physical Description

Angus is a man of average height and build, with a long, flowing mane of dark hair. Just past middle age, he is starting to bald on top, but otherwise he is as active and dashing as he was a decade ago. His armor is dyed a dark green, and his shield depicts a falcon attacking a miniature purple dragon.

Game Information

- 5th Level Fighter
- Str 16 Dex 12 Con 18
 Int 9 Wis 9 Cha 10
- AC 2 (plate and shield); MV 6 (15 mounted on medium war horse); hp 50; #AT 1; Dmg 1-8+3/ 1-12+3 (long-

sword +2, Str bonus +1), 1-8/1-8 (short bow with sheaf arrows), 1-6 +1/2-12 (medium horse lance); SA & SD as fighter; AL NE; THACO 16.

- **Magical Equipment:** long sword +2, *potion of invisibility*.
- **Key Proficiencies:** lance, long sword, short bow, survival, hunting, others as required by the DM.

BATTLESYSTEM Game Brief: Not an individual figure. Angus is considered to be a part of his unit, the Outriders, and has no special command abilities.

Guin Terabuck

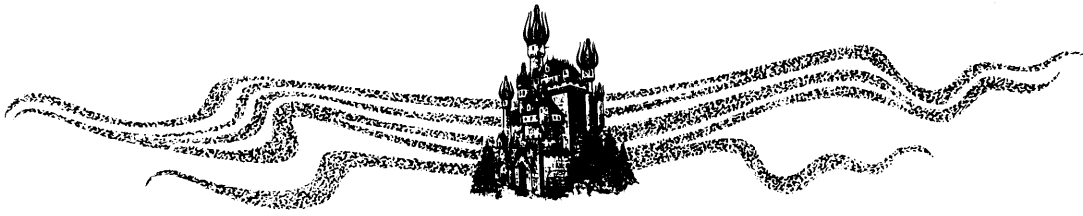
5th Level Fighter
Neutral Halfling Male

Guin is a halfling with a mission: to establish himself as the greatest con artist of his race, by pulling the largest hoax on the greatest number of people possible. That hoax is the Zhentarim's "Affordable Castles" plan. (The plan is described in detail at the back of this book.)

Guin knocked about the Moonsea for several years before he ran afoul of the local militia in Zhentil Keep. He eluded his pursuers only to fall into a planning session of what was to be the "castles" project of the Black Network. Passing himself off as an evil rebel halfling leader from Hillsfar, Guin fast-talked his way into the center of the plan, so that by the time the guards caught up with him, he was presenting the group's findings to Fzoul Chembryl himself.

Fzoul was impressed by both the plan and the audacity of the halfling. No fool, the High Priest of the Inner Circle assigned a pair of "minders" to keep Guin in line. These "minders" are a pair of ogre mages assigned to remain with Guin and kill him if he tries to escape.

To date, Guin has shown no desire to escape, and in fact he relishes his central place in the current plans. He intends to fool as many humans into buying these castles as possible, and the Zhentarim have to do the dirty work of cleaning up after him. The questionable morality of the situation does not trouble him; his job ends when the papers are signed and the gold is routed back to Darkhold (he is



allowed to keep 1% of his take).

Guin's greatest weapon in his sales pitch is honesty and persistence. He is no high-pressure medicine salesman; the deal put together by the Zhentarim can practically sell itself to the unwary. Two small castles and one mid-sized keep have already been built in the Realms by Guin's methods.

Guin's greatest danger to the Black Network is his ambition to be known as the greatest con artist in the Realms. In order to achieve this, he eventually must tell someone of his exploits. To date he has kept his successes to himself, recording them in a little book that he carries with him. Eventually, however, his pride will become too great, and he will tell all. At that point, of course, the Black Network must have him killed. Guin has not thought this out fully yet.

Physical Description:

Guin is the archetypical halfling—all flesh, appetite, and kind smiles. He dresses as a merchant, but keeps his feet bare in the halfling style, shaving them as southern halflings do. (Guin claims to be originally from Llurien, but whether this is true or not is unknown.) His manner is open and friendly, and he will not push to make a sale, though he will often return several times to make his pitch before giving up.

Guin's "minders" are a pair of ogre mages named Noo-Kulls and Bah-beefas. They usually take the normal ogre mage form, but when traveling they take the form of two huge fighter-types, complete with polymorphed armor and weapons. In situations where their alignment may reveal Guin's mission, they become invisible. Their orders are to keep Guin alive if his tongue gets him into trouble, and to kill him if it looks like he will reveal the plan behind "Affordable Castles".

Game Information

■ Guin, 5th Level Halfling Fighter

- Str 12 Dex 12 Con 18
- Int 12 Wis 14 Cha 14

• AC 10 (no armor); MV 9; hp 50; #AT 1; Dmg 1-6/1-8 (short sword, though usually unarmed), SA & SD as halfling and fighter; AL N; THACO 15.

- **Magical Equipment:** *ring of mind*

shielding, two "receptors" for the *Gateway of Darkhold* (see the Subbasement, page 26), *wand with Nystul's magic aura* placed upon it, reputed to be a "golem-controlling wand."

• **Key Proficiencies:** short sword, short bow, engineering, stonemasonry, etiquette, gaming, others as required by the DM.

■ Guin's Minders (two ogre mages)

• AC 4; MV 9, FI 15 (B); HD 5+2; hp 37, 39; #AT 1 Dmg 1-12; SA magic spells; SD Nil; AL LE; THACO 15

BATTLESYSTEM™ Game Brief: AD 8; AR 7; Hits 3; ML 13; MV 9; Fly 15. Individual figures. Guin isn't likely to be at Darkhold during a siege, but his two "minders" may be recalled to help defend the keep (in which case Guin will be brought with them and locked in his quarters).

The munders may *fly*, *become invisible*, *create darkness*, *polymorph*, and regenerate 1 hit every battle round. Once per day they may use *charm person*, *sleep*, *gaseous form*, and a *cone of cold*. Both figures will remain within sight of each other and no more than 6" distant. If one breaks morale, both will seek to turn invisible and flee the area (removed from play).

Military Units of Darkhold

The Storm Watch

The Storm Watch are the elite warriors of Darkhold, all veterans of many Zhentarim campaigns and survivors of many Zhentarim disasters. Members of the Storm Watch unit have fought from Yulash and Shadowdale to Dragonspear Castle in the service of their dark masters, and they have been well-rewarded for their troubles. Their captain, Riviar Darkwind, drills them well, and they are loyal to her. They are also loyal to the Pereghost and Sememmon.

Game Information

• 2nd level fighters (140)

• AC 4 (chain and shield); MV 9; HD 2; hp 11 (average); #AT 1; Dmg 1-8/1-12; SA & SD as fighters; AL LE; THACO 19.

• **BATTLESYSTEM Game Brief:** 1 unit of 14 figures; AD 8; AR 7; Hits 2; ML 15; MV 9. Armed with long swords and large shields (can form shield wall). Commanded by Riviar Darkwind (not a separate figure); may be commanded by Sememmon and the Pereghost.

The Grey Feathers

The Grey Feathers are Darkhold's archery unit, and are identified by their grey tunics worn over their leather armor. Their job is primarily to strike from a distance, retiring to the castle and defending the walls if need be.

Game Information

• 1st level fighters (200).

• AC 8 (leather armor); MV 12; HD 1; hp 5 each; #AT 1 or 2; Dmg 1-6/1-6 (short sword); 1-8/1-8 (long bow with sheaf arrow); SA & SD as fighters; AL LE; THACO 20

• **BATTLESYSTEM Game Brief:** 1 unit of 20 figures; AD 6*4; AR 8; Hits 1; ML 11; MV 12. Range 7/14/21. Under command of Nimos Palantor (not a separate figure); may be commanded by Sememmon and the Pereghost.

Darkhold Militia

Darkhold has two militias, each of different quality. The Official Darkhold Militia consists of the guards, sentries, and other low-level fighters who are not a part of the elite Storm Watch or other units. These men are officially under the command (such as it is) of Otto Otturka, but Otto no longer has any influence on the group. As a result, they are better trained than the Popular Militia (see below), which Otto also supposedly leads.



Game Information

- 1st level fighters (200)
- AC 8 (leather armor); MV 12; HD 1-1; hp 4 each; #AT 1; Dmg 1-6/1-8 (short sword); SA & SD none; AL NE; THACO 20.
- **BATTLESYSTEM™ Game Brief:** 2 units of 10 figures each; AD 6; AR 9; Hits 1; ML 10; MV 12. Irregular unit, with no leader figure. May be commanded by Sememmon or the Pereghost.

Popular Militia

The Popular Militia consists of everyone else in the castle who can heft a weapon: servants, smithies, courtiers, scribes, and cooks. They are under Otto Otturka's nominal command, and after a year of training can almost march in step. They will not be put on the field before the castle, but will act to defend the castle itself from attack (as best as they are able). Most of the military units think of the Popular Militia (and the Official Darkhold Militia) as throw-away troops.

Game Information

- 0 Level humans (240)
- AC 9 (shield only); MV 12; HD 1-2; hp 3 each; #AT 1 Dmg 1-4 (variety of weapons, all wielded badly); SA & SD none; AL NE; THACO 20
- **BATTLESYSTEM Game Brief:** 4 units of 6 figures each; AD 4; AR 9; Hits 1; ML 7; MV 12. Irregular unit. No leader figure. May be commanded by Sememmon or the Pereghost.

Outriders

The Outriders are primarily a cavalry unit. However, if they are forced, they will fight dismounted, at reduced effectiveness. They will be positioned in combat to drive back any individuals who broke through the perimeter wall. If forced back to the castle, they will dismount and fight on foot.

Game Information

- 1st level fighters (120)
- AC 5 (chain and shield); MV 18; HD 1; hp 6 each; #AT 1; Dmg 1-8/1-2 (long-sword); 1-6 +1/ 2-12 (medium lance); SA & SD as fighters; AL LE; THACO 20
- Medium Warhorses (80); AC 7, MV 18, HD 2+2, hp 11 each, #AT 3, dmg 1-6/1-6/1-4; SA & SD None; AL N; THACO 19.
- **BATTLESYSTEM Game Brief:** Medium cavalry, 2 units of 6 figures each; AD 6(8); AR 7; Hits 2; ML 12; MV 18. Under command of Angus Materi (part of unit). May be led by Sememmon or the Pereghost.

If fighting in the castle, the Outriders are dismounted and have the following stats: medium infantry; AD 6, AR 7, Hits 1, ML 11, MV 9.

The Giant Contingent

The giants are under the command of Imir Castdie (see above). When called upon to defend the castle, they're used as shock troops. The giants wear plate mail which covers their entire body, and is topped by a helm resembling the face of an iron golem. As a result, they look like iron golems 16 feet tall. Thirty of such creatures on the field are sufficient to give pause to even the most jaded veteran of the Realms.

Imir's giants also help fend off large, flying attackers. The giants' hidden nature and deadly aim with boulders make them excellent anti-air batteries.

Game Information

- 30 hill giants
- AC 2 (plate armor); MV 9; HD 12 + 1-2; hp 58 each; #AT; 1; Dmg 1-6 or 2-16 +7 (giant-sized swords); SA hurl Rocks for 2-16, range 200 yards; SD nil; AL CE; THACO 9.
- **BATTLESYSTEM Game Brief:** 30 giants (3 figures); AD 12 * 12; AR 5; Hits 4; ML 13; MV 9. (AR increased and MV decreased by wearing plate mail.) Irregular unit. Chaotic. Range 5/15/20 with boulders. Favored terrain: rocky ground. Under command of Imir Castdie (not a separate figure). Can be commanded by the Pereghost, but *not* by Sememmon or any other mage.

Cause "awe" until first casualty, which tells foes they're mortal.(The BATTLESYSTEM rulebook explains "awe.") The terrain around Darkhold is considered favorable for the giants, but the interior of the castle is not.

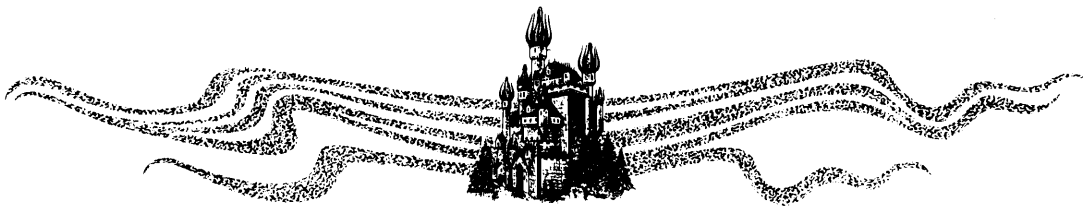
Wyverns

Sememmon has befriended a pair of wyverns living in the mountains surrounding Darkhold Vale. In exchange for protection and an occasional free meal, the wyverns will help defend the castle. In peacetime, the wyverns will not remain in the castle area long (the giants tend to throw rocks at them). Instead, they act as scouts for their friend Sememmon, bringing news of troop and caravan movements to Darkhold.

Game Information

- AC 3; MV 6, FL 24 (E); hp 40, 42; #AT 2; Dmg 2-16/2-16; SA poison; SD nil; AL N(E); THACO 13.
- **BATTLESYSTEM Game Brief:** Two large individual figures. AD 12; AR 6; Hits 4; ML 14; MV 6; FL 24 (E). May be attacked via pass-through fire by archery units. Will not pass within 3" of hill giant units.





A Tour of Darkhold

The Grounds

Darkhold Vale lies in the highest of the Far Hills. Mountains seal the little vale on the east, north, and south sides. In the west, a bottleneck entrance provides the only reasonable access to the valley. This bottleneck is the only viable route to Darkhold Castle, too. Hence, it is Darkhold's first line of defense.

Solid granite cliffs form the valley walls. Near the entrance to the vale, the cliffs rise to about 60 feet. On the far side (the east), the cliffs soar to 100 feet. Teams of slaves must labor to keep the walls free of vegetation, without benefit of either ropes or supports. (Such equipment might be seized by the enemy, making the valley accessible.) While a few slaves manage to escape from time to time, many more are lost when they accidentally plunge to their deaths.

The valley floor is rough, rising ground, littered with small boulders and other debris. A stream winds down from the castle, passing through the perimeter wall at the main gate. (See the map on page 18.) This stream supplies most of Darkhold's water, although a capped well in the basement of the castle can provide water during a siege.

A small copse at the foot of the main keep supports some wildlife and makes a convenient site for gathering wood. During warfare, the Zhentarim will torch the copse rather than allow an enemy to seize it.

A number of outbuildings are situated at the curve of the road which leads to the castle. These include a smithy, slave quarters, stables for the Outriders' mounts, large bins for food and storage, and a tavern built by the enlisted men out of a tumbledown building. The Zhentarim also have a few dilapidated cabins. These are offered to guests whom the Zhentarim hope to insult, as well as to visitors the Black Network does not trust in the

main keep. All the outbuildings and cabins are considered "typical cottages" in BATTLESYSTEM™ game combat; i.e., they can withstand 10 hits before they are destroyed.

An extensive set of mines and quarries lies southeast of Darkhold. The castle's original stone was excavated here. The mines are riddled with passages, which may lead to other chambers and underground networks, but nothing has come out of them yet to prove this. Currently, the quarry area serves as quarters for Imir's contingent of giants (see "People of Darkhold"). The giants are quite happy to stay this far from the main castle, considering all the potentially dangerous wizards who live there. When not at work for the Black Network, the giants spend most of their time brewing a hard mead, using grain which they have "borrowed" from the Outriders.

The castle itself sits atop a worn volcanic plug in the center of the vale, dominating the surrounding territory. Rumors abound that the plug has its own secret passages, and that hidden rooms lie beneath the castle. Of course, such rumors surround many castles. If Sememmon knows of these secrets, he has not revealed them.

In addition to the natural security of the valley, Darkhold has other defenses. During peacetime, a unit comprising 10 Grey Feathers and 10 Storm Watch soliders always stands guard at the main gate in the perimeter wall. A similar unit is positioned at the castle. At night, 10 Outriders patrol the base of the valley walls, searching for would-be thieves. In addition, rumors say that a number of *glyphs of warning* and similar magics have been scattered throughout the mountains surrounding the vale. These rumors may or may not be true, but they deter the less-serious intruder from testing Darkhold's defenses.

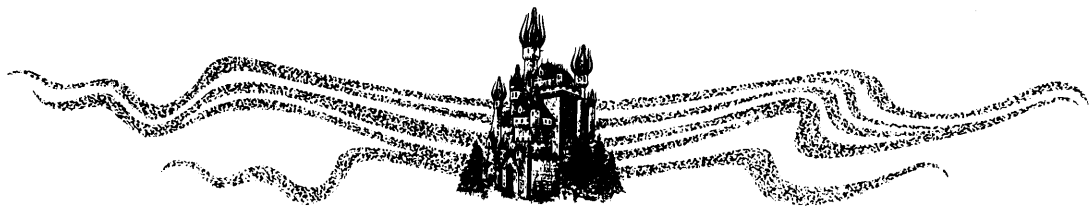
The Perimeter Wall

Darkhold Vale narrows at its western end, and across this opening Brundar Tigerbane built the first perimeter wall for the castle. The wall fell into disrepair with Brundar's death, but it was rebuilt and improved by the Zhentarim after they conquered the valley and defeated Varalla the lich. (See "A Brief History" for details.)

The Wall Proper: The perimeter wall is solid stone, 20 feet thick and 20 feet high. In BATTLESYSTEM game terms, it has 80 hits. The wall is broken only by the main gate, through which pass the stream and a single road. On the interior side (facing the valley), handholds and footholds are cut into the stone wall, enabling soldiers to climb to the top. Atop the wall, crenelations line the edge which faces the outer world. The crenelations provide cover, giving defenders a -2 AR bonus in both missile and melee combat.

The Main Gate: The main gate in the perimeter wall is an arch measuring 30 feet wide. Since the wall is 20 feet thick, the gate creates a 20-foot-long tunnel. An iron portcullis (50 hits) lies at each end of the tunnel, and murder holes line the ceiling. Defenders on top of the wall can drop flaming oil through these holes, burning the enemies below. (Consider this an AD 8 attack, but it applies only if a Zhentarim unit still occupies the wall.) Defenders on the wall have enough oil to make 8 such attacks before needing a fresh supply of oil from the castle.

Earthworks: Ten yards inside the perimeter wall (toward the castle), the Zhentarim have installed earthen embankments, flanking the gate. The embankments provide a second line of defense. They are not intended to stop the opposition, merely slow it so the wall can be evacuated in an orderly fashion and the army can conduct a fighting retreat to Darkhold Castle. In a BATTLESYSTEM scenario, units which are routed from the wall will



seek to retreat to the castle itself. Organized units such as the Grey Feathers and Storm Watch will burn the land behind them (if possible) to provide smoke and fire cover for their retreat. The general militia will just head for the hills.

Castle Darkhold

The keep has five levels from the ground up: main (first), gallery (second), storage (third), guest (fourth), and finally the tower level (fifth). Two additional levels are underground: the basement, and the subbasement below it. (See the plans on pages 20 and 21.) The wall surrounding the castle is one story high; its top can be accessed from the keep's gallery level, and a corridor running through the wall at ground level can be accessed from the keep's main floor.

Because Darkhold was originally constructed by giants, its dimensions are incredibly large by human standards. Corridors up to 30 feet wide are common. On average, each story or ceiling is 30 feet high. This height varies slightly from building to building, so that the fifth story of Sememmon's tower actually looks down on the fifth level of the Pereghosts' tower.

The wall surrounding the castle is 30 feet high. Like all walls facing the outside world, it is 25 feet thick, and capable of sustaining 80 hits. Interior

walls are only 10 feet thick; they can withstand up to 60 hits before crumbling.

All exterior walls have been constructed with a mixture of gorgon's blood. The blood acts as *proof against access from the astral or ethereal planes.* (It prevents individuals from these planes from entering the castle.) Astral or ethereal individuals can still make their way over the walls and into the inner courtyard, however.

The interior doors and archways of the keep are also gigantic, measuring 20 feet high and 15 feet wide at the base. Since no human occupant could readily use them, most of the huge doors have within them a smaller, more human-sized door. The massive 20-foot door is considered a small gate (24 hits), while the human-sized door is treated as a fortified door (5 hits).

Exterior doors which lead from the keep to the inner courtyard are also giant-sized. They, too, contain smaller, more human-sized doors. In an emergency, these small doors can be bolted "solid" by one figure in one round. At this point, the entire door is treated as a small gate (24 hits).

Most staircases in Darkhold are circular, reflecting the personal taste of the original builders. These massive stone spirals, well-worn with age, span the 30-foot height between floors. A figure must spend 3" of movement to move from one level to the next. If the

figure does not have sufficient movement, it cannot ascend a staircase unless it begins on the stair and spends all of its movement climbing. Only one unit may occupy a single staircase at a time, though individual figures may move through such units.

The large color map of Darkhold shows only the castle's ground level. In a BATTLESYSTEM™ scenario, combat may also take place on top of the walls, or in the upper floors of the keep. To help players keep track of such positions, the full-color cardstock sheets in this boxed set include several flat pieces or "markers." For example, "on the wall" markers allow players to show that a particular unit is on the wall, as opposed to being in the passageway below. Units directly above or below one another (on different levels) can pass each other without difficulty.

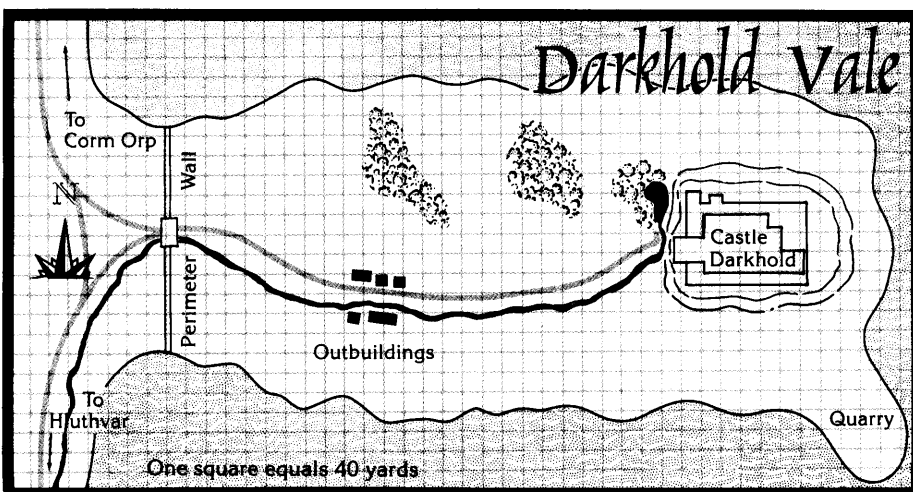
Also included are a number of floor-plan tiles, depicting rooms, corridors, and stairwells. Use these tiles in conjunction with the color map to represent different levels of the castle. This allows you to run a BATTLESYSTEM scenario on several stories at once. (There are not enough floor tiles to cover simultaneous battles on every level of the castle, however.)

Many rooms (in particular the barracks) contain a lot of clutter, such as bedrolls, cots, and other furniture. In general, these items won't affect BATTLESYSTEM game combat unless the debris is so severe that it will slow down units passing through, in which case it is noted as "rough" terrain. Individuals with a benefit in "rough" terrain (e.g., giants) do not gain that benefit in these rooms.

Main Floor (Level One)

This level is the center of day-to-day life for the castle's inhabitants. The rooms are enormous; the Grand Hall alone (Room 4) is larger than some castles, and many full-fledged temples would fit inside the Shrine of Bane (Room 5).

Drawbridge: The drawbridge is 20 yards square and made of fireproof timbers. As the accompanying diagram shows, its construction is un-





sual. The bridge is balanced in the center. Only half of it crosses the moat. The other half of the bridge lies inside the gatehouse, covering a pit that is 40 feet deep and 30 feet (10 yards) across. When the drawbridge is up, the pit is exposed. It takes 2 rounds to raise the bridge, and 1 round to lower it. Assailants can destroy the bridge with 19 hits, but then they must somehow cross the moat *and* the open pit to reach the Entry Hall.

The drawbridge is raised at dusk, and lowered again at sunrise. It is always guarded by a unit of 10 Grey Feathers and 10 Storm Watch troops in the Entry Hall. In special situations (such as war), the gate may remain shut or open at odd times.

Gatehouse: The gatehouse is a single-story structure built primarily to house the drawbridge and its mechanisms, which are operated from the entry hall. In addition to drawbridge, the gatehouse has a single iron portcullis which can slide into place regardless of the whether the bridge is up or down. When the bridge is up, it

covers the portcullis. (See the drawbridge diagram.) The portcullis can withstand 50 hits.

Entry Hall: The Entry Hall is two stories high, which means its ceiling is 60 feet above the floor. The walls are festooned with banners, which bear the symbols of Bane, the Zhentarim, and Sememmon's personal sigil: the black pyramid and oval.

A massive set of double doors (giant-sized) are in the east wall. These lead to the Grand Hall. In peaceful times, the doors are usually open. During warfare, they are shut and bolted, and require 30 hits to destroy.

Two wooden balconies overlook the entry hall—one along the north side, the other along the south. The balconies are 30 feet above the floor (at gallery level). They are supported by iron posts, which stand 10 feet apart. Each post can sustain 21 hits, after which both the post and the 10' x 10' area above it collapse.

Zhentarim officials use the balconies to greet important guests from a position of superiority. In combat, this is also an excellent position for

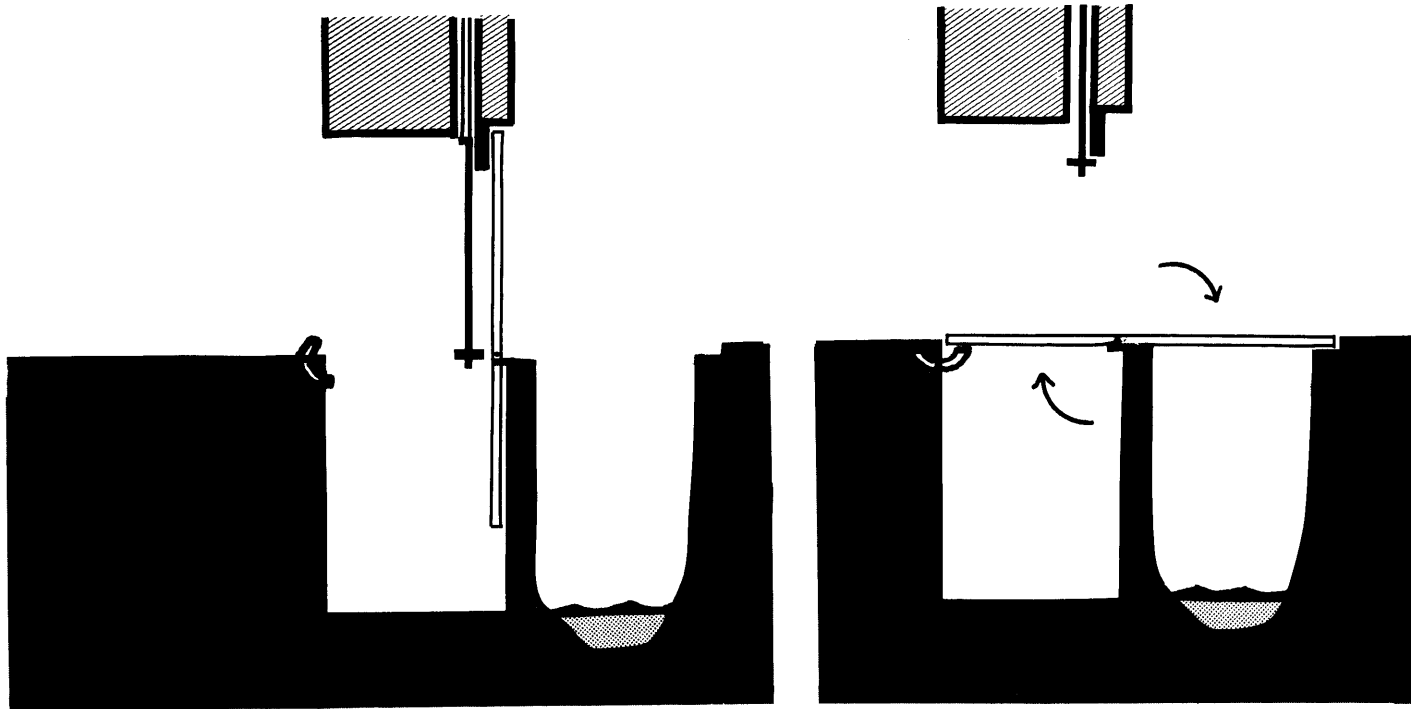
archers. Units on a balcony can fire on targets anywhere in the Entry Hall, except those who are directly below the balcony upon which the archers stand. The balconies have a railing made of thick wooden planks, which gives archers a -2 bonus to their Armor Rating.

The castle wall intersects this room on the north and south sides. The wall has two levels. The first level can be reached through two fortified doors in the Entry Hall (which are directly below the balconies). The second level can be reached from similar doors on the balconies overhead.

The balconies themselves cannot be reached from the Entry Hall; there are no stairs in this room. Officials usually access the balconies through two doors which lead to the balconies overlooking the Grand Hall. (These doors are not shown on the color map; see the Gallery Level plan on page 20.)

The Grand Hall: As the largest room in a keep of enormous proportions, the Grand Hall soars 90 feet from floor to ceiling. Its ceiling is a vaulted arch that was designed to impress even gi-

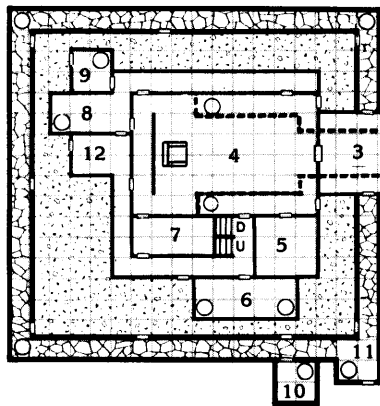
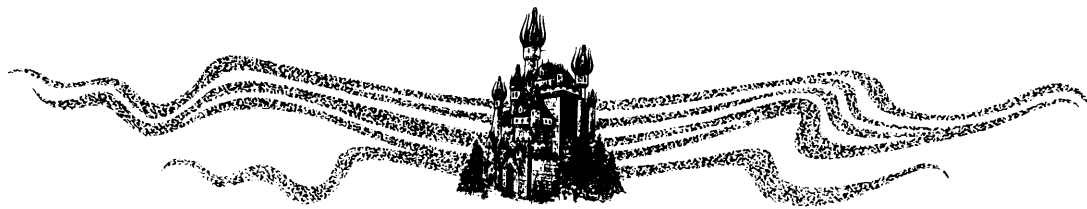
Mechanism Not Shown



Gate Down/Drawbridge Up

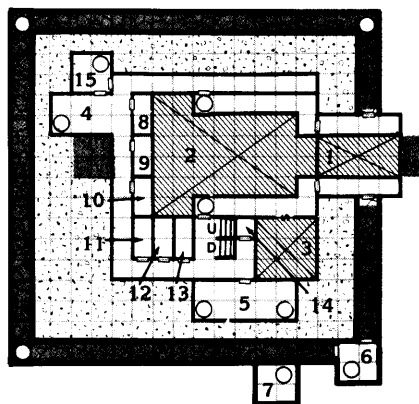
Gate Up/Drawbridge Down

Castle Darkhold



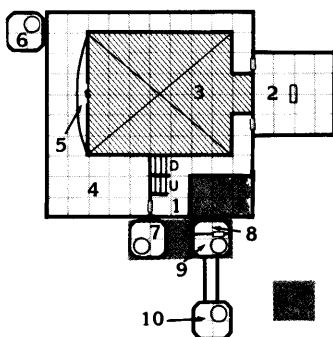
Main Level (Level One)

1. Drawbridge
2. Gatehouse
3. Entry Hall
4. Grand Hall
5. Shrine of Bane
6. Magic Wing (Mage Towers), Living Quarters
7. Living Quarters, Militia
8. Living Quarters, Grey Feathers & Outriders
9. Armory
10. Visitors' Tower, Storage Area
11. Postern Gate
12. Kitchen



Gallery Level (Level Two)

1. Entry Hall, Balcony
2. Grand Hall, Balcony
3. Shrine of Bane
4. Living Quarters, Storm Watch
5. Magic Wing (Mage Towers), Library
6. Postern Gate Tower
7. Visitors' Tower, Living Quarters
8. Riviar Darkwind's Quarters
9. Nimos Palantor's Quarters
10. Otto Otturka's Quarters
11. Angus Mater's Quarters
12. Kurth Dracomore's Quarters
13. Quarters of "the Three"
14. Asbarode's Quarters
15. Pereghost's Tower, Meeting Hall



Storage Level (Level Three)

1. Guard Post
2. Lesser Hall
3. Grand Hall (Open to Levels Below)
4. Storage
5. Secret Storage
6. Pereghost's Tower, Study
7. Sememmon's Tower, Reception
8. Ashemmi's Tower, Lab
9. Ashemmi's Tower, Reception
10. Visitors' Tower, Dining Area

One square = 10 yards

ants. The hall is still spectacular today. An army of slaves has recently scrubbed the walls clean. Upon these polished gray stones, rich tapestries are hung, depicting Zhentarim victories. By human standards, the tapestries are immense, but they still look small in this room.

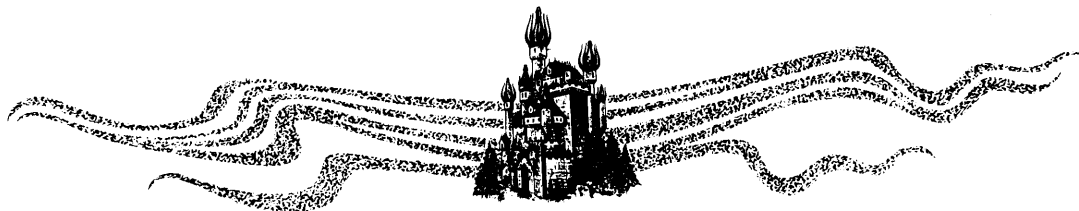
A pair of wooden balconies run along the north and south sides of the Grand Hall. They can be reached by the spiral staircases at the east end of the hall. Like the balconies in the Entry Hall, these have a wooden railing and are supported by iron posts, 10 feet apart. (See "Entry Hall" above for details.) In times of peace, musicians and other entertainers use the balconies. During war, archers are stationed here.

A huge mosaic dominates the east end of the room. The dramatic work depicts the Zhentarim's conquest of Varalla the Lich-Queen and her minions—a battle in which Darkhold itself was won. A large dais with an oak throne sits before the mosaic. It is from here that Sememmon makes official statements, speaks to the troops, and presides over Zhentarim business. The acoustics in the Grand Hall are perfect. When the room is quiet, a person seated upon the throne can hear a whisper at the far door.

Sememmon himself admits to being daunted by this room's size and power. When not used for official pronouncements, the Grand Hall serves as a mess, a general gathering point for the troops, and—in times of emergency—a marshalling ground. It also serves as feast hall and a place for spectacular celebration.

The room has no windows to the outside, but it is lit by a flurry of floating globes, each with a *continual light* spell cast upon it. The globes can provide the equivalent of daylight in the room. During festivities, they change color and magically swoop low over the party-goers.

Shrine of Bane: This two-story room was dedicated originally to Grolantor, the hill giant's god. However, through the years it has seen its worship turned to Tymora, Myrkul, and now finally Bane. This is Kurth Dracomore's territory, and if the castle is endangered, he will be found here, praying



to his dark divinity and preparing for what may be his final battle.

The shrine was once dominated by a huge stained-glass window in the west wall, but that has long-since been shattered and bricked over. Kurth keeps the shrine dimly lit with a handful of lamps. The air smells of the fragrant incense he burns.

The north wall, opposite the door, is decorated with a mosaic of the symbol of Bane. Until they enter the shrine, visitors cannot see the huge mask which hangs above the doorway itself, leering over the congregation. It is a grinning, diabolical face, purported to be the face of Bane.

The altar stands at the north end of the room, before the mosaic. It is here that Kurth keeps his last-ditch weapon: a *talisman of ultimate evil*. He will use this device only against those who threaten his holy shrine.

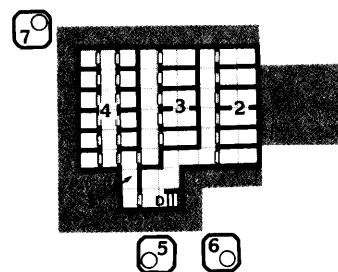
The Mage Towers: On the north side of the keep, two round towers stand side by side, one rising to 150 feet, the other to 120 feet. These towers sit upon the same base—a square, two-story building which accounts for the first 60 feet of the towers' height. The entire structure, base and spires together, is called "the Mage Towers."

The blocky building at the base of the towers is called the "Magic Wing" by Darkhold's residents. The first floor (main level) contains quarters for Ashemmi's mages-in-training (Kadorr, Yarkul, Sashen, and Ilthond). Most of the enormous room is open, forming a common area used for training and magical experiments. A pair of spiral staircases—one in the northeast corner, the other in the northwest—lead to the library on the second floor of the Magic Wing.

The area between the staircases has been converted to three "suites," each 30 feet by 30 feet. The walls of these rooms are little more than flimsy wood frames and curtains. (The walls topple easily and qualify as "rough/rocky" terrain in miniatures combat; otherwise, they have no effect. Favored terrain bonuses do not apply here.) Kadorr, Yarkul, and Sashen each have one of these suites. Ilthond (the "grunt") has a bed behind a curtain in the common room.

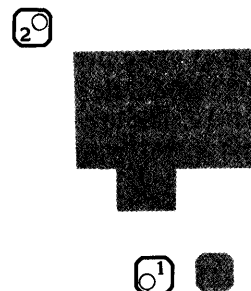
Guest Level (Level Four)

1. Guard Quarters
2. Guest Rooms
3. Hostage Quarters
4. Prisoner Quarters
5. Sememmon's Tower, Lab
6. Ashemmi's Tower, Quarters
7. Pereghost's Tower, Quarters



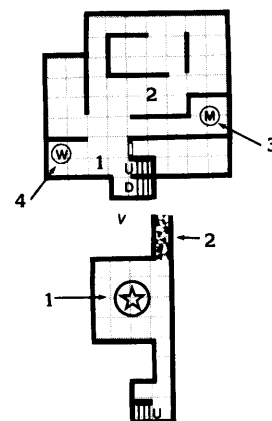
Tower Level (Level Five)

1. Sememmon's Tower, Quarters
2. Pereghost's Tower, Wyverns' Lair



Basement

1. Guard Post
2. Storage
3. Midden Pit
4. Well

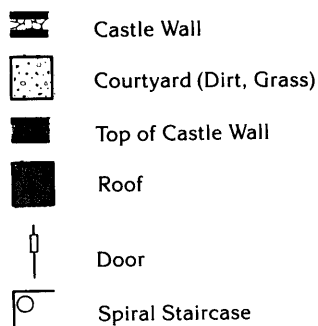


Subbasement

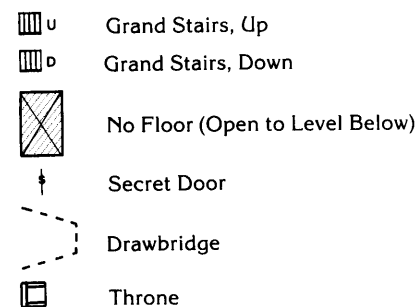
1. Magical Gateway of Darkhold
2. Collapsed Tunnel

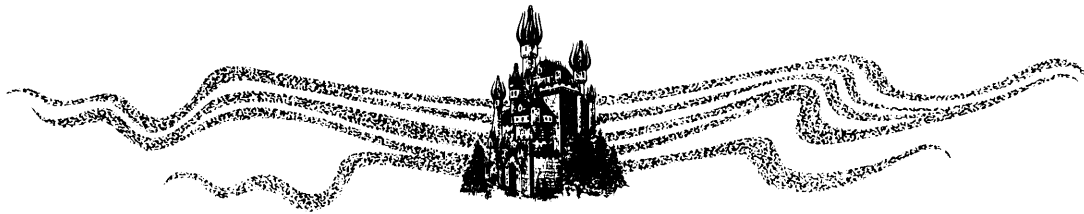


One square = 10 yards



Key





The Grand Stairs: This is the only staircase in Darkhold that is not a spiral. It is also the newest. Brundar had these stairs installed with human-sized feet in mind. The Grand Stairs run the height of the entire keep, from the subbasement to the Guest Level (fourth floor). It's important to note that the gateway to Zhentil Keep is in the subbasement. Reinforcements will appear there during a siege, and use this staircase to enter the castle.

Living Quarters, Militia: The quarters are a barracks for the Official Darkhold Militia. Servants and guards also sleep here. The area is a maze of small wooden partitions and bunks. These partitions will slow down armed forces that move through them as "rough terrain," but will have no effect on combat. The only treasure to be found here is the occupants' personal effects.

Kitchen and Food Stores: The original giant-sized kitchen has been updated with tables and surfaces more suited to human use. The area contains huge cooking vats, bins of flour and other ingredients, a smoke room, multiple hearths, and a large supply of firewood. The external door leads to the herb garden in the inner courtyard.

Living Quarters, Grey Feathers and Outriders: Darkhold's archery and cavalry units share this living space. The area doubles as a practice room. Rivalry between the two groups is fierce but good-natured, with the fatalities kept to a minimum. The only treasure found here is the occupants' personal effects. A spiral staircase leads up to the quarters of the Storm Watch, a group whom both the Outriders and Grey Feathers have agreed to hate.

Pereghost's Tower, Armory: The 150-foot spire on the southeast corner of the keep is the Pereghost's Tower. On the main level, the tower contains the weaponsmith's shop. The smithy's forge runs continually. The smoke from the forge is channeled up through the walls, providing heat for the entire tower. Five men work here: the master weaponsmith (who also

fashions armor), plus two apprentices and two journeymen smiths. The master smith has just completed the iron suits that Imir's giants wear while building "Affordable Castles" (see "Zhentarim Schemes"). The smith's next project is catching up on his repair work for the castle.

This area is also used for equipment storage. Swords and armor line the walls, including a *spear of backbiting* and a *cursed sword* - 2.

Visitor's Tower: This tower contains quarters for powerful and potentially dangerous guests, whom Sememmon does not wish to offend. (If etiquette and politics were irrelevant, Sememmon would keep them outside the castle or near the prisoners.) Because the tower is part of the outer wall's defenses, it makes a perfect spot for such questionable VIPs. In the past, these quarters have been offered to Red Wizards of Thay, as well as to creatures of the lower planes, a pair of beholders, and of course, representatives of the Church of Bane.

The walls on the first level of the Visitor's Tower are 25 feet thick—as thick as the outer wall that surrounds the keep. These walls can sustain up to 80 hits. The first floor of the tower is usually reserved for storage. If a "VIP" in the tower has a sizeable entourage, some of them may receive rooms here.

Postern Gate: This small gate provides an alternate exit for those who do not wish to be seen leaving by the front door. It is also used to bring supplies and individuals into the castle after the main drawbridge has been pulled up. Darkhold's contingent of thieves (including Asbarode and the Three) make extensive use of the postern gate.

In peacetime, a unit of 10 Storm Watchmen guards the postern gate. Entry is determined by prearranged code words. A duty officer (one of the captains) is summoned if a problem arises. Under no circumstance will the Storm Watch allow entry to an individual without the proper password or the duty officer's approval.

The Gallery (Level Two)

Darkhold's second level contains living quarters for most of the middle echelon: thieves, the chaplain, and captains of the various military units (excluding Imir, who stays with his giants in the quarries). Since many of the first-floor rooms have two-story ceilings, this level has fewer available square feet.

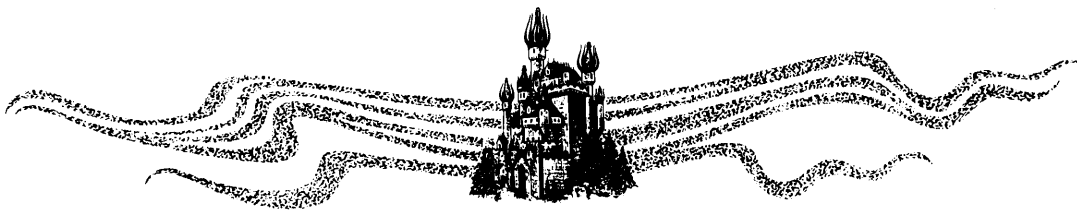
The top of the keep's outer wall is level with the second floor. (The wall is 30 feet high.) As noted above, the wall is crenelated.

Entry Hall and Grand Hall: The balconies overlooking these halls are at gallery level. To cross from one balcony to the next (i.e., from north to south or vice versa), a person must use the spiral stairs and walk through the Grand Hall.

Shrine of Bane: The shrine has a two-story ceiling. Officially, the shrine cannot be entered or seen from the second floor of the keep. However, there is a tiny, secret room just behind the mask of Bane that hangs within the shrine. This secret room can be accessed from the balcony overlooking the Great Hall. Once inside the hidden room, a person can view the shrine's interior by peaking through the eyes of the giant mask. The secret room originally led to a choir loft, which has long-since collapsed.

Except for Imir, all the captains know about the secret room. So do the Pereghost, Sememmon, and Mistress Ashemmi. Kurth of Bane does not know it exists, however. That's why his efforts to spy on the others have failed; everyone knows what he's up to.

Living Quarters, Storm Watch: The Storm Watch barracks are directly above those of the Grey Feathers and Outriders, much to the chagrin of the archers and riders. There is little love lost between the elite Storm Watch and their less-skilled brethren, though outright fights are uncommon. The Pereghost always favors the Storm Watch, even in situations when they lose. This room contains many cots and bunks, but no treasure except the occupants' personal effects.



Mage Towers, Library: The second level of the Mage Tower serves as the communal library of the six wizards who reside in the castle. Books line the walls, and a large map of the Western Realms is inlaid on the floor. Each wizard has his own reading desk (Ashemmi's and Sememmon's have drawers) and scribes are available to take notes and run errands.

Only Ashemmi and Sememmon have free use of the library. Ashemmi's pupils must ask for permission to use any of the books. A captive invisible stalker enforces this dictum. (Invisible Stalker, AC 3, MV 12, FL 12 (A); HD 8, hp 60; #AT 1; Dmg 4-16; SA surprise; SD invisibility; MR 30%; AL N; THACO 13.) If troops attack the library, the invisible stalker will seek to defend the area. The creature cannot leave this room, however. (The invisible stalker's BATTLESYSTEM™ game stats are as follows: AD 10; AR 3 if targets cannot detect invisible, 5 if they can; Hits 4; Morale 14; MV 12 (flies) -gains "free attack" for invisibility.)

Against the northern wall, a huge book rests upon a cabinet beneath a clear glass dome. The book is labeled "Spells, Levels One to Four." The book is an illusion. Furthermore, the glass dome is trapped with Type N contact poison.

The real tome of level-one to level-four spells, used by Ashemmi's pupils, is stored in the cabinet beneath the illusion. The catch to the book has a set of explosive runes, which will explode if anyone other than Darkhold's six wizards should handle it. The book contains all spells from level one to level four that are listed in the *Player's Handbook*. (It does not include spells from the FORGOTTEN REALMS™ *Adventures* hardback, however.)

The other books in the library are mostly histories, including tales of Zhentarim heroes, notes about elves and dwarves, and a few purported legends and treasure maps to mythical artifacts. The entire library would be worth some 50,000 gp to a sage.

This is the last common level of the Mage Towers. The spiral staircase in the east corner leads to Sememmon's Tower. The west staircase leads to Ashemmi's Tower.

Above the Postern Gate: A guard outpost for the Storm Watch lies above the postern gate. There is also an office for the Duty Officer. A small window, about 2 feet wide, is in the north wall of this area. The window allows soldiers on the second floor to challenge visitors who approach the postern gate below. An iron grate covers the window. One side of the grate is hinged, allowing a soldier to swing it aside.

Visitors' Tower, Quarters: The second floor of the visitors' tower contains sumptuous furnishings and quarters for the VIP, including bed and bath. A small study and library (church-approved reading material only) is provided as well.

Living Quarters, the Commanders: Each military leader has been assigned a personal suite, except of course Imir. The suites are divided into private quarters and a day room.

Darkwind's Suite: These quarters are spartan. Darkwind has decorated the day room with the Zhentarim's symbol, and her private quarters with the symbol of Bane. (Darkwind is the Pereghost's second in command.)

Palantor's Suite: Nimos Palantor likes to remind himself of past victories. The heads and other parts of creatures he has slain hang everywhere. The room is paneled with wood. (Palantor is captain of the Grey Feathers.)

Otturka's Suite: Silk trappings hang on the walls of both rooms, which are always in a mess. Otto has about 500 platinum pieces squirreled away in a false bottom of his clothes chest. More importantly, on the underside of a drawer, he has written the name of his Sembian contact and their codephrase for transactions. (Otturka leads the militia.)

Materi's Suite: Materi is naturally neat, and he doesn't spend enough time in the castle to give it that lived-in look. His one nod to his past is a tattered banner of the Purple Dragons, which hangs over the hearth. (Materi leads the Outriders.)

The Living Quarters area also includes the rooms of these important individuals:

Kurth Dracomore's Suite: The chaplain's room is surprisingly free of religious overtones, instead featuring artwork captured from various raids. Hidden within a false-bottomed drawer is a book of cypher codes for communicating with the Church of Bane in Zhentil Keep (codes long-since broken by the others). A volume of elven poetry is hidden beside it.

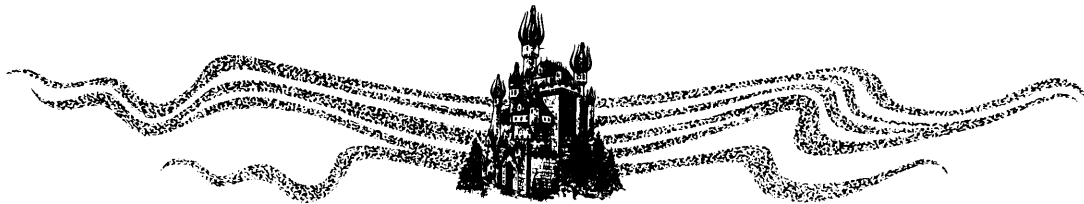
Suite of the Three: This area is kept shut with a lock of Illtur's personal design (-20 to chance of picking; trapped with a poison needle of Type E injected poison). The Three's quarters are empty except for a simple cot. In the flue of the cold hearth, members of the Three pass messages to each other, and also store their *ring of invisibility*.

Asbarode's Suite: The day room serves as quarters for her band of rogues. When Asbarode (a.k.a. Nith) is in residence, she holds many parties here, featuring off-duty soldiers and giantish mead. Her private quarters are decorated with swag-art (all of it stolen), which is worth up to 10,000 gp total. A *mirrored shield* +2 hangs over the wash basin. A *snapped singing sword* hangs over the hearth.

Pereghost's Tower: At the gallery level, this tower contains a large meeting room for the Pereghost's captains and their aides. The walls are lined with maps of the Far Hills, the Realms, and the major cities of the Heartlands. Of particular interest is a series of colored pins noting Zhentarim activities in the North. The colors of the pins are those of the rainbow, from red to violet. Red indicates minimal activity, while violet shows maximum activity. (Zhentil Keep is violet; other colors vary according to each DM's own campaign.)

The commanders plan maneuvers using a sand table that lies against the far wall. Metal miniatures on the table represent soldiers. Another table in the room is heavily laden with scrolls on military doctrine and tactics. Some of the scrolls are cracked and aging. A newer pile shows the Zhentarim's educated guesses regarding the strength of various military units, including those of Waterdeep and Cormyr.

Glowing globes of *continuous light*



provide illumination in this room. They are more subdued than the globes in the Grand Hall.

Storage Level (Level Three)

Most of the keep's third story serves as a storage area for bulk goods that must be kept dry. More importantly, this level contains the Lesser Hall, a private conference area which allows Sememmon and others to communicate with their masters in Zhentil Keep.

The floor of the third level is roughly 60 feet above the ground. At this stage, the towers of the Pereghost, Sememmon, and Ashemmi stand completely apart from the other buildings. In other words, no one can reach the third floor of these towers without first climbing the stairs from the level below.

Storage Areas: The upper storage areas are reserved for materials that should be kept dry, such as flour, rice, and lumber. The area is crammed from floor to ceiling with all manner of bulk and finished goods. Otto Otturka is responsible for keeping an accurate count of these goods. Otturka would be quite dissatisfied with this, had he not managed to convince the bookish Sashen to do the task for him.

These areas account for about half of Darkhold's stored supplies. Destruction of the storage rooms would cut in half the Darkhold's ability to hold out in a siege.

Guardpost: This post is situated at the head of the stairs. Ten Darkhold militiamen are on duty at all times to protect the area from thieves. Patrols through the storage area are infrequent, unless one of the masters is in the Lesser Hall, at which time there is a distorted attempt to show off military efficiency.

Lesser Hall: Situated above the Entry Hall, the Lesser Hall is one of the few major rooms with natural windows, though in times of war they are covered with thick wooden planks (treat as fortified doors).

The Lesser Hall is used for private conferences between Sememmon and

his assistants, both magical and military. Occasionally smaller parties may be held here, but the Lesser Hall serves mainly as place for gaining information and advice from Zhentil Keep.

The center of the room is marked by a large blue halo, floating 2 inches above the floor. A similar halo exists in Zhentil Keep. Lord Manshooon uses the halo to communicate with the rulers of Darkhold. (So does Chembryl on occasion.) The halo allows Manshooon to see and communicate with everyone in the Lesser Hall, to offer advice, give orders, or simply to provide information. Every 10 days, Sememmon uses the halo to report to Manshooon—more often if a plot is afoot. A militiaman is posted here round the clock. If Manshooon or Fzoul Chembryl appear in the Halo, the watchman must find and notify Sememmon (or Ashemmi if Sememmon is not available).

Sememmon enjoys his communications with Manshooon; the two men are on friendly terms. Other natives of Darkhold (including the Pereghost) are made nervous by Manshooon's presence—even in this illusionary form. His appearance reminds them that, ultimately, someone else controls Darkhold castle.

Secret Storage: Much of Darkhold's material wealth is hidden in a sliver of space on the east side of the keep. This space is carved out of the main storage area on the third floor of the keep. The wall of the storage area bulges slightly along the hiding place (see the map), but a search of this wall will reveal no secret doors. The hiding place cannot be reached from the storage area itself. The secret door that leads here is in the ceiling of the Grand Hall, some 60 feet above the floor.

At Darkhold, only Sememmon and Ashemmi know the secret door exists. They can reach it by flight or levitation. To activate the door, they must touch a particular stone in the mosaic on the wall. To avoid attention, the wizards become *invisible* before they fly to the ceiling and open the door. To date, they have only opened the door when the Grand Hall below was empty.

The secret storage area contains the following items:

- 200 gold bars worth 1,000 gp each
- 100 platinum bars worth 10,000 gp each
- 12 chests of gems, each chest worth 10,000 gp each
- Letters of Marque from thieves guilds and various evil organizations throughout the Heartlands, totalling 500,000 gp.

There are no art objects or magic; the former has already been converted into cash and the latter tends to attract attention, so it's hidden elsewhere.

Note: Manshooon and Chembryl know about this treasure, too. If player characters should happen to seize Darkhold, this treasure trove will be the primary target of attacks that originate from Zhentil Keep (provided the Zhentarim believe the treasure is still intact). Neither revenge nor the possible recapture of Darkhold is as strong a motivator as this treasure.

Pereghost's Tower: The tower's third level contains a study. The room is dotted with mementos of the Pereghost's life at Darkhold—an enemy banner recovered by Riviar, artwork stolen by Kurth, animals killed by Nimos (stuffed and mounted). Nothing here would suggest that the Pereghost had a life before Darkhold.

Sememmon's Tower: Sememmon's third floor serves as a private reception area. His magic protects the area from "prying eyes" that may use crystal balls, magic mirrors, or other scrying devices to spy on this room. The furniture—solid ironwood with plush cushions—is designed to relax guests as they speak. The walls are lined with books and scrolls on a wide variety of subjects, including ocean life, Kara-Tur, the outer planes, recipes, philosophy, and the nature of other cultures in the Realms.

Ashemmi's Tower: Ashemmi's third floor contains two rooms. The first is a richly furnished reception area, similar to Sememmon's. This room contains the spiral stone staircase, as well as the bridge leading to the Visitor's Tower.

The other room on the third floor is



Ashemmi's private lab. It contains all of her alchemic devices and material components, which have been cleaned and neatly arranged in small racks along the far wall. The counters are nearly always clean. On the back of the door is a small rack, into which several scrolls are neatly tucked. Three of these scrolls are magical, inscribed with one to six spells, none of which exceed the 4th level.

Ashemmi's current "project" lies on one counter. It's a partially destroyed flesh golem. The wizardess cannot create a golem, but she's attempting to reactivate the now twice-dead flesh of this specimen. Currently all her efforts have been for naught.

Visitor's Tower: Unlike the Mage Towers, the Visitor's Tower is only three stories high. The third level contains dining quarters, as well as a small kitchen and hearth for private use.

Here, on the uppermost floor, guests can enjoy a magnificent view of Darkhold Vale. Standing apart as it does, the tower also affords a nice view of the rest of the castle. A bridge spans the gap between this tower and Ashemmi's, and important visitors are allowed free access to the castle in this fashion. However, they are reminded not to touch anything in the library (which is below, on the second floor of the Magic Wing).

Guest's Level (Level Four)

The bulk of main keep tops out at three massive stories, but atop the Grand Hall is a large, fourth-story "penthouse." This penthouse originally served as living quarters for the "giant emperors." Later, as it declined with age, the area was given over to storage. When the Zhentarim moved in, they refitted the entire fourth floor. Today it contains three major areas: rooms for privileged guests, hostage quarters, and prisoners' cells. A barracks room for the castle guards is also located here. The Zhentarim euphemistically call this entire level "The Questing Place."

Privileged Guests: A row of six rooms closest the Grand Stairs have been designated as guests' quarters. It is

here that Sememmon houses visitors who are powerful enough to merit the Zhentarim's attention, but not powerful enough to threaten it. Such guests include merchants, entertainers, prominent citizens, and applicants to the Black Network.

The guest rooms are among the finest in the keep. The chambers are large and comfortable, the furnishings plush and tasteful. To be quartered here is both a compliment and a threat, however. Although the chambers are fine, they clearly are located near the rooms of hostages and prisoners—a subtle reminder that guests had best watch their step when dealing with the people of Darkhold.

The windows in the guest rooms are open, but they have been fitted with chain links to prevent guests from falling out (or escaping). In battle or inclement weather, the windows may be shuttered.

When Guin Terabuck stays at Darkhold, he receives one of these rooms. His two ogre mage "minders" stay with him to act as guards. However, they will only attack someone who tries to free Guin (or soldiers who take part in a general assault on Darkhold). Guin does not seem to notice or mind his situation. When at Darkhold, he spends most of the time in his room, playing three-handed Wizard-draw with the ogre mages. He usually wins.

Guard Barracks: Most of Darkhold's militia are stationed in this 30' x 300' room, close to the prisoners. The barracks is packed with cots and other equipment, but the soldiers' personal effects comprise the only true treasure.

Hostage Quarters: "Guests" who must be detained but not damaged are kept here. Most are held as collateral against debts their relatives have incurred; when the debts are paid, they'll be set free. Others are outright victims of a kidnapping; they may be freed when a ransom is paid. Many of these victims come from the Moonsea area. They have been teleported to Darkhold because would-be rescuers are less likely to find them here.

The hostages' quarters are as nice

as those of the privileged guests, except they have no windows. In addition, the doors are locked, and have a small window for passing food to the hostage. Guards patrol this area regularly, checking on the hostages about once every hour (every half-hour if any known attempt to escape has been made).

Prisoners' Quarters: These quarters are reserved for people from whom the Zhentarim want information or a service. Once the prisoners provide it, the Zhentarim will eventually kill them. Some prisoners are spies, or individuals who must serve as "an example" to others.

The prisoners' quarters are large but bare, which tends to create echoes. To influence prisoner behavior, the guards use various "instruments of persuasion." The victim's screams carry to the rest of the rooms, reminding hostages and guests how lucky they are by comparison.

Ashemmi's Tower: The fourth and uppermost level of Ashemmi's tower contains her personal quarters. The spiral staircase ends in a trap door in the floor, which she keeps bolted when asleep. At all other times, it is *wizard locked*.

Ashemmi's quarters are luxurious and richly furnished in thick velvets and comfortable fabrics. She keeps the *helm of opposite alignment* on her mantel as a reminder of her former "good intentions."

Sememmon's Tower: The fourth floor of Sememmon's tower contains his personal laboratory. The room is a huge sprawl, filled with devices and magical equipment gained over several lifetimes. Sememmon secures it at all times, using both a *wizard lock* and mechanical locks of Illtur's design (-20% to picking).

The wizard has good reason to keep his lab locked. At the center of the room is his current project: a large, ornate throne made of gold and fitted with fist-sized pearls. For materials alone, the throne is worth 100,000 gp. But this is a *spelljamming helm*, and Sememmon is attempting to unlock its secrets. No one else—not even



Manshoon—knows that Sememmon has this helm.

Sememmon also keeps his spellbooks in the lab. He has one book for each spell level he can use. These books contain all the spells listed in the *Player's Handbook* for levels one to four. They also contain half of the spells listed for levels five to seven (DM's choice).

Pereghost's Tower: The Pereghost's fourth level contains his private quarters, including a bedroom and bath. A huge circular hearth dominates the center of the room. Other than this, his quarters are unremarkable, and they provide no clue as to the Pereghost's origin.

Tower Level (Level Five)

Only two towers rise to the fifth level: Sememmon's and the Pereghost's. The keep and the other towers are only four stories tall.

Sememmon's Tower: The uppermost floor of this tower contains Sememmon's private quarters. They are almost pedestrian, with a wood-framed bed, a writing desk, a pile of books, and some solid furniture that looks as if it has been here since the reign of the lich-queen Varalla.

Sememmon locks this area both mechanically and magically, in the same manner as the lab below. He is well protected. The windows here look like glass, but they are actually metal, upon which *glassteel* spells have been permanently cast. Furthermore, a *symbol of death* has been placed over each window, and anyone who seeks an entrance through it will be affected.

The Pereghost's Tower: The topmost room of this tower is empty, unused by Sememmon's most trusted commander. The trap door is bolted from the inside, and its hinges are rusting. The windows of this tower are open and without glass.

Though the Pereghost does not use this tower, it may still be occupied. In times of strife, a pair of wyverns is here. (Sememmon befriended them earlier.) They enter through the open

windows. If the Pereghost has any complaints about a lending his uppermost quarters to a pair of large, foul-smelling flying lizards, he has not voiced them.

The Basement

Darkhold's basement (the first "dungeon" level) is devoted to slaves, stored "junk," and garbage—matters which preferably remain out of sight and usually out of mind.

Guard Post: A guard post is located near the base of the Grand Stairs. Ten militia stand guard here, while another ten watch the slave pens. The guards do not regard this as glamorous duty. Usually, those who have recently crossed Otturka are assigned here.

Slave Pens: These pens are reserved for slaves whose presence at the castle is necessary: individuals who do heavy lifting, cleaning, building, and occasionally help out with someone's target practice. Most other slaves stay in outbuildings on the valley floor, where they are unlikely to interfere with Zhentarim business.

The slave pens are small, dank, crowded, and dirty. The bare minimum of care is provided, and manpower losses are replenished from the valley encampment. Most slaves here are broken in body and spirit. They are chosen primarily because their frail nature makes it unlikely that they would survive the trip to more popular markets in the south. Typical slave statistics are AC 10; MV 6; hp 1-2; #AT 1; Dmg 1; SA & SD none; AL any; THACO 20.

Storage: These storerooms are reserved for sturdy equipment and foods kept in sealed containers. The area is filled with wine and mead barrels, sealed bins of flour, and dried fruits and meat. Also in abundance are pieces of old furniture, chests of discarded clothing, and standard heaps of junk that no one (primarily Otturka) has thought to throw out.

The walls of this storage section are slightly damp, and the smell of rot fills the air. Valuables and open foodstuffs

which can be affected by moisture are stored either in the kitchen or on the storage level of the keep (level three).

Midden Pit: This is the castle's garbage pit, a 100-foot shaft that catches the kitchen debris and daily waste of the entire building. Even though the shaft extends far below this level, the stench is powerful. This room is avoided whenever possible.

At the bottom of the pit, the midden opens into a wide natural cavern, littered with decades of Zhentarim garbage. This waste pile is the home of two otyughs (AC 6; MV 6; HD 8, hp 60,56; #AT 3; Dmg 2-12/2-12/1-3; SA grab, disease; SD never surprised; AL N; THACO 13). The creatures play no role in BATTLESYSTEM™ combat.

At the DM's option, there is a chance that the cavern at the base of the midden has an exit, which leads to other underground caverns, which in turn might provide a means of escape. Given the drop, the debris, and the otyughs, it is not the first choice for most who are attempting to flee.

The Well: The capped well is an interior water supply reserved for siege situations. Normally the water from the stream beneath the castle, carried by slaves, is sufficient for the castle's needs. When that water is denied them, Sememmon may order the well uncapped. The water from this well smells strongly of minerals, but a person who drinks it will suffer no ill effects.

The well pulls its water from the surrounding porous rock, and it is not connected to any underground streams or pools. Those seeking escape by this method will find themselves at the base of a 150-foot pit with no possible exits. Slaves are sometimes lowered into the well on ropes to retrieve dead bodies, to prevent them from polluting the water supply.

The Subbasement

This is the lowest known level of Castle Darkhold (not counting the waste cavern and well). It lies about 100 feet below ground. Only one room is here. Its original purpose is unclear, and no one knows who had it built. The lich-



queen Varalla stored her treasure here. The Zhentarim have found another use.

Artifact Chamber: The *Gateway of Darkhold* is housed here. This magical artifact allows members of the Black Network to travel between Darkhold and Zhentil Keep. With magical receptors in place, the artifact can also lead to other locations (as explained below). The artifact looks like a low, circular platform, which is made of gold and inscribed with runes and other sigils. The platform is supported by a ring of statues, which represent a number of human and nonhuman races, who bear the platform's weight on their arms and heads. These statues are made of a gray metal with an unknown origin. The artifact is fixed to the floor. Sememmon believes that it will no longer work if it's moved.

The *Gateway of Darkhold* opens a portal between Darkhold and other specific locations up to four times a day. Each opening lasts for 10 minutes, and during that time, individuals and material may move from one location to the other without the dangers of *teleporting*. (For the curious, a full description of the eighth level *gateway* spell can be found in the FORGOTTEN REALMS™ *Adventures* book.) The gateway appears as a vertical disk, 1 foot above the floor. An onlooker can see the destination through the gateway, but unliving material cannot pass through unless brought by living creatures.

Any wizard can use the *Gateway of Darkhold* by speaking the command phrase. If no particular setting is specified, the gate leads to Zhentil Keep. The destination in Zhentil Keep lies in a similar subbasement, from which Darkhold can draw additional men and supplies.

The artifact may also lead to locations where special "receptors" have been planted. These receptors are T-shaped wands made of platinum, with a large ruby set at the intersection of the two arms. The wands cost some 10,000 gp to construct. Darkhold's wizards can "tune" the receptors to the artifact by placing them next to the platform for 100 days, after which the wands can be used.

The receptors are planted in the ground or laid on a flat surface in a new location. When the receptor is in place, the artifact may now open a gateway to it. Individuals can pass from one side to the other just as they might otherwise pass back and forth to Zhentil Keep. The receptors can only lead to Darkhold, not to each other, however. To move from a planted receptor to Zhentil Keep would require two activations of the artifact: one to move from the receptor to Darkhold, and a second from Darkhold to Zhentil Keep.

In addition to the "direct" connection between Darkhold and Zhentil Keep, there are also connections between Darkhold and hidden locations in Waterdeep, Baldur's Gate, Westgate, Procampur, and Ordulin. These receptors are safely hidden in secret rooms belonging to allies or agents.

The *Gateway of Darkhold* is magically temperamental and fragile. If *dispel magic* is cast upon a receptor, that receptor becomes permanently useless. If the *Gateway* itself is a target of *dispel magic*, the artifact will automatically fail (closing the portal if present). Thereafter, it will not operate for 10 to 20 months. *Dispel magic* cannot be cast through the *Gateway* itself, however.

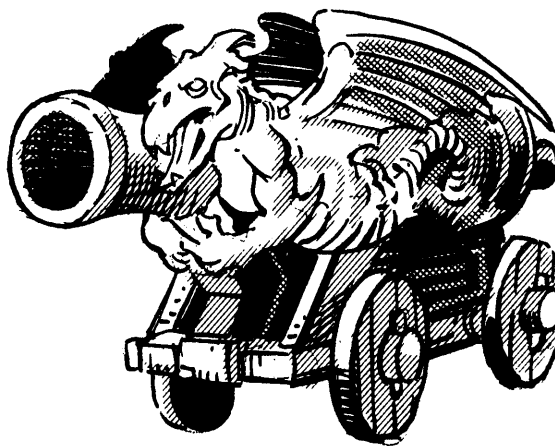
Under normal circumstances, the artifact is used to route assassins, spies, and agents from one location to another within the Black Network. It may also carry prisoners and hostages from Zhentil Keep to the more secure Darkhold. Most recently, the device

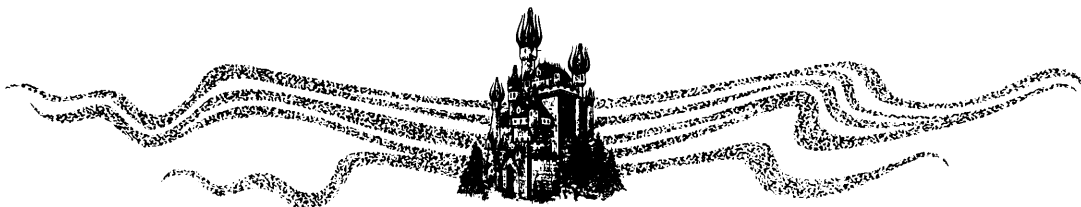
has been used to move large numbers of armor-clad giants to and from the construction sites of Guin Terabuck's Affordable Castles project. Guin always carries a pair of receptors so he can establish a link between new construction sites and Darkhold castle.

In wartime, the artifact is used to resupply the castle. This resupply reduces the effects of siege, but it does not eliminate them. Further, the *Gateway* may be used to bring in reinforcements. Up to 20 creatures (two figures) may pass through the *Gateway* one way, though using this negates the resupply abilities. Most often, powerful monsters and spellcasters are sent. No creature or object larger than a hill giant may pass through the gate, however.

If Darkhold falls, the last capable wizard has been instructed to cast *dispel magic* on the artifact before seeking his escape. This gives the Zhentarim a year to retake the castle. If the castle falls with the device intact, the receptors at Zhentil Keep and the other safe houses will be destroyed to prevent their possible use against the Black Network.

Collapsed Tunnel: This tunnel, just south of the artifact chamber, leads to an opening near the quarry. Both entrances to the tunnel have been sealed, however, and the tunnel is filled with rubble. It is possible to dig out the debris, but a team of dwarves (or other individuals with mining abilities) would have to work two months to reopen the tunnel.





Zhentarim Schemes

How Darkhold can Affect YOUR Player Character's Life: The Black Network is always scheming in an effort to increase their own power and diminish that of their enemies (meaning everyone who is not in the Zhentarim). Darkhold Castle is the centerpiece of several ongoing plots. In particular, the castle serves as a base for the Network's most daring new plan: cheap castles for rich adventurers.

Affordable Castles

What adventurer does not dream of living like a king or queen? Successful and profitable characters often work toward precisely that goal, salting away their hard-earned loot until they can one day buy or build their own keep, which would then serve as a seat of rulership, as well as a safe base for further adventures. For many, the dream can come true. The Zhentarim have devised a plan whereby they may profit from this situation, and even help the adventurers, too—in the short term, anyway.

With their "Affordable Castles" plan, the Black Network makes castles available at "bargain rates." Their method is not only cheap, it's fast. (The Zhentarim's hill giant force makes the average construction crew seem like slugs.) Speed is a major selling point. Many small, ruined castles throughout the Realms were keeps whose construction time outlived their builder's life span.

The Zhentarim have hired Guin Terabuck, a halfling of Llurien, as their personal agent in this endeavor. (See "Zhentarim at Darkhold" for a description of Guin and his "minders"—two creatures that keep an eye him for his employers.) Of course, Guin does not present himself as an agent of the Zhentarim; that's hardly good for business. Instead, he operates as a representative of Carlin House, a small trading firm in Westgate. Carlin House is funded by a trading cartel with of-

fices in Procampur, which in turn is controlled by worshippers of Bane who operate out of Zhentil Keep. The worshippers, in turn, are controlled by Fzoul Chembryl and his minions. (Chembryl is the official "CEO," but Darkhold is ultimately the "corporate headquarters" for Guin's activities.) Determined characters may unravel this trail of ownership, but Guin is essentially what he claims to be: a representative of a larger organization with a bargain for those who are interested.

Nith and her rogues are also involved in this plot. In addition to their usual duties, the band stays on the look-out for likely prospects to refer to Guin. This includes adventurers who have recently made "rich strikes," such as dragon hordes or the lost treasure of ancient kingdoms. The rogues also watch for individuals who have attracted sufficient followers, and are now publicly seeking a place to settle. In addition, Nith and her band monitor court gossip for "leads." They listen for the names of individuals whom the crown has awarded large tracks of land that are suitable for building. (To receive such land, the adventurers usually must agree to clear it of dangerous beasts, thereby expanding civilization.)

Individuals who are noted as good prospects have their names relayed back to Darkhold, where a scribe (aided by Sashen) coordinates and prioritizes them. To be considered a "good" prospect, an individual must usually be of 8th to 14th level with sufficient gold. Only those who are not attached to a larger organization in competition with the Zhentarim are included. (In other words, no Red Wizards or members of Cormyr's Purple Dragons are prospects; the Zhentarim do not wish to attract too much attention this early.)

The Pitch

When Guin gets a "hot" prospect, he makes a sales call. The initial contact

is usually in a public place, such as a tavern or inn. If the adventurer (or group of adventurers) has a house in the city, an errand boy delivers a letter from Guin, requesting a meeting at a local restaurant that's appropriately swank.

When making an initial contact, Guin attempts to be nonthreatening; he's a salesman, not a thug. Actually, his "minders" are the biggest threat. They are *polymorphed* into large, brooding humans and remain in the background "in case things get rough." If Guin knows he may be meeting a paladin, or suspects his prospects will *detect evil* in some way, the "minders" will stay farther behind, remaining invisible until they are needed.

Guin introduces himself as "Guin Terabuck of Llurien, a representative of Carlin House, a trading coster out of Westgate." He explains (with a personable grin) that the coster is attempting a new venture: expanding their mercantile empire into castle construction. Their extraordinary techniques, Guin says, were recently unearthed by explorers from Eastern Mulhorand. Through contacts, Guin understands that the adventurers to whom he is speaking might be interested in such a venture. Could he discuss the venture with them?

If the characters are interested, Guin will make the proposal outlined below. If the characters refuse, he'll accept their refusal well. Then he'll make a follow-up call a week later. If he is still refused, he may appear at the building site with his offer, particularly if the site has suffered some major, time-consuming setback, such as a labor dispute or severe weather. If the prospect does not soften, Guin will proceed to some other fish that needs to be fried (perhaps a rival building in the same general area).

Guin's Proposal: The Carlin House trading coster is offering castles and fortifications in three designs, at a discount. Due to techniques discovered



in the East, Carlin House can produce these castles much faster than conventional methods allow.

Guin is not at liberty to detail the exact construction methods, but he assures the prospective client that the work crew is not physically or magically enslaved, and that while magic is involved in the construction, the resulting castle will be a permanent structure with a "lifetime guarantee" (not including war and acts of the gods). He's a master of double-talk, but if pressed, Guin will let slip that he uses "a special construction team—one specially trained for this work." He will reveal no other "trade secrets."

Affordable Castles markets three "ready-built" models. The brochure on page 47 provides a picture of each model, along with the selling points Guin likes to emphasize. The text below expands upon the brochure. In either case, the descriptions and prices are based on the *Castle Guide*, an AD&D® game supplement. Knowledge of this book is useful to DMs, but it is not essential in order to role-play Guin when he makes an offer.

Prices are considered base, and do not include modifiers for the nature of the construction site. (These are explained below.) Furthermore, a buyer can expect to pay an additional 10% for "overhead"—finishing touches and furnishings.

Model One, The Sentinel: The economy class, this model is little more than a stone wall 15 feet high and 10 feet thick, plus a small barbican gate, and a "grand stone building" (40' x 80', three stories high).

Normally, this simple, blocky fortress would cost 66,600 gold pieces to build (73,260 with overhead). Furthermore, it would take 100 men 44 weeks to complete. Guin, through Carlin House, offers this same structure for 59,900 gp (over 10% savings) with completion within 2 weeks. His price does not include overhead of 6,000 gp for finishing and furnishings, and may increase depending on the construction site.

Model Two, The Octokeep: The middle class of affordable castles, this model features an octagonal outer wall. The design includes two round, medium-sized towers, each 40 feet in

diameter and four stories high. The grand stone building is like that of the economy model (40' x 80', three stories high, walls 10 feet thick). The castle also includes a barbican. The outer wall is stone, 10 feet thick and 15 feet high, covering 360 linear feet (as a guard walks). It includes a postern gate in the location of the buyer's choice.

Normally, such an assemblage would cost 135,600 gp (not including overhead), and would take 165 men a year to complete. But Guin can have it built for 122,000 gp—a savings of over 10%! (Overhead costs will run approximately 12,200 gp more.) Guin and Carlin House can deliver the product in three weeks on the site of the buyer's choice, subject to local conditions.

Model Three, The Grand: This is the most expensive of model offered. It includes a grand stone building (40' x 80', with three stories), plus two medium stone buildings that are attached as wings (60' x 30', two stories). The castle also features a four-story (60 feet high) square tower (60' x 60' interior). The entire complex is surrounded by a medium barbican/gate and 780 feet of stone wall. The wall is 10 feet thick and 30 feet high, complete with hoardings (wooden platforms extending over the wall) and a glacis (a sloped base which helps deter mining and hinder certain siege engines).

With all these features, The Grand would normally cost some 211,400 gp (232,540 including overhead). As usual, Guin allows a 10% discount "to favored customers," charging just 190,000 gp (19,000 overhead is a separate fee). But that's not all! The Grand normally would take 260 men a full year to construct. Guin can have it built on the site of the buyer's choice in just five short weeks (50 days).

Custom Models: In addition to the standard versions, Guin can create customized castles for the discerning buyer, within the boundaries outlined in the *Castle Guide*. (If you do not have that book, you may ignore this option.) Custom castles do not include the 10% discount of the other models, of course. However, Guin still can promise comparatively swift con-

struction, with the number of days normally required reduced by 100 (round up to the next nearest week).

Special Options: At the buyer's option, a mix of gorgon's blood will be added to the mortar used in the construction. The mortar acts as a *proof against incursions from the astral or ethereal planes*. Usually this special option costs 1 gp for every 1,000 gp in the castle's total price. If the buyer provides the blood, however, Guin will perform this service free of charge.

Pricing Adjustments

With Affordable Castles, like many ventures, "prices may vary." The base figures that Guin quotes are for a typical castle built in a moderate climate (such as in the Heartlands). Terrain is assumed to be rolling hills, with light vegetation. The table below shows how changes in the site affect price. (The figures are drawn from the *Castle Guide*.) To calculate a castle's final price, multiply all modifiers together (e.g., 1.25 x 2.00 x 1.00). Then multiply the result by the castle's base price.

Climate of Site	Price
Arctic (Icwind Dales)	x4.00
Subarctic (Luskan)	x2.50
Temperate (Waterdeep)	x1.25
Moderate (Heartlands)	x1.00
Subtropical (Amn)	x1.25
Tropical (Chult)	x1.50
Geography of Site	Price
High Mountains (Spine of the World)	x4.00
Moderate Mountains (The Storm Horns)	x3.00
Low Mountains (Sunset Peaks)	x2.00
Foothills (Far Hills)	x1.50
Rolling Hills (Cormyr)	x1.00
Plains (Shining Plains)	x0.75
Vegetation of Site	Price
Jungle (Chult)	x3.00
Dense Forest (High Forest)	x2.00
Light Forest (Cormyr)	x1.50
Scrub (Heartlands)	x1.00
Grasslands (Shining Plains)	x0.75
Barren (High Moors)	x1.50
Desert (Anauroch)	x2.00
Swamp (Flooded Forest)	x2.00



Resources Available to Site	Price
Distant and Poor (Anauroch, Arctic)	x2.00
Distant and Good (High Moors)	x1.50
Near and Poor (Far Hills)	x1.25
Near and Good (Cormyr, Sembia)	x1.00

Guin will investigate the site after the initial agreement has been made. As a result, he may be forced to raise or lower his price to fit the situation. Such adjustments must be agreed upon before any work is begun; if the buyers do not accept the revised contract, Guin will refund any moneys received.

How Guin Does It

Guin's workforce (Imir Castdie's giants) make Affordable Castles possible. One giant does the work of 150 men. Imir puts a crew of 10 giants to work at each construction site—the equivalent of 1,500 men! (Extra giants would be redundant, since only so many jobs can be performed at once.) Construction is performed round the clock. Each crew works an eight-hour shift, after which another crew arrives to take its place. The giants are made even more efficient by their special training in Affordable Castles construction methods. The training (including hands-on practice) takes place in the Grand Hall of Darkhold, far from prying eyes.

Upon accepting a contract and lining up materials (10% of cost), Guin charges up a magical receptor for the *Gateway of Darkhold*. (For a description of this artifact, see "The Subbasement" under "A Tour of Darkhold.") The artifact allows Guin to transport men and materials between the construction site and Darkhold Castle.

The giants wear plate armor when working, so that they look like giant iron golems. (Darkhold's weapon-smith fashioned the armor.) Guin does nothing to suggest his giants are *not* iron golems, other than to mention that his workforce is a "secret of the Utter East." There is a 10% chance that a giant will do something to dispel the illusion. For this reason, Guin usually asks for privacy in his work. The presence of outsiders, especially mages, has a negative effect on the

controlling magics (says Guin). If the buyer forces his own observers on the scene, Guin will require them to sign waivers of responsibility in case of death, and work will slow by half, because the giants must be more careful.

As the "amazing golem controller," Guin puts on a show for buyers at the site. (To put the curious at ease, he may invite them for a scheduled visit.) Guin forces the "golems" to perform feats of strength and move about at his command—all by waving a small wand. The wand is a useless prop; it's an oak rod with *Nystul's magic aura* cast upon it. It is Guin's orders that are obeyed.

If found out (and if the giants do not "accidentally" kill the spy who discovered their secret), Guin will appear remorseful and embarrassed, willing to knock off another 10% from the final price in order to "keep his secret." The remaining 90% fee is still mostly profit for the Zhentarim. Other than a small cut to Guin and a lot of mead for the giants, they have no overhead.

Guin will not willingly accept commissions to build castles worth more than 400,000 gp. (The Black Network does not wish to have too many competitors.) If put into a situation where he must build such a castle, he will perform 400,000 gp worth of work, collect for it, then vanish with his golem/giant task force, never to be seen by the buyer again (he hopes).

If the castle is completed to the buyer's satisfaction, Guin asks that recommendations be sent to Carlin House in Westgate. When the fee has been paid, he will return to Darkhold via the *Gateway*, taking his receptor and work crew with him. Individuals who attempt to cheat or default Guin can probably drive him off, but they'll move to the top of a hit list for the Three and other Zhentarim assassins.

Optional Delays

If the buyer (usually a PC) does not interfere, and all goes well, the castle will be completed on time, as promised. Of course, unexpected delays may occur in any construction venture. At the DM's option, the Monthly Event Chart below can be used to de-

termine such snags. This chart is drawn from the *Castle Guide*. Note that weather and other problems are less bothersome to giants than they are to normal construction crews.

To use the chart, roll 1d100 at start of each three-week span in the Realms (one month elsewhere). Roll at least once for each construction project. A key to the results follows the chart.

Monthly Events

1d100	Event
01-65	No Unusual Event
66-75	Bad Weather
76-81	Severe Weather
82-83	Monster Attack
84-85	Highwaymen
86-87	Local Unrest
88-89	Labor Dispute
90-91	Raid
92-93	Call to Arms
94-95	Civil War/Incursion
96-97	Royal Visit
98-99	Bad Omens
100	Natural Disaster

Key

Bad Weather: No effect on "golems" (giants); no loss of time.

Severe Weather: Giants stop work for a month.

Monster Attack: Buyer must agree to dispose of the monster. No work proceeds until the monster is destroyed.

Highwaymen: Work proceeds at half speed until the bandits are eliminated.

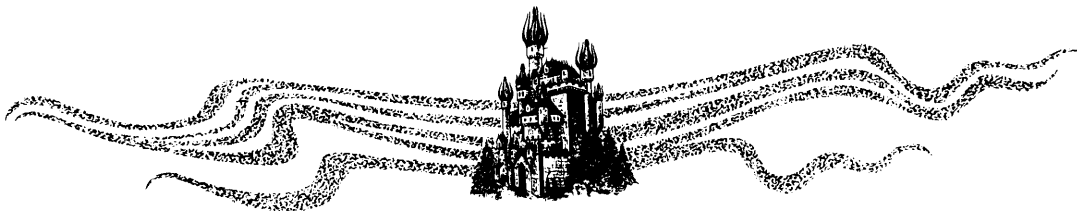
Local Unrest: The local population is not happy with the construction. (Perhaps they know that golems are being used instead of real tradesmen.) Guin is all-too-happy to meet local demands and even destroy his work to date (keeping the money). The buyer can appease the locals by offering them 10% of the castle cost. Construction time is increased 1d4 weeks.

Labor Dispute: No effect.

Raid: Guin pulls his workers back to Darkhold, and will not proceed until the raiding party is dealt with. The buyer may be forced to raise his own army (without giant help, of course).

Call to Arms: No effect.

Civil War/ Incursion: Work delayed



for 3-12 weeks. No giants will show up at the site during this time.

Royal Visit: If not local royalty, then some powerful individual will arrive—one who has heard of the wondrous golem controller and intends to observe the construction. The “golems” will not show during this period (about one to four weeks), while Guin makes excuses about “stellar conjunctions” and “incompatible magical fluxes.”

Bad Omens: These indicate that the *buyer* and his agents should stay away from the site for one to six weeks. If these omens ignored, all further rolls (on this chart) of 10 or less are rerolled.

Natural Disaster: The castle is in ruins. Work must begin again, almost from scratch. Guin will attempt to make the *buyer* pay for the reconstruction, but if the *buyer* resists, a discount is possible.

The Secret “Catch”

The Zhentarim have several reasons for managing Affordable Castles. They recognize that ambitious adventurers *will* build castles. By helping out these new “homeowners,” the Black Network can 1) make an immediate profit, 2) influence the design and construction of such buildings to Zhentarim ends, and 3) potentially increase the Zhentarim’s number of strongholds.

The first reward—immediate profit from the construction—is obvious. The others point to the Zhentarim’s underlying scheme. Affordable Castles is more than just a profitable construction plan. And—unfortunately for the *buyer*—there is more to an “Affordable Castle” than meets the eye.

All castles built by Guin Terabuck and Imir’s merry giants contain a smattering of secret traps and hidden defects. The more expensive (and more powerful) the castle is, the more devices Imir’s giants are instructed to plant within it. Every “Affordable Castle” has the following features, which are *not* revealed to the *buyer*:

- The southwest corner of the outer wall is of substandard construction. It can withstand just 20 hits before crumbling (vs. the standard 60).
- The east side of the great stone building has a secret door. The door is

locked, but it can be opened by a thief’s simple skeleton key. (Where the door leads depends on the interior layout of the building and the decor chosen by the inhabitants.)

- A large block at the front of the barbican gate can be swung away to reveal the symbol of Bane underneath it. The symbol radiates evil strongly, but it has no magical powers.

- Two to six small stones with *Nys-tul’s magic aura* are mixed with the mortar and placed in different locations in the walls of the castle. *Detect magic* may reveal these stones, though not the nature of their spell.

- The entrance to the grand stone building is studied by a Darkhold mage (Ashemmi or one of her pupils). The area is then considered very familiar to the mage for purposes of *teleports*.

- If the castle’s mortar contains gorgon’s blood, part of the northern wall of the castle and the grand stone building is missing this component. This allows ethereal and astral individuals to pass through at will.

Castles of medium or large size (model numbers two, three, or the custom castles) contain these additional feature:

- One of the buildings includes a secret compartment, behind which a cursed magical item has been placed. (Suggested items include cursed weapons, a *flask of curses*, *loadstone*, or *ensor of summoning hostile air elementals*.) Players should be wary of discovering such items in a newly-finished castle. If they use these devices, they have only themselves to blame. Such placement allows the Black Network to get rid of its own cursed items without taxing its resources.

- The upper corner of a given room contains a chunk of metal in the shape of a Z, with a number inscribed on the back. This “Z” allows the Zhentarim to view the room when using a crystal ball or *magic mirror* to observe the piece of metal. For purposes of location, the metal is “personally slightly known” to all Zhentarim mages.

Finally, the largest of the castles, and those belonging to people that really give Guin a hard time, also have

the following feature:

- Guin’s construction crew has left a receptor for the *Gateway of Darkhold* beneath the surface of some clear area in the keep—e.g., the throne room or a central courtyard. (The *Gateway of Darkhold* is an artifact in Darkhold’s subbasement. See “A Tour of Darkhold” for details.) The receptor radiates no magic until it is used. When it is used, the device allows Zhentarim agents to travel from Darkhold to the receptor’s location. The nature of the agents depends on the Zhentarim’s aim, but typical “visitors” include thieves sent for purposes of assassination as well as robbery, mages sent for magical theft, and fighters sent to rescue prisoners. Should another individual find the receptor and somehow activate it, the gateway will lead to the artifact room in the subbasement of Darkhold.

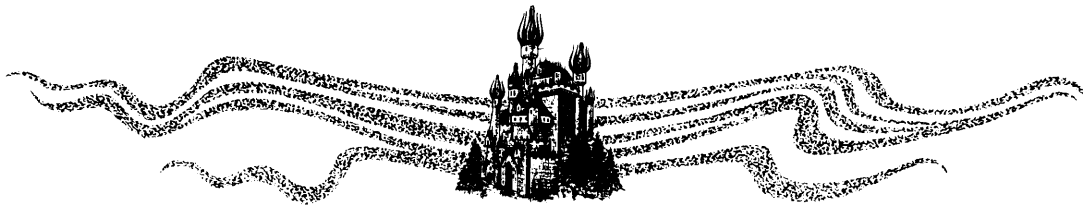
The long-term goal of the Zhentarim is to cast out the *buyer* of the castle and turn it into one more outpost in the growing Black Network. Under the Affordable Castles plan, someone *else* pays for the castle. Then that person defends and maintains it until the Zhentarim are ready to take over. With the devices and traps in place, the Zhentarim have a distinct advantage in wresting control from the previous owner.

BATTLESYSTEM™ Notes

“Affordable Castles” have stone walls that can withstand 60 hits, except where otherwise noted. The postern gate can sustain 24 hits. The barbican can withstand up to 50.

You can use the ADVENTURE FOLD-UP™ buildings in this boxed set to conduct a BATTLESYSTEM scenario at an “Affordable Castle.” The 3-D pieces form the basic components. For example, the 2” x 4” x 2” tower can represent the central building. To represent round and square towers, stack the 2” x 2” x 2” pieces.

Building interiors are considered “open” for determining troop placement (interior walls are ignored in these smaller buildings). If the *Gateway* receptor is activated to bring troops into the castle, up to 2 figures



may be brought each turn. If opposing units are in the same building, battle is immediate. Troops brought in through the *Gateway of Darkhold* cannot retreat the way they entered; if forced to retreat, they will be destroyed. *Dispel magic* will permanently negate the effects of the receptor.

Other Darkhold Plots

Affordable Castles is not the only scheme based at Darkhold which may affect adventurers. This section describes just a few of the other plots and plans that are currently in operation.

Prison

Darkhold acts as a holding facility for the Zhentarim; prisoners from all over the Heartlands may be brought here. Prisoners are sorted in order of importance (hostages and kidnapped victims rank highest). See Level Four in "A Tour of Darkhold" for details. Prisoners who are of no value to the Zhentarim are slain if dangerous, sold into slavery if not.

If PCs run afoul of the Zhentarim and are captured, they may find themselves imprisoned in Darkhold. While individuals have escaped from the castle by a number of means (magic, aerial rescue, force of arms, or even by making a deal with someone within), the percentage of those who attempt it versus those who make it is not very good.

License to Raid

In return for a sizable chunk of the profits (often 40%), Darkhold's leaders license the right of bandit gangs to prey on unprotected traffic in the Far Hills. PCs may encounter such "licensed" bandits. While no Darkhold member will be found among these raiders, the bandits will either deliver their tribute to Darkhold, or be contacted at their camp by one of the Outriders. (The method of contact depends on the terms of the individual license, and how near bandits are to Darkhold.) In no case will the common

rank and file be allowed in Darkhold itself (though bandit chiefs and their personal entourage may be quartered in the Visitors' Tower).

Protection

This is the flip side of the Zhentarim-sponsored raiding. Outriders will hunt down and prosecute unlicensed bandits. For a fee, the Outriders will also serve as protection for caravans traveling through the Far Hills (thereby undercutting the business of licensed bandits). Licensed bandits are ordered to avoid all caravans with Outrider protection. Bandits who disobey will find that both the Outriders and Darkhold's magic-users will have an intense interest in them, and a relocation of hunting ground may in order.

Trading costers which seek the protection of the Darkhold's Outriders send a petitioner to Darkhold with a listing of goods and a tribute for Sememmon. Long-term agreements can be made. These are usually sealed by providing Sememmon and the Zhentarim with a long-lost spell or choice magical item.

Slaving

Zhentil Keep has a bigger slaving operation, but Darkhold's remote location makes it a better holding area, particularly for slaves captured in the West (low-level adventurers, thieves, nonlicensed bandits, and individuals traded from other sources). The slaves are usually kept in the outbuildings in Darkhold Vale, with only a few (those demonstrating a talent, or those who will not likely survive a trip south) being kept in the castle as a workforce. The slaves in the castle are kept in the basement in unlit slave pens.

Slaves gathered at Darkhold are usually driven or carted south to Amn and Calimshan, where they will bring a better price. Such transportation is provided by independent contractors who in turn offer a heavy percentage of their take to Sememmon and other members of the Inner Circle.

Diplomacy

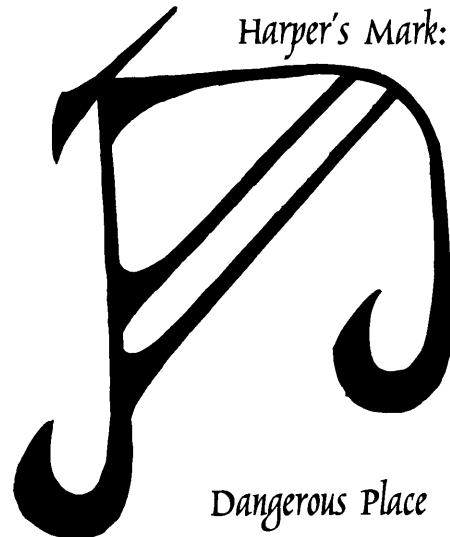
Compared to other Zhentarim strongholds, Darkhold boasts a remote location and a lack of rival factions (both good or evil). As a result, Darkhold is the perfect place for conducting important Black Network business, including meetings of the Inner Circle, as well as audiences with chieftains, important merchants, and representatives of other nations.

Depending on the importance and dangerous nature of the visitor, a diplomatic mission may be housed in the Visitors' Tower, on the keep's fourth level, or in the outbuildings in the vale. (See "A Tour of Darkhold.") Those accompanying the diplomats (such as bodyguards) will find their defenses tested by the castle residents. They will also be questioned.

Magical Research

Given the high number of wizards in rulership positions in the castle, Darkhold is also a hub of magical research. Both Sememmon and Ashemmi are devoted to a "pet project," but they will be interested in any device or spell that has been newly discovered or recovered. These two wizards pay well for new magical items and spells, and are willing to deal with other wizards of any alignment (research outweighs alignment in their opinions). They shy away from priestly magics, since that tends to aid Fzoul's Banite faction of the Inner Circle.

Harper's Mark:



Dangerous Place



BATTLESYSTEM™ Scenarios

Three BATTLESYSTEM™ scenarios are presented here, in increasing order of complexity. All three use the advanced rules from the BATTLESYSTEM rulebook. Optional variants are provided for further mayhem and enjoyment.

Scenario One, "Decision at Darkhold," recreates the Zhentarim's initial taking of Darkhold Castle. Varalla the lich-queen and her minions provide the opposition. Scenarios Two and Three, "Against the Gates" and "Blood in the Keep," both take place in the near future. Scenario Two represents an initial assault on the perimeter wall, while Scenario Three represents the final battle for the keep itself. Scenarios Two and Three can be linked, creating a full-fledged campaign.

General Rules

The following rules apply to all battles at Darkhold.

Darkhold Besieged

The *Drungar* booklet in this boxed set contains new BATTLESYSTEM rules for conducting sieges. These rules (adapted from the *Castle Guide*) cover such topics as siege weapons and the effects of starving out a garrison. All of these rules apply to the scenarios at Darkhold. Additional information is provided below.

Starvation and Supply

Most castles have enough food and water to supply their garrisons for one to four months. (Typically they maintain a one-month supply in early spring, and a four-month supply in the fall or when conflict is expected.) Darkhold has a two-month supply of rations. Water is not a problem, because the castle has a capped well in the basement.

Food is also less of a problem for Darkhold than for a traditional keep. Like a few other castles in the Realms,

Darkhold can expect to be resupplied during a siege. In Darkhold's case, use of the *Gateway of Darkhold* in the sub-basement helps reduce (but not eliminate) the threat of starvation. For every two days of siege, the artifact can bring in one more day's supplies. Effectively, the castle has a 120-day supply before the situation becomes critical. (This rule of thumb can be used for other castles which have a limited but steady means of resupply—e.g., airlifts by pegasi, or a large contingent of priests capable of casting *create food* and *create water*.) If the magical gateway is somehow shut, however, Darkhold's rations will be depleted at the usual rate until they are exhausted.

Combat in the Castle

Stairs and Retreats: Units which are forced to rout as a result of combat may choose to retreat upstairs, or be forced to retreat up or down stairs if that is the only path open to them. To show units on a staircase, or on different levels of the castle, use the tiles included in this boxed set. (See the Introduction for an explanation.) Only those rooms and corridors in the immediate area of the retreating unit should be laid out, as opposed to the entire floor.

Halls and Missile Fire: The halls of Darkhold have 30-foot-high ceilings. Missile fire is unaffected, unless it passes through a doorway. Darkhold's peculiar doorways (see "A Tour of Darkhold") affect missile fire as follows: If the large portion of the door is open, missile fire may pass through. If the small (human-sized) portion is open, then fire is blocked. In general, you can assume that only the human-sized doors are open, unless defenders or attackers decide to open the giant-sized versions. To open a big door, a figure must be adjacent to it, and spend 1" of movement.

Floors: The floors of Darkhold are stone, and take 40 hits to break

through (in case anyone wants to try). Bashing through the floor only works in the upper levels; the basements are separated by much more earth and rock. Bashing through a floor may cause the entire square of the floor to give way, dropping the figure(s) 30 feet to the floor below (10% chance, d8 damage to both the unit falling and any unit they land on). A unit that plunges in this manner and lands on an enemy unit cannot retreat from combat; it must either force its opponent to rout or be destroyed.

Bridges: Units can gather wood to cobble together bridges in much the same fashion as they construct battering rams. A typical bridge is 1" wide and 1" long, and takes 4 hits before it is destroyed. Such bridges can be carried on top of units, and used as a +1 modifier to their AR. However, units cannot attack while carrying bridges. Bridges can be used to span collapsed floors (see above) as well as spanning the gap in front of the drawbridge and the pit beyond. To span the 20 yards of the combined moat and pit, two sets of bridges must be built.

Scenario One: Decision at Darkhold

The Zhentarim rediscovered the abandoned Castle Darkhold in the Year of the Waves, and determined that its size and location would make it an excellent base for their operations. However, at that time the lich-queen Varalla controlled Darkhold, and her minions (living and unliving) filled the castle. This scenario recreates the battle in which the Zhentarim ousted Varalla and seized Darkhold Castle for themselves.



Setup

This scenario uses the large color mapsheet of the Darkhold's ground floor. (For specifics, refer to "A Tour of Darkhold.") Battle takes place on this floor only, with one exception: units may be placed atop the exterior wall. The balconies overlooking the Entry Hall and Grand Hall (at gallery level) are so rotted they're considered non-existent. Creatures that are forced to retreat up or down the stairs are considered "eliminated" if the castle is taken.

As the scenario begins, the drawbridge is down and the postern gate is open. (Varalla is relatively unconcerned about visitors to her lair; she does not expect an army to appear.) All doors are closed, but they are not locked or secured.

Zhentarim units begin the scenario outside the line around the castle, as shown in the accompanying diagram. Varalla's units may begin the battle anywhere within the castle or its inner courtyard. Varalla herself begins the game on the throne in the Great Hall.

The attack on Darkhold begins shortly before sunrise, giving the goblin troops their best chance to get inside with their morale and attack dice in good condition. The first three turns are in darkness (shade of the mountain behind, actually). After the third turn, the castle is in full sunlight and all outside areas, including the tops of walls

and inner courtyard, will be lit. Undead units who dislike the sun will suffer any applicable penalties.

All rooms in the castle are considered empty for purposes of movement. The Zhentarim do not yet own this castle, so it has none of their special traps (e.g., the library's *invisible stalker* as described in "A Tour of Darkhold").

Note: Although this battle historically occurs before the Time of Troubles, all statistics presented here are compatible with the AD&D® 2nd Edition rules. They are also compatible with the 2nd Edition BATTLESYSTEM™ game rules.

Victory

The Zhentarim win a decisive victory if Varalla is destroyed. They win a lesser victory if she quits the castle. Varalla will flee if she loses all of her supporting skeletons and wights.

The player in charge of Varalla and her forces wins by destroying and/or routing all the Zhentarim units.

Optional Rules

Allow the undead forces of Darkhold to move to other levels of the castle. The wooden railings do not exist, but the doors still open into those areas at the second floor. If all forces are lost, Varalla will seek to escape by means of the tunnel in the subbasement.

Zhentarim Forces

COMMANDER MANSHOON

Level 13 Wizard.

Commander of all Zhentarim and Zhentarim-allied troops.

AD 6; AR 6; Hits 5; CD 12"; MV 12.

- Magic resistance (robe) 5%
- Can command any Zhentil Keep or Zhentarim-allied troops on the battlefield.
- Does not inspire awe or horror
- Spell Use: (1st Level) *spider climb*, *wall of fog*, *magic missiles* x3; (2nd Level) *detect invisibility*, *stinking cloud* (x2), *invisibility*, *web*; (3rd Level) *protection/normal*, *missiles*, *fly*, *cone of cold*, *dispel magic* (x2); (4th Level) *wall of fire* (x2), *ice storm*, *dimension door*; (5th Level) *conjure elemental (earth)*, *cloudkill*, *hold monster**, *feeblemind*; (6th Level) *disintegrate*, *stone to flesh*.

* Note: Targets of *hold monster* receive a -4 penalty to saving throws.

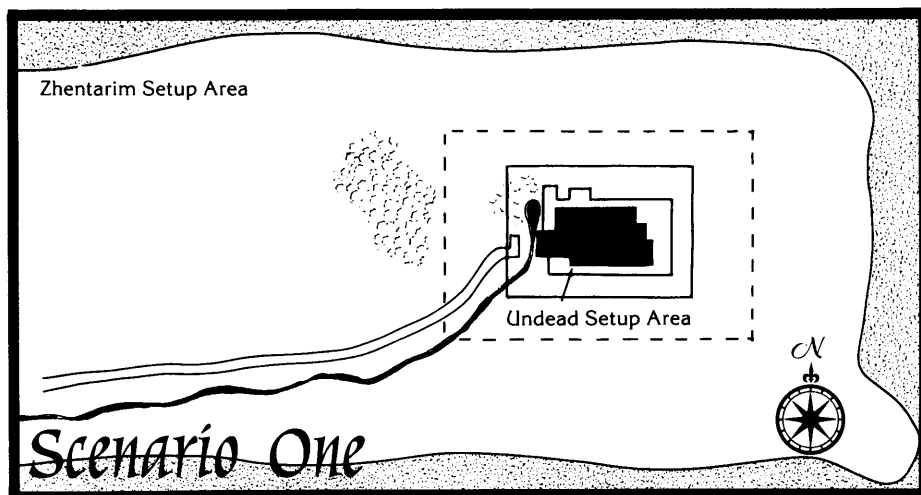
- Equipment:
 - *Ring of spell turning*
 - *Staff of power*, 14 charges remaining, with the following powers: *continual light*, *lightning bolt*, *darkness* (5' radius), *ray of enfeeblement*, *levitation*, *fireball*—1 charge each; *shield* (5' radius), *globe of invulnerability*, *paralyzation beam* 40' x 20'—two charges each.

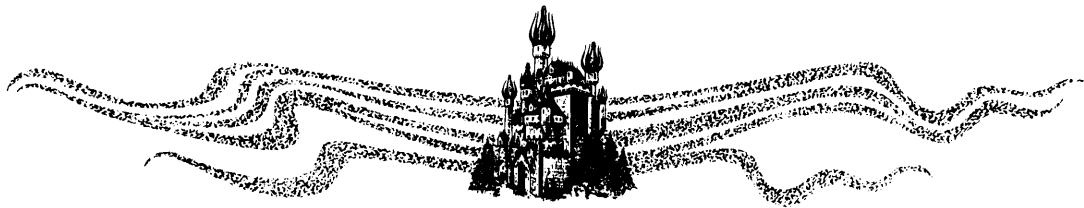
Note: If Manshoon expends two charges from the *staff of power* in hand-to-hand combat, his AR is 10 instead of 6.

- *Black robes of the archmage*; provides 5% MR noted above.

In the actual battle for Darkhold (this is a reenactment), Manshoon was at the front of his troops, hewing at the enemy. He exhausted his *staff of power* completely in the assault, and lost his first beholder companion as well. He used his conjured elemental to put holes in the walls for his troops to enter.

Manshoon entered the battle with his *protection from normal missiles* operating, and should do so in this reenactment, too.





FZOUL CHEMBRYL OF BANE

Level 10 Priest of Bane.

Captain of all Zhentarim troops (though not Zhentarim allies or mercenaries).

AD 8; AR 4; Hits 4; CD 9"; MV 6.

- Turns undead.
- Can command Zhentarim troops but not allied troops.
- **Spell Use:** (1st Level) *bleed* (x4), *invisibility to undead* (x2); (2nd Level) *chant* (x2), *spiritual hammer* (x2), *silence* (15' radius) (x2); (3rd Level) *dispel magic*, "cure hits" (x3); (4th Level) *divination* (x3), *neutralize poison* (x1); (5th Level) *flame strike*, *plane shift*.

• Equipment:

-Full plate armor & shield.
-*Staff of striking*: 12 charges left.
Normal, AD 8; one or two charges expected, AD 8; three charges expected, AD 10.

-Specially-made *enchanted mace of disruption* with the special purpose of slaying Varalla. Varalla saves successfully with a result of 15 or greater (d20 roll). The *mace* allows AD 12 attacks vs. skeletons, zombies, ghouls, shadows, wights, and ghosts. Other creatures roll saving throws with the following chances: wraiths, 5%; mummies, 20%; spectres, 35%; vampires, 50%; ghosts, 65%; liches, 80%; other affected evil creatures, 95%. Note: If Fzoul is slain, Manshoon may use the *mace* at -4 to hit.

Historically, Fzoul slew Varalla with his *mace of disruption*, but was forced to *plane shift* to avoid an assault of ghouls, and he lost the *mace* in the process. Fzoul had to choose between a leadership role in the front against the undead and a supporting role helping Manshoon control his troops. He chose the former, to great success, but this may have been the start of the rift between the two leaders.

THE CLERICAL CORPS

Five Level 1 Priests.

AD 4; AR 6; Hits 1; CD None; ML 18; MV 6.

- Can turn undead.
- Armed with blunt silver maces.
- **Spells:** (1st Level) *invisibility to undead*.

Part of the graduating class of the Church of Bane (though *not* the best and the brightest of that class), the "Clerical Corps" were individual priests assigned to different units to help them deal with undead. In this scenario, they are attached to units according to the Zhentarim player's wishes, and can all be in the same unit or scattered throughout the army.

During attacks from undead, a priest figure from the Clerical Corps adds +1 to the morale of any unit it accompanies. If the priest dies for some reason, the unit must make an immediate morale check. Multiple priests in the same unit do not give multiple benefits, though each priest can attempt to turn undead each round it is able.

Clerical figures may be placed on the table, or considered part of the unit. They may be lost with the unit or as the result of combat.

XANCAR THE BEHOLDER

Individual figure.

(May be attacked as a unit.)

AD 8; AR 5; Hits 5; CD None; ML 18; MV, FL 3, (B).

- Eye use, one per turn:
 - *Charm person* (as spell)
 - *Charm monster* (as spell)
 - *Sleep* (as spell)
 - *Telekinesis* (250 lbs)
 - *Flesh to stone* (1" range)
 - *Disintegrate* (1" range)
 - *Fear* (as wand)
 - *Slow* (as spell)
 - *Cause hits* (2" range, one target, 1-6 hits)
 - *Death ray* (1" range)
 - *Antimagic ray* (5" range) no magic functions within 90 arc (45 to each side of facing) while in operation.

Note: Not all eye powers are applicable in every BATTLESYSTEM™ game situation. The Zhentarim player chooses which eye will be used each turn.

Historically, Xancar was the first casualty of the battle to take Darkhold, pointing out an inherent weakness in using easily-identified monsters in combat. The beholder led the goblin troops up the south wall of the keep, using its *disintegrate* eye to weaken the wall. Missile troops on the wall were aware of the beholder's power.

They keyed in on the monster, and fired all arrows at it. The beholder did not survive the encounter, though it did clear the way for the goblin assault on the wall.

ONE-HAND TRIBE OF GOBLINS

Two units, 20 figures each.

AD 6; AR 8; Hits 1; ML 11; MV 6.

- -1 to morale and AR in daylight.

Equipment: The goblins are armed with scaling ladders, capable of reaching the top of the walls.

Historically, the goblins were recruited as a soak-off force to take the bulk of the attack on the walls, while the remainder of the force attacked the postern and main gates. As such, the goblins were successful in decimating the skeletal forces before they themselves were repelled from the walls.

HILL TRIBE SPEARMEN

One unit of 12 figures.

AD 6*6; AR 9; Hits 1; ML 11; MV 12.

- Irregular formation.
- Second rank can attack in melee.
- Range 1/2/3.
- May be equipped with scaling ladders at Zhentarim player's option.

Another Zhentarim ally, the tribesmen are the wild natives of the Far Hills, almost wiped out as a race. Black Network agitators promised great treasures in exchange for the natives' aid against the long-standing undead foes of Darkhold, and the tribesmen fought well in the actual battle of Darkhold. Soon after this success, the Zhentarim employed mercenaries to hunt down and kill the surviving tribes.

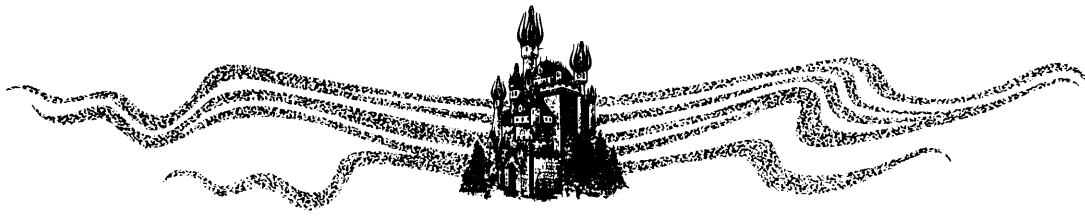
HILL TRIBE ARCHERS

One unit of 10 figures.

AD 6*6; AR 9; Hits 1; ML 11; MV 12

- Irregular formation only.
- Range 5/10/15.

See "Hill Tribe Spearmen" for a description.



OMAR'S BAND

Veteran Heavy Infantry.
One unit of 15 figures.

AD 8; AR 6; Hits 2; ML 12; MV 6.

- Equipped with silvered weapons.

Historically, Omar's Band was a mercenary unit out of Berdusk, in the direct employ of the Zhentarim. (They fought as a Zhentarim unit as opposed to an ally.) Omar's Band was assigned to take the postern gate, and was very successful in exploiting the breach there. Following the battle, Omar took ill at the victory celebration. After suffering from a lingering, painful, and mysterious illness, he died. His unit was formally absorbed by the Zhentarim.

THE BLACK BANNER

Halberdiers.

One unit of 15 figures.

AD 8; AR 7; Hits 2; ML 13; MV 9.

- Second rank can attack in melee.
- Equipped with silvered weapons.

Historically, the Black Banner was the core of the Zhentarim army in the Darkhold assault. The unit was assigned the task of taking the main gate. Even with the Far Hills Tribesmen leading the way, the advance broke down in the Entrance Hall, until Manshoun's earth elemental opened a "second front" in the west side of the wall.

Varalla's Forces

VARALLA THE LICH-QUEEN

Former Level 18 Wizard.
(Now a lich).

AD 12; AR 5; Hits 6; CD 9; MV 6.

- Incites horror, -3.
- Invulnerable to normal (non-magical) weapons.
- Unaffected by *charm*, *sleep*, *enfeeblement*, *polymorph*, *cold*, *electricity*, *insanity*, or *death* spells.
- May be turned. If turned, will leave the game.
- **Spell Use:** (1st Level) *magic missile* (x5); (2nd Level) *stinking cloud* (x5), (3rd Level) *lightning bolt* (x3), *haste* (x2); (4th Level) *fear* (x4), *wall of fire* (x1); (5th Level) *cone of cold* (x4),

hold monster (x1); (6th Level) *disintegrate* (x3); (7th Level) *spell turning* (x3); (8th Level) *mass charm* (x2); (9th Level) *meteor swarm* (x1).

Varalla is a one-woman army in her own right (as much as any lich can be a woman). If she encounters the wrong unit first (the hill tribesmen, historically) she can cause a rout. Fortunately for her opponents, her movement is comparatively slow, and she cannot be everywhere at once. If Varalla is destroyed or driven off, her undead minions continue to fight.

SKELETON WARRIORS

Four units of 10 figures each.

AD 6; AR 8; Hits 1; ML n/a; MV 12.

- Irregular formations only.
- Stabbing and slashing weapons inflict half damage.
- May be turned.

The skeleton warriors are the "backbone" of Varalla's defensive forces. They never have to check morale, and have the advantage of multiple units.

SKELETAL ARCHERS

Two units of 10 figures each.

AD 6*6; AR 8; Hits 1; ML n/a; MV

- Irregular formations only.
- Stabbing and slashing weapons inflict half damage.
- May be turned.
- Range 10/5/15.

See "Skeletal Warriors" above for a description.

WIGHTS

One unit of 5 figures.

AD 10; AR 7; Hits 3; ML n/a; MV 12.

- Irregular formation only.
- Cause horror, -2.
- Harmed only by magic and silver, considered invulnerable to all other attacks.

These wights don't care for daylight; beginning on the 6th turn of combat, they will not willingly venture outside or move into squares that are adjacent to sunlit areas. If forced to do so, they fight at -1 AD.

The wights are the "hammer" of Varalla's forces. Their job is to hold the breaches against humans until

Varalla can arrive and destroy her opponents at her leisure.

Scenario Two: Against the Walls

The growing power of the Zhentarim in the Realms today has not gone unnoticed by the other powers of the Heartlands, in particular King Azoun IV of Cormyr. The presence of Darkhold not only threatens his country's trading ties to the west, but prevents any expansion of Cormyr's borders into the Far Hills. Darkhold's Peregghost is astute enough to recognize Azoun's position. Both leaders know that a battle at Darkhold is inevitable. And both are preparing their troops to fight it.

This scenario represents a battle that takes place not on the field, but in the Peregghost's chamber. The leader of Darkhold's forces is running a simulated battle on the sand table in his tower. The same simulation, one can safely assume, is taking place in the chambers of the War Wizards in Suzail, Cormyr.

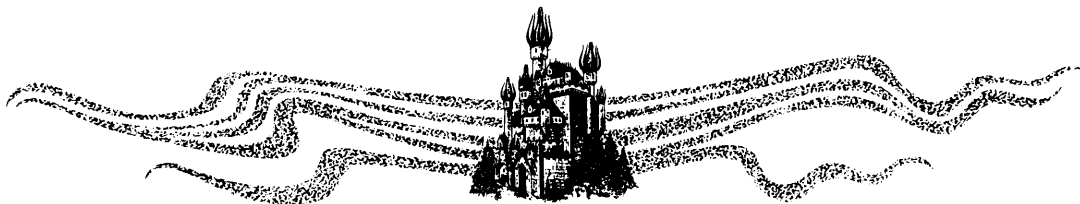
The first stage of an assault on Darkhold would be this: breach the perimeter wall and enter the vale itself. "Against the Walls" focuses on this initial conflict. For Cormyr, this will be the easiest part of an assault against the castle, for the wall is relatively "human-sized." For the Zhentarim guarding the wall, the task is more difficult; they must either hold the attackers at the perimeter until reinforcements arrive, or fall back to the castle walls in an orderly fashion, giving the valley to the enemy.

The Setup

The accompanying diagram shows how both forces set up before the battle. At least two Zhentarim units must begin on the perimeter wall.

Special Rules

Perimeter Wall: The inside of the perimeter wall is carved with handholds for easy access. These handholds qualify as a set of stairs for purposes of movement.



Torching the Valley: Zhentarim units retreating in good order may set fire to the land over which they move. The troops move at $\frac{3}{4}$ of their full speed, but the land behind them is aflame. Units passing through that area (friend or foe) suffer an AD 4 attack. In addition, the smoke from the fire covers the burned area and areas within 1" of it, making all missile attacks at a -4 modifier. These fires last for two turns before burning out, and are removed at the end of the second turn.

Victory

The Cormyrians score a major victory if they eliminate or route all Zhentarim units on the field. They score a minor victory if they eliminate or route three units off the field.

The Zhentarim score a major victory if they eliminate or destroy all Cormyrian units (not individual figures). They score a minor victory if they successfully force four units in good order to retreat off the field.

Zhentarim Forces

The Zhentarim force includes all units and individuals listed under "Zhentarim at Darkhold," with the following exceptions: the Popular Militia (which remain at the castle), Guin Terabuck, Nith (Asbarode) and her Rogues, and the Three.

Cormyrian Forces

Cormyr's forces are impressive, but they do not match the forces that King Azoun commanded in the battle against the Horde. The main reason for this is that Azoun must retain a large number of men in Cormyr to protect against retaliation from Zhentil Keep and the Moonsea Cities. The army is anticipated to be led not by Azoun himself, but by his Lord High Marshall Bhereau, with the continual advice of Vangerdahast.

DUKE BHEREAU

Lord High Marshall of Cormyr.
15th Level Fighter.
Commander of all Cormyrian troops.

AD 10; AR 4; Hits 8; CD 23"; MV 18 mounted; 9 unmounted.

- Commands all Cormyrian and Cormyr-aligned troops.

- **Equipment:**

- Full plate mail +1.
- Longsword +4
- Ring of protection +4 (to saving throws only)
- Ring of spell turning.

The Lord High Marshall is not as tactically talented as his liege (King Azoun), but his bulldog determination is well suited to conducting an assault on Darkhold Castle.

VANGERDAHAST

15th Level Wizard.

Commander of the War Wizards unit.

AD 6; AR 4; Hits 5; CD 8; MV 12 (24 Mounted)

- **Equipment:**

- Bracers of defense AC 2
- Ring of protection +3
- Dagger +1
- Ring of multiple wishes. If Bhereau is killed, this ring will wish his body back to safety and health. If Vangerdahast is reduced to 1 hit, to restore all his hits. Vangerdahast will use a maximum of one charge from the ring.

- **Spell Use:** (1st Level) *charm person* (x2), *magic missile* (x3); (2nd Level) *detect invisibility*, *mirror image* (x2), *stinking cloud* (x2); (3rd Level) *hold person*, *dispel magic*, *fireball* (x2), *haste*; (4th Level) *charm monster*, *di-*

mention door, *ice storm* (x2), *wall of fire*; (5th Level) *conjure elemental (earth)*, *transmute rock to mud* (x2), *passwall* (x2); (6th Level) *globe of invulnerability*, *disintegrate*; (7th Level) *reverse gravity*.

Despite his prodigious defensive abilities, Vangerdahast is not a front-line fighter, preferring to attack from behind his troops. He will use his ring of wishes with great reservation, either to save himself or his commander.

WAR WIZARDS

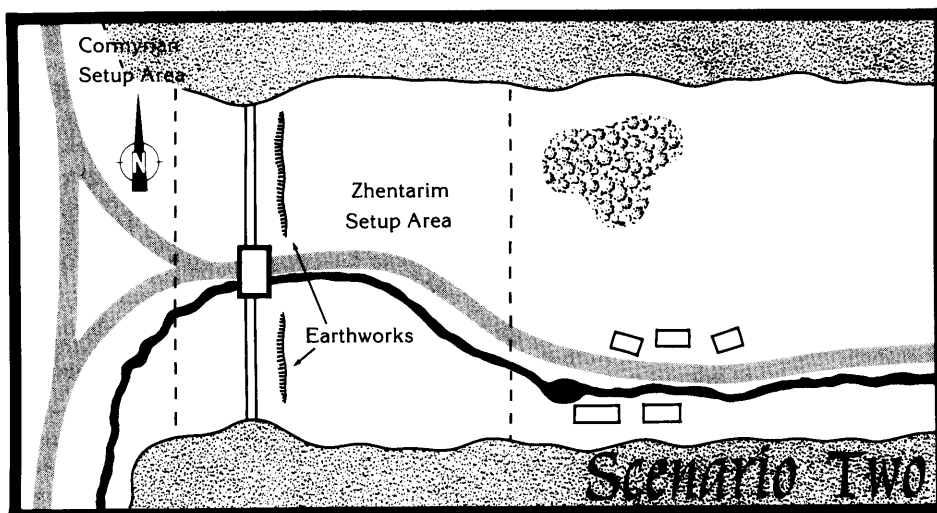
Military unit of 1st level wizards.

Two units of 3 figures each.

AD 4; AR 10; Hits 1; Morale 11; MV 12".

- **Spell Use:** Each figure has the equivalent of 10 *magic missile* spells (one for each wizard). Each turn, a unit may use up to 5 *magic missiles*. When fired in combination against a wall, the 5 missiles can inflict 5 hits. Make a note of how many missiles a given unit casts. Manpower losses are assumed to have come from the mages who cast their spells first.

Sixty first-level wizards make this war wizard contingent a nasty force. Though vulnerable in armor and morale, the units boast magical abilities which make them deadly missile troops. Upon exhausting their spells, the War Wizards will retire from the field.





PURPLE DRAGON SWORDSMEN

Veteran Swordsmen.
One unit of 15 figures.
AD 8; AR 6; Hits 2; ML 12; MV 6.

One of three units of the Cormyrian army, may be equipped with scaling ladders.

PURPLE DRAGON PIKEMEN

Veteran Pikemen.
One unit of 16 figures.
AD 6; AR 7; Hits 2; ML 12; MV 9.

- 2nd and 3rd ranks may attack in normal melee.

One of the three Cormyrian army units, the pikemen will not climb walls. However, they may use their pikes to attack targets on walls up to 15 feet high (such as the perimeter wall). Only the first rank may attack in this fashion.

PURPLE DRAGON CAVALRY

Medium Cavalry.
One unit of 10 figures.
AD 8; AR 7; Hits 2; ML 12; MV 18.

The third of three Cormyrian regular army units, the cavalry will not assault the walls. Their chief purpose is to exploit holes in the perimeter wall and to rout fleeing Zhentarim units.

DALESMEN

Shortbowmen.
One unit of 15 figures.
AD 6*4; AR 8; Hits 1; ML 11; MV 12.

- Range 5/10/15

A unit "on loan" from the dales, the Dalesmen provide archery support for the army. They may be equipped with scaling ladders to assault the walls.

DWARVEN AXEMEN

One unit of 12 figures.
AD 8; AR 7; Hits 1; ML 13; MV 6.

- Favored terrain: rough or rocky ground.
- Hated foes: goblins, orcs, hobgoblins.
- AR is 5 against giants.

Mercenary allies of the Cormyrians, the Dwarven Axemen are aiding Azoun's troops in exchange for concessions in the Sunset Peaks. They are equipped with scaling ladders.

BOMBARD

AD 3d12; Hits 10; Range 18/40; Crew 2; Rate 3; Move 2".

- Can move only in clear terrain or on well-paved roads.

- 10% chance of misfire per use. If it misfires, roll a 2d4 (+1 if the crew has suffered any hits). Results are as follows:

2-3 No shot, shot must be reloaded (takes 3 rounds).

4-6 Powder burns irregularly, shot scatters (as grenade).

7-9 Bombard explodes, all figures with 1" suffer 1d4 hits, no armor check allowed.

- 45% chance that shot will scatter normally.

- Presence of bombard has no effect on morale.

- Figures with 1" of impact of shot on stone suffer an AD 10 attack if on same side as the strike.

- May fire 5 times.

This weapon is a captured Thayian bombard from an earlier campaign. The crew is a team of engineers trained by the War Wizards. The bombard is heavy and slow. It is the best available siege machinery for the assault on the castle.

RAM

Hits 6/18; AD 4 against stone, 6 against metal, 8 against wood; two attack die for each figure operating the ram. Maximum crew of 4 figures.

- Can be moved only on clear terrain or roads. The ram has no internal crew; instead, figures must move it at the following rates: eight figures, MV 3; four to seven figures, MV 2; two to three figures, MV 1.

Cormyrians use the ram primarily against gates and other structures.

Scenario Three: Blood on the Keep

In this scenario, the Zhentarim make a stand at the castle, having abandoned the valley to the Cormyrian invaders.

Setup

As shown in the accompanying diagram, the Zhentarim forces begin within the walls of Darkhold, including interior buildings and courtyards. They can start on upper or lower floors, if desired.

Special Rules

All personal rooms and storage areas are cluttered with the material of everyday living; as such, they are treated as rough terrain (favored terrain benefits do not apply). Hallways, large chambers (such as the Entry Hall, Grand Hall, and Shrine) are considered clear terrain.

Victory

Cormyr's forces score a major victory if they destroy all Zhentarim units within Darkhold.

The Zhentarim units win a major victory if they destroy all Cormyrian units, or force them retreat off the board. They score a minor victory by holding off the Cormyrians for 70(!) turns. In addition, the Zhentarim score a "moral" victory if Sememmon and Ashemmi survive and do not need to be cloned.

Forces

Cormyr's forces are the same as noted in Scenario Two. Zhentil Keep's forces are also as in Scenario Two, with the addition of Darkhold's popular militia. (See the rosters on pages 41 - 46.)



Campaign Scenario: Battle of Darkhold Vale

By combining Scenarios Two and Three, players can conduct a complete campaign at Darkhold.

Setup

Combine the playing areas for Scenarios Two and Three. Cormyrian troops begin in the area marked for Scenario Two. Zhentarim troops begin anywhere in the Vale, including on the perimeter wall.

Special Rules

Extended Battles: The battle of Darkhold Vale is a three-stage process: 1) the breaking of the perimeter wall, 2) the advance on the castle, and 3) the taking of Darkhold itself. Depending on Zhentarim disposition, this may take several days. The effects of multi-day campaigns for this battle are as follows:

- A standard "day" lasts 50 turns (a rough estimate, based on at least 10-minute turns, influenced by "the fog of war").

- During turns 45 to 50, all AD are reduced by 1 factor (AD 8 to AD 6, for example). During this time, units may break off from each other without making morale checks. (Their opponents are as tired as they are, and will not usually pursue.)

- After turn 50, attacks are reduced by 2 AD (d4 minimum).

- Turns 50 to 100 are "nighttime." (See "Night Activities" below.)

- Turns 90 to 100 are daybreak, when the encamped troops regain their previous positions.

Night Activities: At night, the following can happen:

- Spells are regained.
- Missile weapons (except magic and artillery) are collected and recharged.

- Units outside buildings can entrench (burrow into the ground slightly). This entrenchment takes 3 turns and adds 1 to AR. Entrenchment is lost when the unit moves.

- Units may move behind their own lines, as long as they move no closer to the castle. Units within bowfire of the castle walls must be under cover or have retreated to the edge of that bowfire.

- Adventure-related material may still be run (where appropriate). For example, PCs may seek to kill Vangerdast in his camp. Or they may attempt to break into Darkhold, and lower and destroy the gate mechanism.

- Units which have routed off the field may be rallied and return to the field at the place they left the day before.

- Units which have suffered losses but are in good order may regain some of those losses (a combination of first aid, clerical magic, and stragglers from shattered units showing up). On a successful morale check, 2 figures of a surviving unit return. If the morale number is rolled exactly, only 1 lost figure is recovered. Units may not regain more men than they lost the previous day.

- If thieves are among the Zhentarim forces, they may attempt assassinations as discussed in the description of the Three.

Optional Rules

Exhaustion: Units which have been moving and fighting for 15 turns straight must rest or suffer from exhaustion (war is tough business).

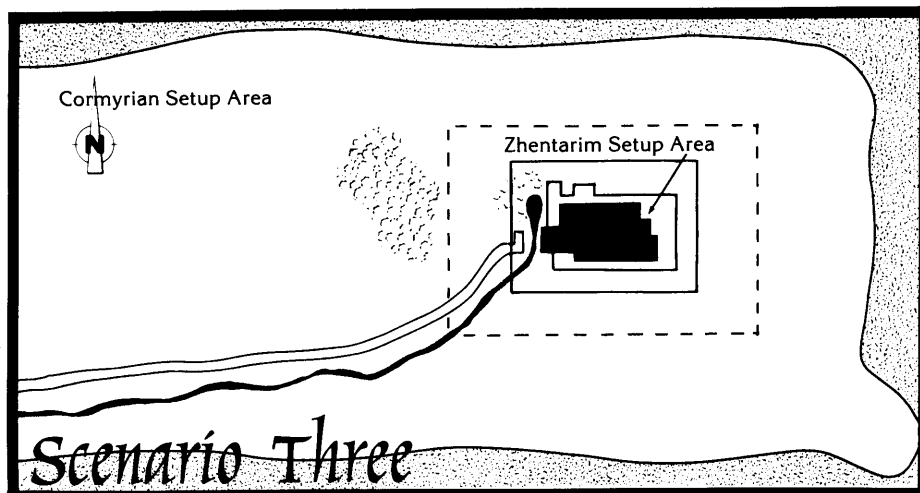
Units moving or fighting (including routs and recovery) must make a morale check at the start of this and each following turn. Failing drops a unit from good to shaken order; a shaken unit which fails will not move (though still may be routed by further damage). Resting (no movement or firing or taking damage from other sources) for 1 turn will negate the effects of exhaustion, and no check is needed for another 15 turns.

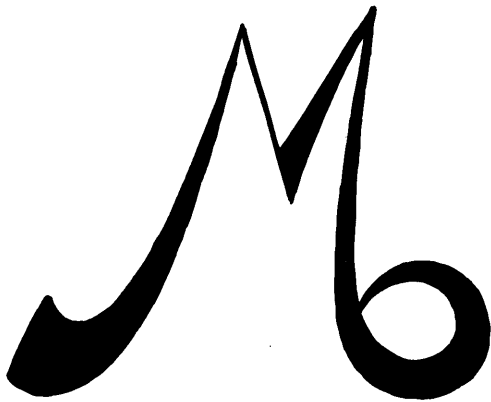
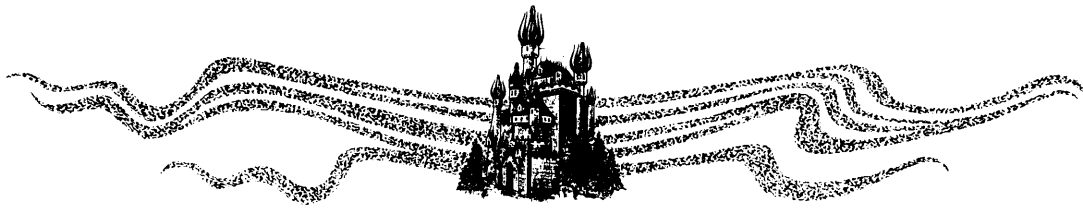
Castle Guide Siege Craft: The *Castle Guide* provides detailed and interesting additional notes on the nature of sieges and various siege engines, as well as material on castle morale and mining. These rules may be used in the assault on Darkhold.

The Cormyrian player may build siege towers, with 1" (10 hits) of siege tower being built per day of siege by a unit of 20 men. Given the steep sides of the mountain Darkhold rests on, it will take 30' for a tower (or a large ramp leading up to the wall, of the same length) to reach the level of the castle.

Other information on creating siege equipment may be found in the *Drungar* book in this set.

Reinforcements: At the end of a game week (10 days in the Realms), roll percentile die. There is a 10% chance that physical reinforcements, consisting of local bandits that the Zhentarim





Manshoon's Sigil

deal with, will arrive. There will be 1-4 units, plus 1 unit for every week of the siege since the last reinforcements.

The reinforcements will be light infantry (60%) or light cavalry (40%) with the following stats:

- Light Infantry, 1 unit of 12 figures. AD 6; AR 8; Hits 1; ML 10; MV 12.
- Light Cavalry, 1 unit of 12 figures. AD 8; AR 8; Hits 2; ML 12; MV 12.

These units will appear at the eastern edge of the board, and may move and attack on the first turn they enter. If the Zhentarim player so chooses, these reinforcements may be held offboard until sufficient numbers arrive to drive off the Cormyrians.

Similarly, the Cormyrians may also await resupply over time. There is a 5% chance at the end of the first two weeks, growing to 10% for each week thereafter, that another unit of either Purple Dragon Swordsmen (60%) or Dwarven Axemen (40%) will arrive. These troops appear on the eastern edge of the board AFTER any Darkhold troops enter, but must appear the day they are called for (they cannot be held in reserve).

Optional Characters

"The Big Guns, Azoun vs. Manshoon": At the players' option, two miniature figures may be added to the combined scenario: King Azoun IV (and his bodyguard) and Lord Manshoon of Zhentil Keep.

LORD MANSHOON

Level 19 Wizard.

Commander of all Zhentarim and Zhentarim-allied troops.

AD 8; AR 7; Hits 7; CD 14"; MV 12.

- MR 5%.
- Can command any Zhentil Keep or Zhentarim-allied troops on the battlefield.
- Does not inspire awe or horror.
- **Spell Use:** (1st Level): *spider climb, wall of fog, magic missiles x3*; (2nd level) *detect invisible, stinking cloud (x2), invisibility, web*; (3rd Level) *protection/normal, missiles, fly, cone of cold, dispel magic (x2)*; (4th Level) *wall of fire (x4), ice storm (x4), dimension door (x2)*; (5th Level) *conjure elemental (x2)* (earth or fire), *cloudkill (x4), hold monster (x2), feeblemind (x2)*; (6th Level) *disintegrate (x2), stone/flesh*; (7th Level) *mass invisibility, spell turning (x2)*; (8th Level) *incendiary cloud, mass charm, prismatic wall*; (9th Level) *meteor swarm*.

• **Equipment:**

- *Black robes of the archmage.* (This accounts for the 5% MR noted above.) Targets of *hold monster* receive a -4 penalty to saving throws.

- *Ring of wizardry* (doubles 4th and 5th level spells).

- *Staff of the magi* (20 charges left). Powers costing no charges: *detect magic, enlarge, hold portal, light, protection from good*. Powers costing one charge: *invisibility, lightning bolt, knock, pyrotechnics, ice storm, fireball, web, wall of fire, dispel magic, passwall*. Powers costing two charges: *whirlwind, conjure elemental, plane travel, telekinesis*.

Staff grants +2 saving throw versus magic, and can absorb spell levels cast at Manshoon. At 25+, the staff explodes in a retribution strike. Targets within 1" suffer an AD 2d12 attack; all within 2" suffer an AD 12 attack; all within 4" suffer an AD 6 attack. There is a 50% chance that Manshoon will be knocked into another plane.

KING AZOUN IV OF CORMYR

AD 12; AR 2; Hits 10; CD 24; MV 6/15.

• +2 morale bonus to all units within his CD (he is, after all, King).

• **Equipment:**

- *Ring of free action*
- *Full plate +5 and shield +2*
- *Defender sword +4, Vorpal sword +4.* Azoun carries both, and may use them at his discretion.

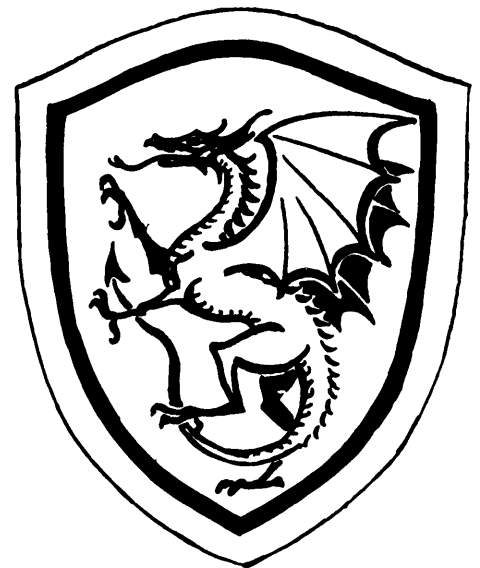
AZOUN'S PERSONAL BODYGUARD

One unit of 8 ultra-heavy cavalry.

AR 8; AD 5; Hits 4; ML 16; MV 12.

- Will always move to follow Azoun.
- Fight on foot as Heavy Infantry: AD 8; AR 5; Hits 3; ML 15; MV 6.

The Purple Dragon



of Cormyr

Darkhold Unit Rosters

Sememmon
15th Level Wizard

AR	6	Notes	Staff
Hits	5	Spell use	AD4
ML/CD	9	Magic items	
MV	12		Range
			/ /

The Purplehost
10th Level Fighter

AR	5[4]	Notes	+3
Hits	5[4]	[Mounted values]	Bastardsword
ML/CD	13	Magic items	AD10 [12]
MV	12[15]		Range
			/ /

Ashemmi
8th Level Wizard

AR	7	Notes	Dagger
Hits	3	Spell use	AD4
ML/CD	=	Magic items	
MV	12		Range
			/ /

Yarkul
6th Level Wizard

AR	9	Notes	Dagger
Hits	2	Magic items	AD4
ML/CD	=	Spell use	
MV	12		Range
			/ /

Sadhem
5th Level Wizard

AR	10	Notes	Dagger
Hits	2	Spell use	AD4
ML/CD	=		
MV	12		Range
			/ /

Kadorn
6th Level Wizard

AR	8	Notes	Staff
Hits	2	Spell use	AD4
ML/CD	=		
MV	12		Range
			/ /

Althond
3rd Level Wizard

AR	10	Notes	Dagger
Hits	1	Spell use	AD4
ML/CD	=		
MV	12		Range
			/ /

The Three
Three 5th Level Thieves (stats for ea)

AR	8	Notes	Poisoned sword
Hits	2	Thief abilities	AD6
ML/CD	=		
MV	12		Range
			/ /

Darkhold Unit Rosters

Kuth Dracomore of Bone
5th Level Priest

AR	6	Notes <i>clerical spell</i>	<u>Mace</u>
Hits	2	<i>CD within</i>	<u>AD4</u>
ML/ED	2*	<i>shrine only</i>	Range
MV	3		/ /

The Storm Watch
1 unit of 14 figures

AR	7	Notes <i>can form</i>	<u>Longsword</u>
Hits	2	<i>shield wall</i>	<u>AD8</u>
ML/ED	15		Range
MV	9		/ /

The Grey Feathers
1 unit of 20 figures

AR	8	Notes	<u>Shortsword</u>
Hits	1		<u>Longbow</u>
ML/ED	11		<u>AD6*4</u>
MV	12		Range
			7 / 14 / 21

Darkhold Militia
2 units of 10 figures

AR	9	Notes <i>Irregular only</i>	<u>Shortsword</u>
Hits	1		<u>AD6</u>
ML/ED	10		Range
MV	12		/ /

Popular Militia
4 units of 6 figures

AR	9	Notes <i>Irregular</i>	<u>Various</u>
Hits	1		<u>AD4</u>
ML/ED	7		Range
MV	12		/ /

Outriders (Cavalry)
2 units of 6 mounted figures

AR	7	Notes <i>[Mounted]</i>	<u>Longsword</u>
Hits	1[2]		<u>Lance</u>
ML/ED	11[6]		<u>AD6[8]</u>
MV	9[12]		Range
			/ /

Liont Contingent (30 Giants)
1 unit of 3 figures

AR	5	Notes <i>Irregular</i>	<u>Swords</u>
Hits	4	<i>chaotic</i>	<u>Balders</u>
ML/ED	13	<i>Favored terrain:</i>	<u>AD 12+12</u>
MV	9	<i>Rocky</i>	Range
			5 / 15 / 20

Wyrms (2)
2 figures

AR	6	Notes <i>Flies, MCE</i>	<u>AD 12</u>
Hits	4	<i>May not move</i>	
ML/ED	14	<i>within 3' of</i>	Range
MV	6/24	<i>Giants</i>	/ /

Early Zhentarim Unit Rosters

Commander Manshoon
13th Level Wizard

AR	6	Notes	<u>Staff</u>
Hits	5	5% MR	<u>AD6</u>
ML/CD	12	Spell use	_____
MV	12	Magic items	_____
		Xanar the Beholder	Range
			/ /

Arzul Chembrul of Bone
10th Level Priest

AR	4	Notes	<u>Staff of striking</u>
Hits	4	Priest spells	<u>AD8</u>
ML/CD	9	Magic items	_____
MV	6	Turn undead	Range
			/ /

"Clerical Corps"
1st Level Priests (5 indiv. figures)

AR	6	Notes	<u>Mace AD4</u>
Hits	1	Priest spells	_____
ML/CD	-	Turn undead	_____
MV	6		Range
			/ /

One-hand Tribe (Goblins)
2 units of 20 figures

AR	8	Notes	<u>AD6</u>
Hits	1	-1 MR + AD	_____
ML/CD	11	In daylight	_____
MV	6	Scaling	Range
		Ladders	/ /

Hill Tribe Spearmen
Unit of 12 figures

AR	9	Notes	<u>Spears</u>
Hits	1	Irregular	<u>AD6*6</u>
ML/CD	11	2nd rank	_____
MV	12	may attack	Range
			1 / 2 / 3

Hill Tribe Archers
Unit of 10 figures

AR	9	Notes	<u>AD6*6</u>
Hits	1	Irregular	_____
ML/CD	4		_____
MV	12		Range
			5 / 10 / 15

Omar's Band
Unit of 15 figures

AR	6	Notes	<u>AD8</u>
Hits	2	Silvered	_____
ML/CD	12	weapons	_____
MV	6		Range
			/ /

The Black Banner
Unit of 15 figures

AR	7	Notes	<u>AD8</u>
Hits	2	Silvered weapons	<u>(Halberds)</u>
ML/CD	13	Second rank	_____
MV	9	may attack	Range
			/ /

Cormyrian Unit Rosters

Duke Bheriau
15th Level Fighter

AR	4	Notes <i>Mounted</i>	<u>AD 10</u>
Hits	8	<i>Magic Items</i>	_____
ML /CD	23	_____	_____
MV	9 [8]	_____	Range / /

Vangerdahast
15th Level Wizard

AR	4	Notes <i>[Mounted]</i>	<u>AD 6</u>
Hits	5	<i>Spell use</i>	_____
ML /CD	8	<i>Magic Items</i>	_____
MV	12 [24]	_____	Range / /

War Wizards
60 1st Level Wizards (2 units of 3 fig.)

AR	10	Notes <i>Spell use</i>	<u>AD 4</u>
Hits	1	_____	_____
ML /CD	11	_____	_____
MV	12	_____	Range / /

Purple Dragon Swordsmen
1 unit of 15 fig.

AR	6	Notes	<u>AD 8</u>
Hits	2	_____	_____
ML /CD	12	_____	_____
MV	6	_____	Range / /

Purple Dragon Pikemen
1 unit of 16 fig.

AR	7	Notes <i>2nd + 3rd</i>	<u>AD 6</u>
Hits	2	<i>Ranks may</i>	_____
ML /CD	12	<i>attack</i>	_____
MV	9	_____	Range / /

Purple Dragon Cavalry
1 unit of 10 fig.

AR	7	Notes	<u>AD 8</u>
Hits	1 [2]	_____	_____
ML /CD	12	_____	_____
MV	9 [18]	_____	Range / /

Dalesmen
1 unit of 15 fig.

AR	8	Notes	<u>AD 6 * 4</u>
Hits	1	_____	_____
ML /CD	11	_____	_____
MV	12	_____	Range 5 10 15

Dwarven Men
1 unit of 12 fig.

AR	7	Notes <i>Favored Terrain</i>	<u>AD 8</u>
Hits	1	<i>Rough</i>	_____
ML /CD	13	<i>Hated foes</i>	_____
MV	6	<i>Goblins</i>	Range / /
		<i>AD: 5 vs Giants</i>	

Undead Unit Rosters

Varalla the Lich-queen
18th level Undead Wizard

AR	<u>5</u>	Notes	<u>AD 12</u>
Hits	<u>6</u>	<i>Incites Horror -3</i>	
ML/CD	<u>9</u>	<i>Spelluse</i>	
MV	<u>6</u>	<i>Invulnerable</i>	
		<i>May be turned</i>	Range
			/ /

Wights
1 unit of 5 figures

AR	<u>7</u>	Notes	<u>AD 10</u>
Hits	<u>3</u>	<i>Irregular</i>	
ML/CD	<u>-</u>	<i>Horror -2</i>	
MV	<u>12</u>	<i>Invulnerable</i>	
			Range
			/ /

Skeleton Warriors
1 unit of 10 figures

AR	<u>8</u>	Notes	<u>AD 6</u>
Hits	<u>1</u>	<i>Irregular</i>	
ML/CD	<u>-</u>	<i>stabbing and</i>	
MV	<u>12</u>	<i>slashing</i>	
		<i>half damage</i>	Range
		<i>may be turned</i>	/ /

Skeleton Warriors
1 unit of 10 figures

AR	<u>8</u>	Notes	<u>AD 6</u>
Hits	<u>1</u>	<i>Irregular</i>	
ML/CD	<u>-</u>	<i>stabbing and</i>	
MV	<u>12</u>	<i>slashing</i>	
		<i>half damage</i>	Range
		<i>may be turned</i>	/ /

Skeleton Warriors
1 unit of 10 figures

AR	<u>8</u>	Notes	<u>AD 6</u>
Hits	<u>1</u>	<i>Irregular</i>	
ML/CD	<u>-</u>	<i>stabbing and</i>	
MV	<u>12</u>	<i>slashing</i>	
		<i>half damage</i>	Range
		<i>may be turned</i>	/ /

Skeleton Warriors
1 unit of 10 figures

AR	<u>8</u>	Notes	<u>AD 6</u>
Hits	<u>1</u>	<i>Irregular</i>	
ML/CD	<u>-</u>	<i>stabbing and</i>	
MV	<u>12</u>	<i>slashing</i>	
		<i>half damage</i>	Range
		<i>may be turned</i>	/ /

Skeleton Archers
1 unit of 10 figures

AR	<u>8</u>	Notes	<u>6*6</u>
Hits	<u>1</u>	<i>Irregular</i>	
ML/CD	<u>-</u>	<i>stabbing and</i>	
MV	<u>12</u>	<i>slashing</i>	
		<i>half damage</i>	Range
		<i>may be turned</i>	5 / 10 / 15

Skeleton Archers
1 unit of 10 figures

AR	<u>8</u>	Notes	<u>6*6</u>
Hits	<u>1</u>	<i>Irregular</i>	
ML/CD	<u>-</u>	<i>stabbing and</i>	
MV	<u>12</u>	<i>slashing</i>	
		<i>half damage</i>	Range
		<i>may be turned</i>	5 / 10 / 15

Miscellaneous Unit Rosters

Bandit Infantry (Reinforcements)
1 unit of 12 figures

AR	<u>8</u>	Notes	<u>AD6</u>
Hits	<u>1</u>		
ML/CD	<u>10</u>		
MV	<u>12</u>		Range / /

Bandit Cavalry (Reinforcements)
1 unit of 12 figures

AR	<u>8</u>	Notes	<u>AD8</u>
Hits	<u>2</u>		
ML/CD	<u>12</u>		
MV	<u>12</u>		Range / /

Lord Manshoon
19th Level Wizard

AR	<u>7</u>	Notes	<u>AD8</u>
Hits	<u>7</u>	<u>5% Magic resistant</u>	
ML/CD	<u>14</u>	<u>spell use</u>	
MV	<u>12</u>	<u>Magic items</u>	Range / /

King Argon IV
20th Level Fighter

AR	<u>2</u>	Notes	<u>AD12</u>
Hits	<u>10</u>	<u>[Mounted]</u>	
ML/CD	<u>24</u>	<u>Magic items</u>	
MV	<u>6[15]</u>		Range / /

Xanxar the Beholder

AR	<u>5</u>	Notes	<u>AD8</u>
Hits	<u>5</u>	<u>Magic use</u>	
ML/CD	<u>-</u>	<u>Flies (B)</u>	
MV	<u>3</u>		Range / /

Argon's Personal Bodyguard
80 figures

AR	<u>5</u>	Notes	<u>AD[12]8</u>
Hits	<u>[4]3</u>	<u>[Mounted]</u>	
ML/CD	<u>16[15]</u>		
MV	<u>6[14]</u>		Range / /

Earth Elemental

AR	<u>6</u>	Notes	<u>AD12</u>
Hits	<u>4</u>	<u>Invulnerable</u>	
ML/CD	<u>15</u>		
MV	<u>6</u>		Range / /

Fire Elemental

AR	<u>6</u>	Notes	<u>AD12</u>
Hits	<u>4</u>	<u>Invulnerable</u>	
ML/CD	<u>15</u>		
MV	<u>12</u>		Range / /

AFFORDABLE CASTLES

By Guin of Carlin House

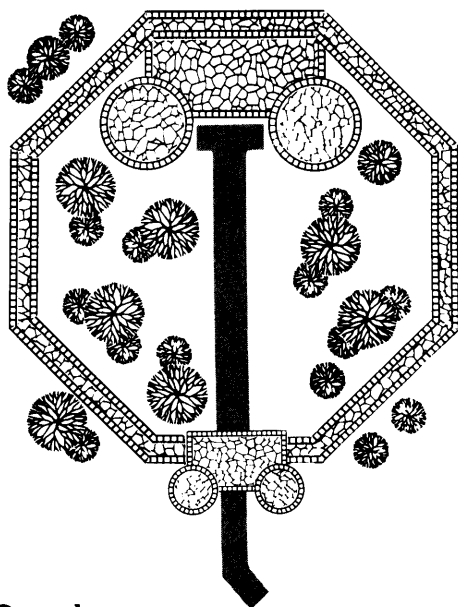
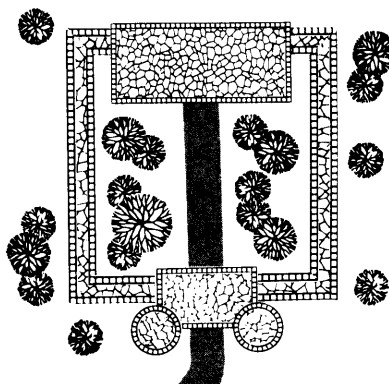
The Sentinel

- Stone Wall 15' High, 10' Thick
- Grand Stone Building
- Small Barbican Gate

Cost: ~~66,600 gp~~ (plus overhead)

Your Cost: 59,900 gp (plus overhead)

Completion Time: 2 WEEKS!*



The Octokeep

- Stone Wall 15' High, 10' Thick
- Grand Stone Building
- Postern Gate
- Medium Barbican
- TWO Four-story Towers!

Cost: ~~135,600 gp~~ (plus overhead)

Your Cost: 122,200 gp (plus overhead)

Completion Time: 3 WEEKS!*

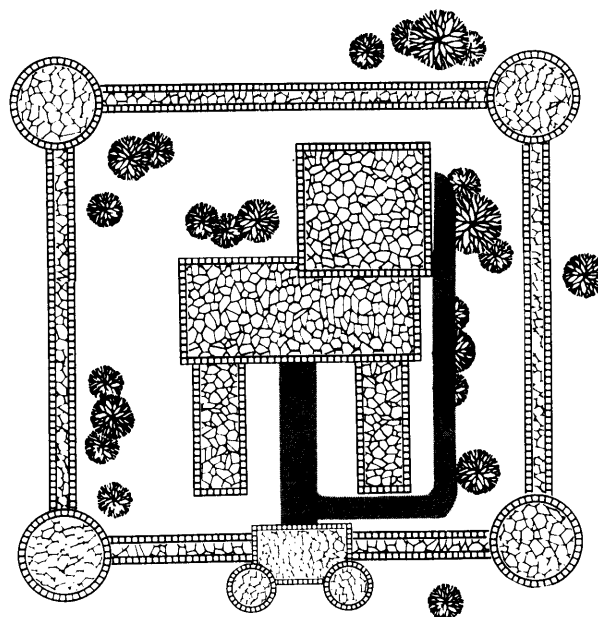
The Grand

- Stone Walls 30' High, 10' Thick, with Hoarding and Glacis!
- Four-story Corner Towers 40' High!
- Medium Barbican and Gate
- Grand Stone Building
- Two Medium Stone Buildings
- HUGE Four-story Wizard's Tower!

Cost: ~~211,400 gp~~ (plus overhead)

Your Cost: 190,000 gp (plus overhead)

Completion Time: 5 WEEKS!*



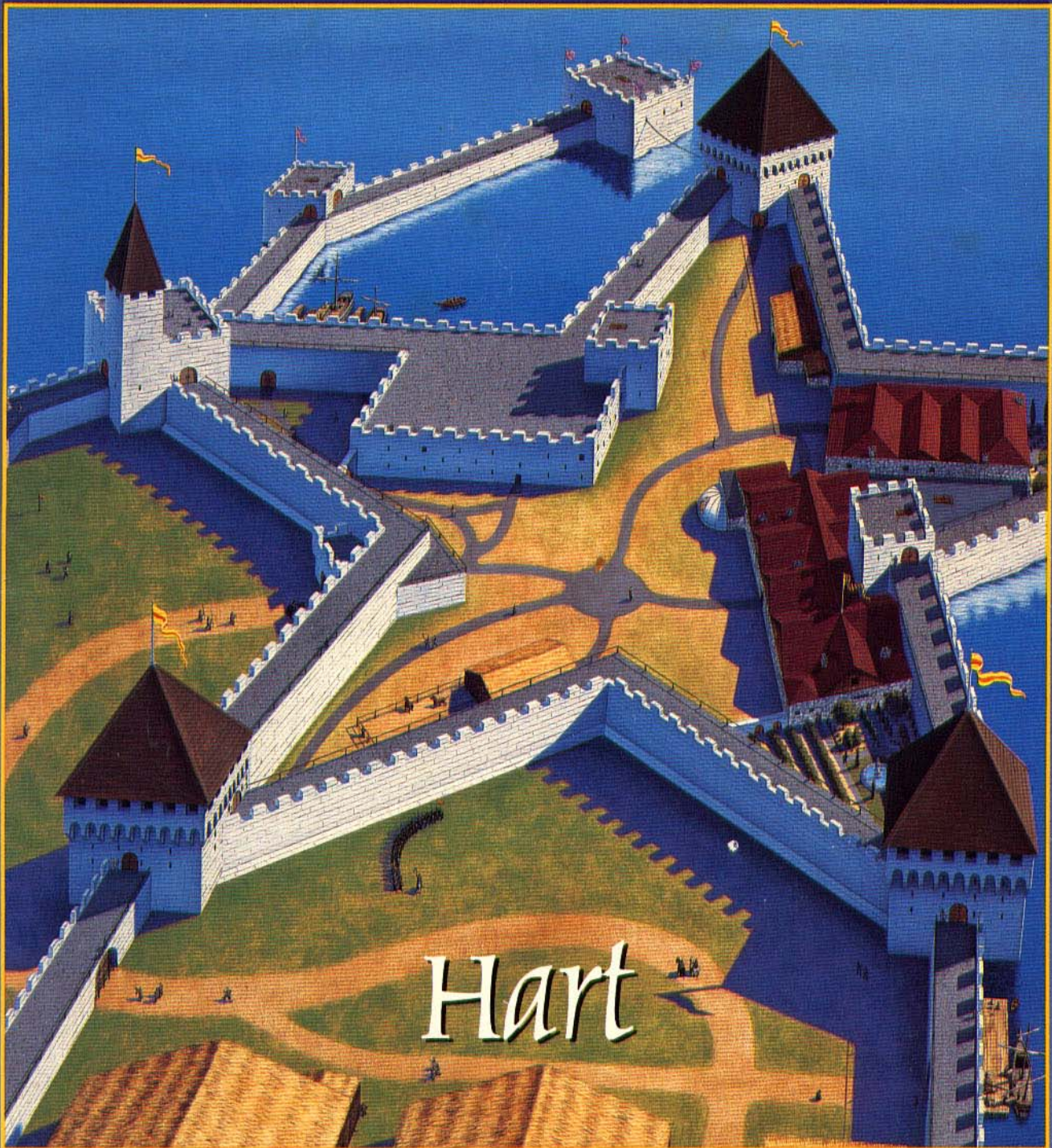
*Some restrictions apply



Advanced Dungeons & Dragons
2nd Edition

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Game Accessory for "Castles"



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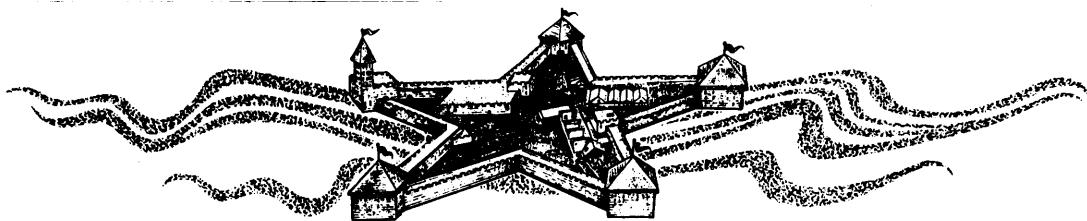
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Introduction

This book describes Castle Hart, a star-shaped fortress in Greyhawk's kingdom of Furyondy. All aspects of this proud keep are covered, from its floor plans and defenses to the people shielded by its walls. Hart is a living, breathing place, which can serve as a base for any role-playing campaign.

The noble Knights of Furyondy (a branch of the Order of the Hart) issue forth from the castle gates. These sworn protectors of freedom do battle with the evil Horned Society and other villains. Now your own band of valiant adventurers can do the same.

History and Background

Castle Hart's story dates back to 349 CY, when the Order of the Hart had gathered enough funds to begin building a fortress. Politics over spending caused a schism in the Order. Most of the Order formed the Knights of Furyondy, who would actually begin work on Castle Hart. The other knights formed two smaller splinter groups, the Knights of Veluna and the Knights of the High Forests. All three groups remain on good terms today, although they still disagree on the priorities of the Order.

In the year 358 CY, the Knights of Furyondy began construction of the castle. They chose a site at the junction of Crystal and Veng rivers. This position held great strategic value. Then, as today, the wicked Horned Society bordered the Crystal River. Furthermore, the Veng, flowing from the heart of that villainous land, had been used many times by the Horned Society to carry armies into combat. Thus, Castle Hart would form the first line of defense against the enemy. It would also allow the Or-

der to control river traffic in more peaceful times.

The castle has grown throughout the centuries, but most of the construction was accomplished in the early years. Before any building could take place, however, the architects had to improve the site. The ground was mostly rock, but great patches of earth created an unstable foundation. A wizard friendly to the Order used *mud to rock* spells to firm up the land. While this occurred, the knights erected a wooden stockade around the construction site. They did not want the Horned Society to overrun the site before the outer walls could be completed.

Hart's outer curtain wall was the first stoneworks built. Wooden buildings inside the wall housed laborers during the construction. It took an entire year to complete the curtain wall. When it was finished, the wooden stockade was torn down, and a moat was dug in its place. As the moat was formed, laborers constructed the main gatehouse.

The next project was to build the five towers of the star-shaped inner bailey. Once the towers were well underway, laborers began work on the connecting walls. They constructed the walls facing the water first. When finished, they began work on the inner walls. The entire job took more than two years.

At this point the architects faced their first major problem: the castle was sinking. Despite the early *mud to rock* spells cast by an architectural wizard, the ground was water-soaked. The towers and walls simply were too heavy for the soft ground. The Order brought back the wizard to fix the problem. It took a year to stabilize the castle and stop it from sinking. By the

time the whole mess was straightened out, the base of the stone walls and towers was just under water mark. Even today, the Crystal and Veng rivers lap directly at the bottom of the stoneworks.

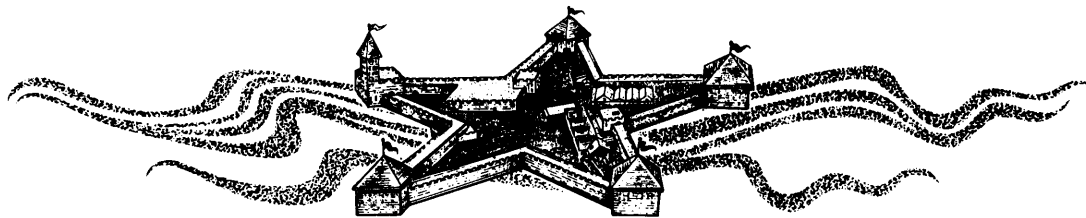
Laborers constructed the manor house and its adjoining tower next. Then they attached a domed chapel to the manor house. With this addition, the castle was considered complete. The laborers' wooden housing became a barracks for the knights.

In the decades that followed, the castle served as a central gathering point for the Knights of Furyondy and the combined Order of the Hart. In addition, many diplomatic meetings were held here, most notably between the petty nobles of what would become the Shield Lands. In 407 CY, the knights built the castle's guesting house to accommodate the signing of a large treaty between Furyondy and these nobles.

In 412 CY, the staff of Castle Hart outgrew the existing buildings. The relatively new guesting house required more servants than the castle could accommodate. A small side building was built between the manor house and the guesting house. Many of the servants were relocated into the new building.

By this time, the town of Port Valour had grown up along the southern shore of the Crystal River. The farmland south of the castle was good; the people were prosperous. Then as today, however, the ground between the two rivers was too rocky for planting.

In 522 CY, the castle again underwent major construction. It was sorely in need of repair, having just survived a major siege by the Horned Society. After repairs were complete, Hart's fortified port was



added. (The harbor wall and its towers still provide safe haven to any ships within.) At the same time, the laborers converted the old wooden barracks into a large, fortified structure with twice its original capacity.

Over the centuries, Castle Hart has been besieged many times. Although its concentric walls and square towers are now considered outdated designs (round towers are superior), the castle has proven its worth again and again. No enemy has managed to take it. Hart's stalwart presence has deterred all but the Horned Society and Iuz from many attacks. So far, the plans of the Horned Society have all been stopped here. Once, the Horned Society tried to bypass the castle and invade the heart of Furyondy. The famous belled cavalry of the Knights of Furyondy rode out of Castle Hart and swept them from the field. Since then, it has been widely accepted that any serious attempt to invade Furyondy from the north must involve the besieging of Castle Hart. The mighty fortress is truly the first line of defense.

Today, the castle serves as a central meeting place for the Order of the Hart, particularly for the Knights of Furyondy. Count Gladwell Solan is the castle's current lord. He is also High Commander of the Knights of Furyondy, as well as a member of the court of King Belvor IV of Furyondy. Count Solan always resides at Castle Hart.

Priests of St. Cuthbert

The priests stationed at Castle Hart worship St. Cuthbert, the patron of truth, forthrightness, and common sense. St. Cuthbert has a large following throughout the Flaeness. In Furyondy, St. Cuthbert is far more popular among the knights than among the general public. However, even

among the Knights of Furyondy, his worshippers are a minority.

There is a great personal enmity between St. Cuthbert and Iuz. Furthermore, a great rivalry exists between those who follow St. Cuthbert and those who worship Pholtus (of the blinding light).

Priests and worshippers of St. Cuthbert are usually of lawful good alignment, and sometimes are lawful neutral. The table below lists the weapons allowed and spellcasting spheres available to the priests.

Weapons	Spheres
Club	All
Flails	Charm
Maces	Combat (minor)
Morning Star	Divination
Staff	Protection (minor)
	Healing
Sling	Necromantic

In addition to these spheres, the priests of St. Cuthbert have the following spells available to them: *beguiling* (2nd)*, *create food & water* (3rd), *speak with dead* (3rd), *speak with plants* (4th), *dispel evil* (5th), *heroes' feast* (6th), *stone tell* (6th), *succor* (7th), *symbol* (7th), *holyword* (7th). If you do not own the GREYHAWK® Adventures book, then ignore the *beguiling* spell.

St. Cuthbert's priesthood is divided into three orders: the Chapeaux, the Stars, and the Billets. The Chapeaux dress in varying garb, but all wear crumpled hats of brown and green tartan. They pin a copper starburst, St. Cuthbert's symbol, to the hats. The Chapeaux seek to convert people to the faith. Beginning at third level, Chapeaux priests can cast one *shillelagh* spell per day in addition to their normal spells.

The Stars wear dark green robes bearing the starburst symbol in a pin made of copper, gold, or platinum. The type of metal signifies the priest's status; copper is least esteemed, while platinum is most. Stars seek to retain doctrinal pu-

rity among the faithful; they tolerate no backsliding. Most Stars (70%) are lawful neutral. Beginning at fourth level, these priests can cast one *ESP* spell per day in addition to their normal spells.

The Billets are the most numerous of St. Cuthbert's priests. They don simple brown and russet garments and wear a holy symbol of a cudgel, carved from oak or bronzed wood. Billets minister to and protect the faithful. Most (70%) are lawful good. Beginning at second level, Billets can cast one *friends* spell per day in addition to their normal spells.

The priests of Castle Hart are mostly Billets, but there is a healthy mixture of the Chapeaux and Stars as well. Billets are popular among the Knights of Furyondy, because both groups want to minister to and protect the people of that great kingdom.

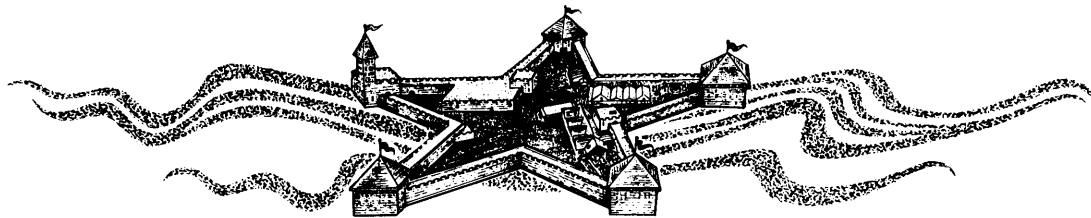
The priests of St. Cuthbert trade spells with the clergy of other deities whom they encounter or visit. They refuse to deal with priests of Pholtus, however, preferring those of Ehlonna or Celestian instead.

Knights of Furyondy

Castle Hart is the base of operations for more than 1,000 cavalymen. Two hundred of these brave riders are the elite Knights of Furyondy. On average, each knight commands four horsemen. The largest force belongs to Count Solan, High Commander and lord of the castle. He can muster 20 trained riders, in addition to heroes such as Sir William of Rolan, who serve Count Solan directly.

Each Knight of Furyondy is a 4th to 7th level knight or paladin. All are of good alignment, and each has unique arms and armor. Currently the order includes 14 paladins.

For the purpose of a large-scale battle, players may assume that all 200 knights are 5th level fighters, equally armed and armored. (When



they must fight in ranks, they willingly work together in this fashion.) Each has full plate mail and shield, a lance, a horseman's mace, and a dagger. They ride medium war-horses with leather barding.

The horsemen who serve the knights are 2nd level fighters, armed with spears (for charges) and horsemen's maces. Each rider wears banded mail and carries a shield. Their mounts are light war horses with no armor.

BATTLESYSTEM™ Game Conversion

The Knights of Furyondy have the following BATTLESYSTEM statistics: AD 10; AR 7; Hits 3; ML 15; MV 15.

The riders who serve them have these statistics: AD 8; AR 8; Hits 2; ML 13; MV 21.

General Terms

Like many castles, Hart includes these features.

Arrow Slits: An arrow slit is a V-shaped slot in a castle wall, through which archers inside can fire at the attackers outside. At its narrowest point, a slit in Castle Hart measures only 6 inches across and 3 feet high. At its widest point, the slit measures 8 feet across. This gives archers a 30-degree field of fire. In miniatures warfare, an archer gains a -4 AR bonus when firing from behind an arrow slit.

Crenelations or Battlements: Crenelations (also called "battlements") are defensive barriers atop a tower or castle wall. The barrier has alternating gaps (merlons) and solid, toothlike segments (crenels). In Castle Hart, the battlements stand about 8 feet tall and measure 3 feet thick. The merlons are about half this height, which means a soldier who stands in front of one is still

partially protected. (A merlon gives soldiers a -2 AR modifier.) Crenels also are 3 feet wide; they completely protect the soldiers who stand behind them.

Machicolations: Machicolations are galleries in the uppermost section of a wall or tower which hang over the rest of the structure. Openings in the floor of the overhang allow defenders to pour boiling liquids and drop stones and other objects on attackers outside who are standing below.

Glacis, Batter, Talus: These three terms all refer to a defensive slope at the base of a castle wall or tower. The slope helps fortify the wall and makes it difficult to begin mining efforts beside it. In addition, the slope hinders ascent of the wall and makes attackers more vulnerable to archers firing from above. Heavy objects dropped from machicolations above often bounce off the slope and ricochet into enemy forces.

Sally/Sortie: These terms refer to rushing assaults that a castle's garrison makes against besieging forces.

Magical Features

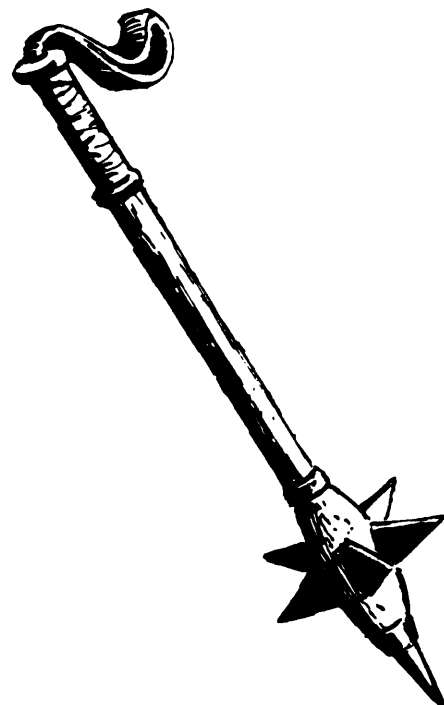
The presence of magic has given Hart a few features that differ considerably from those of traditional, real-world castles. Hart's builders had unlimited access to priests of St. Cuthbert. They also had limited access to a powerful wizard.

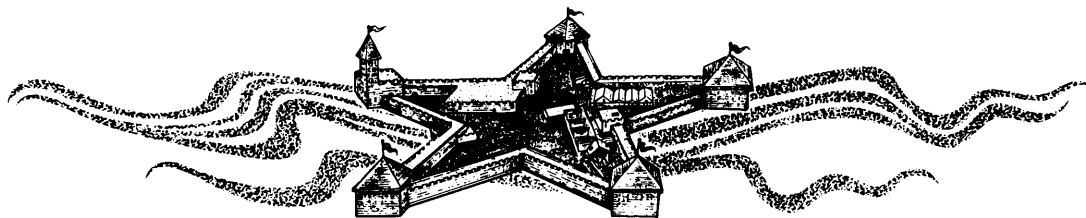
The wizard's contributions were few in number, but great in consequences. As noted above, he firmed the ground for construction. The following chapters in this book describe two other works by the same man: a *glassteel* window and the illusionary postern gate, which surely must be the result of *wish* magic.

In contrast, the priests' contributions are great in number, but none has had a major effect. For example, the walls and rooms of Castle Hart all bear sconces that are suitable for holding a torch. Instead of a torch, however, each holds a small stone upon which the priests have cast *continual light*. Castle Hart has a virtually limitless supply of these stones.

The light generated by a *continual light* spell is too bright for comfort indoors. For this reason, a small piece of thin cloth covers each stone, softening the glow. A wooden lid attached to each sconce can be set over it to vanquish the light altogether.

Rooms that demand extra protection frequently have a *glyph of warding* set upon them. Some of these glyphs are quite old, having never been tripped. Others are fairly fresh. Hart's priests obtain these magical glyphs from temples that are devoted to other deities.





Castle Hart: An Overview

This section provides an overview of Castle Hart's buildings, walls, and grounds. The structures are labeled from A to Z, and you'll find each one on the accompanying map. (See page 6.) Buildings marked with an asterisk in the text below are shown in greater detail on the big, full-color map of Hart in this boxed set.

A. Main Gatehouse: This gatehouse forms Hart's first line of defense. It is actually two independent buildings divided by the moat. The western half is the first that travelers encounter. The eastern half, also known as the "curtain wall gatehouse," is part of the curtain wall. A drawbridge extends from the eastern half, spanning the moat when lowered. Like the curtain wall (C) and its towers (D), the eastern building features an inner layer of lead, which lies just behind the outermost stones. The lead prevents many spells from penetrating the gatehouse.

B. Moat: The moat skirts the east side of the castle, linking the Veng and Crystal Rivers. (The Crystal River is diverted to feed it.) At normal water levels, the moat is 10 feet deep. It has 3-foot-high embankments. A thick iron chain hangs between the southern towers of the main gatehouse, closing the moat to traffic on the Crystal River. No ship can enter the moat at this point until guards at the gatehouse lower the chain. Furthermore, a hostile ship which sails up the moat from the Veng will be bombarded continually from the curtain wall (C), only to find itself trapped by a chain at the other end.

C. Outer Curtain Walls: These walls are 20 feet tall, 30 feet thick, and can withstand 80 hits before they are breached. A thin sheet of lead lies just behind the outermost layer of stone. This barrier is no physical obstacle, but it prevents many spells from passing through the wall. In particular, a wizard trying to cast *passwall* or *rock to mud* through the barrier will find his efforts thwarted.

On top of the wall, battlements line the outermost edge. The opposite side, facing the castle's interior, has only a wooden rail. If attackers take the wall, defenders in the baileys below will have a clear field of fire against the enemy soldiers atop the wall.

C1. Invisible Postern Gate: This is one of Hart's greatest and most guarded secrets. Only the resident high priest of St. Cuthbert (currently Bishop Faris) knows the command phrase which opens the gate. When he utters this phrase, a section of the curtain wall magically opens. The opening remains in place for up to 40 minutes (about ten BATTLESYSTEM™ game turns) before it closes automatically.

The priest can shut the gate sooner by uttering another secret word. The postern gate measures 15 feet wide and 10 feet tall. The stonework that it replaces becomes immaterial (as if an *illusionary wall* has been cast). An invisible bridge, 15 feet wide, connects the gate to the land across the moat. From the outside, neither the gate nor the bridge can be detected without magic. A system of flag signals (or torches at night) lets defenders of the castle know where the gate is and whether or not it is open.

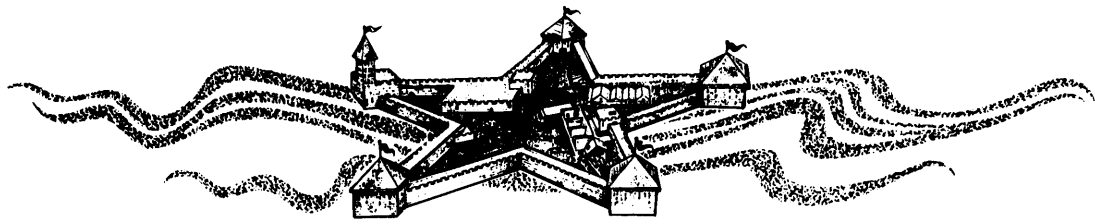
Opening the postern gate is wearying for the high priest. He must rest a full day before he can open the gate again or cast any spells (aside from the one closing the gate, of course).

C2. Crystal River Gate: This small gate leads to a wooden dock on the Crystal River. Merchants and other "lower" class visitors approach the castle at this gate. Only small river boats can dock here; a merchant's ship usually would be harbored in Port Valour. Goods are removed from the smaller boats and carried through the gate into the castle's outer bailey. The gate can withstand 24 hits.

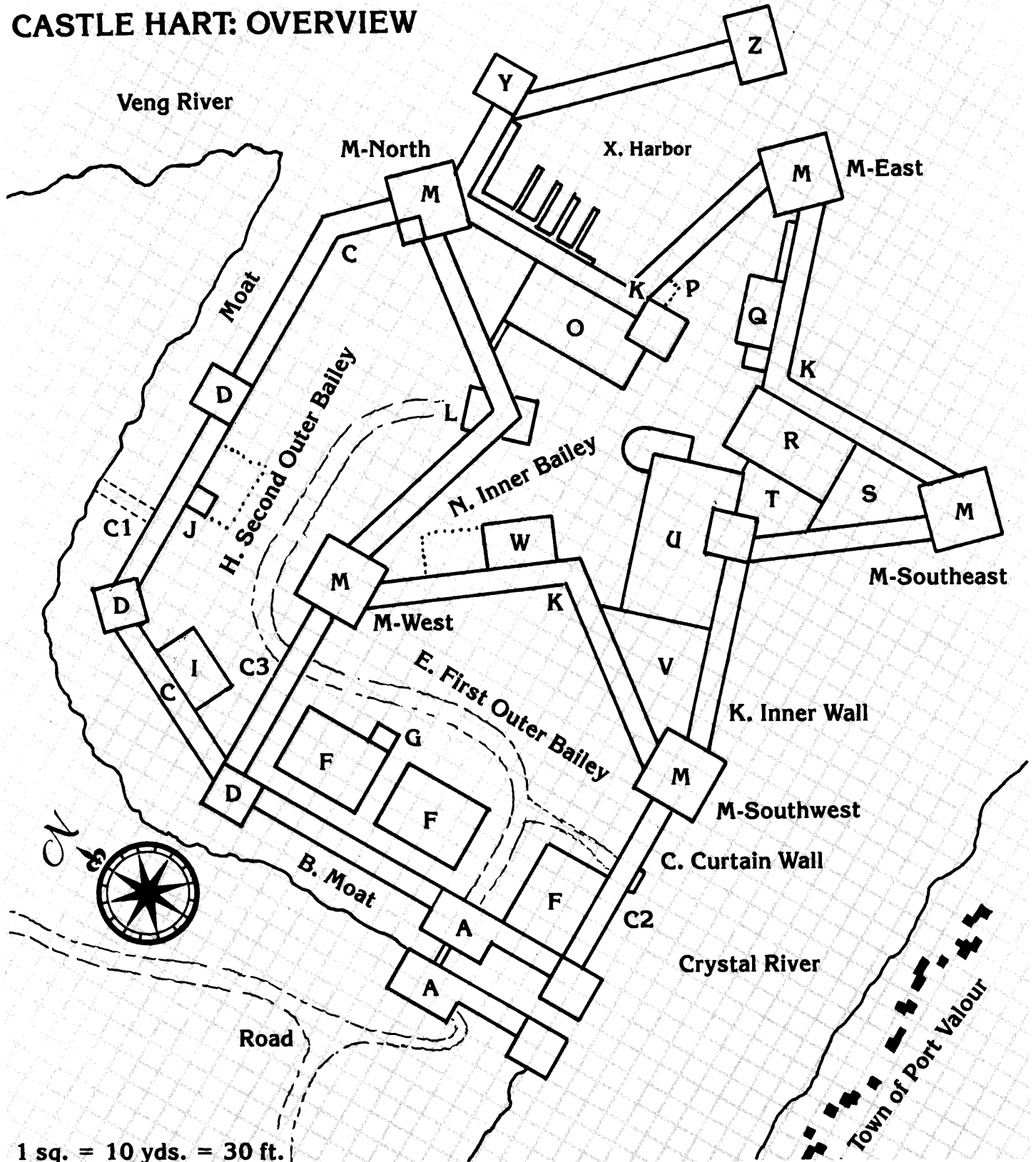
The small gate is not quite as vulnerable as it may seem. In the nearby star tower (M-Southwest), a barrel of pitch is kept. If the Crystal River gate is attacked, defenders pour the pitch onto the wooden dock below. A torch soon follows, lighting the entire dock on fire. Archers and rock-throwers attempt to eliminate any stragglers floundering on the dock or in the water.

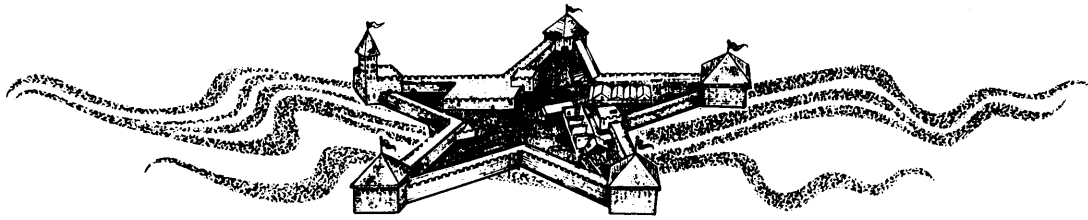
C3. Second Bailey Gate: The archway forming this passage measures 10 feet wide and 10 feet tall. An iron portcullis (15 hits) faces the outer bailey (E). The portcullis is raised and lowered with a winch on the other side of the wall. Behind the portcullis lies a set of gate doors (24 hits). An enormous wooden beam is used to bar the doors from the inner side.

D. Curtain Wall Towers: Standing 40 feet tall and 60 feet on a side, these squat towers can hold many men. Like the adjoining curtain walls (C), they have a lead lining.



CASTLE HART: OVERVIEW





The towers are flat-topped and roofless, and all four sides are crenelated. Each can withstand 60 hits before it is breached.

E. Outer Bailey: This vast, muddy area serves many functions. In the event of a siege, enemy catapults usually cannot get their missiles over the bailey and into the heart of the fortress, because the target is just too far away. The bailey also serves as a parade ground and marshalling area for troops. Primarily, however, it holds the stables (F). A dirt road winds across the bailey and leads to the Second Bailey Gate (C3).

F. Stables: Each of these buildings can hold up to 100 horses and the accompanying riding gear. This does not include barding or other horse armor, however. The stalls are large and include a central feed bin, to which up to 20 horses can be tethered. A narrow path runs down the center of the building. The walls are covered with hooks for hanging saddles and other gear. Along one wall, where there are no stalls, shelves and hooks hold the tools needed to tend the horses (pitchforks, brushes, rags, buckets, salves, and the like). Fodder is stored in the loft.

G. Smithy: This is Grundar the Blacksmith's shop. A large forge and dozens of tools lie at the center of the room. Large tubs of water, wood, and coal are arrayed nearby. In addition to horseshoes, most iron tools and fixtures for the castle are made here. Grundar does not make weapons or armor, however, because they require a different type of smithery.

Dalen the Farrier also works in this building. He shoes the horses with Grundar's handiwork.

H. Second Outer Bailey: Like the first outer bailey, this area may

serve as a marshalling area for troops and prevent catapult fire from penetrating the castle's inner walls. In the event of a siege, townsfolk huddle here to avoid the attackers. Most of these "refugees" must sleep on the ground or in crude tents. If the stables are full, the extra animals will be tethered to stakes in this area.

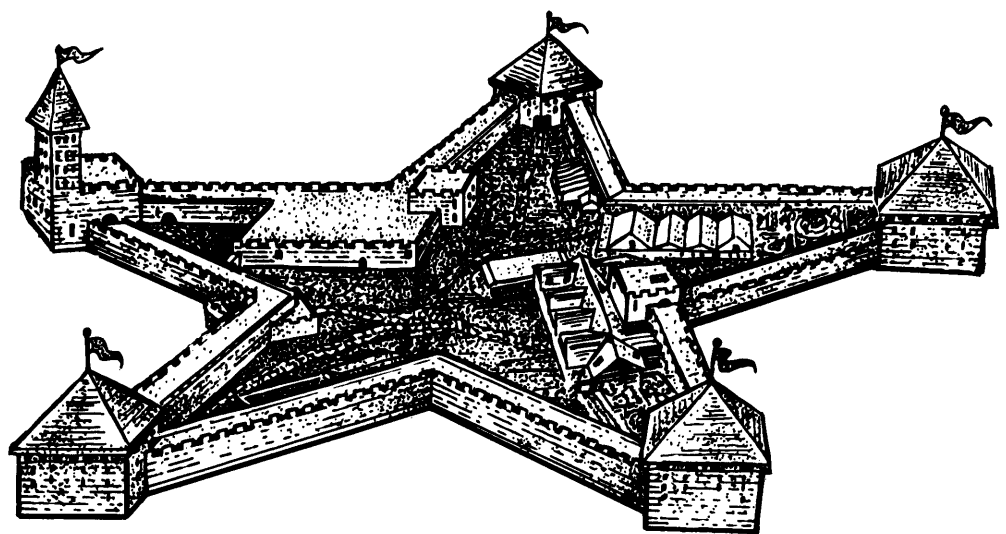
I. Warehouse: Most of this low, single-story building is devoted to storing food. Other supplies are kept here as well, such as cloth, empty barrels, and raw building materials.

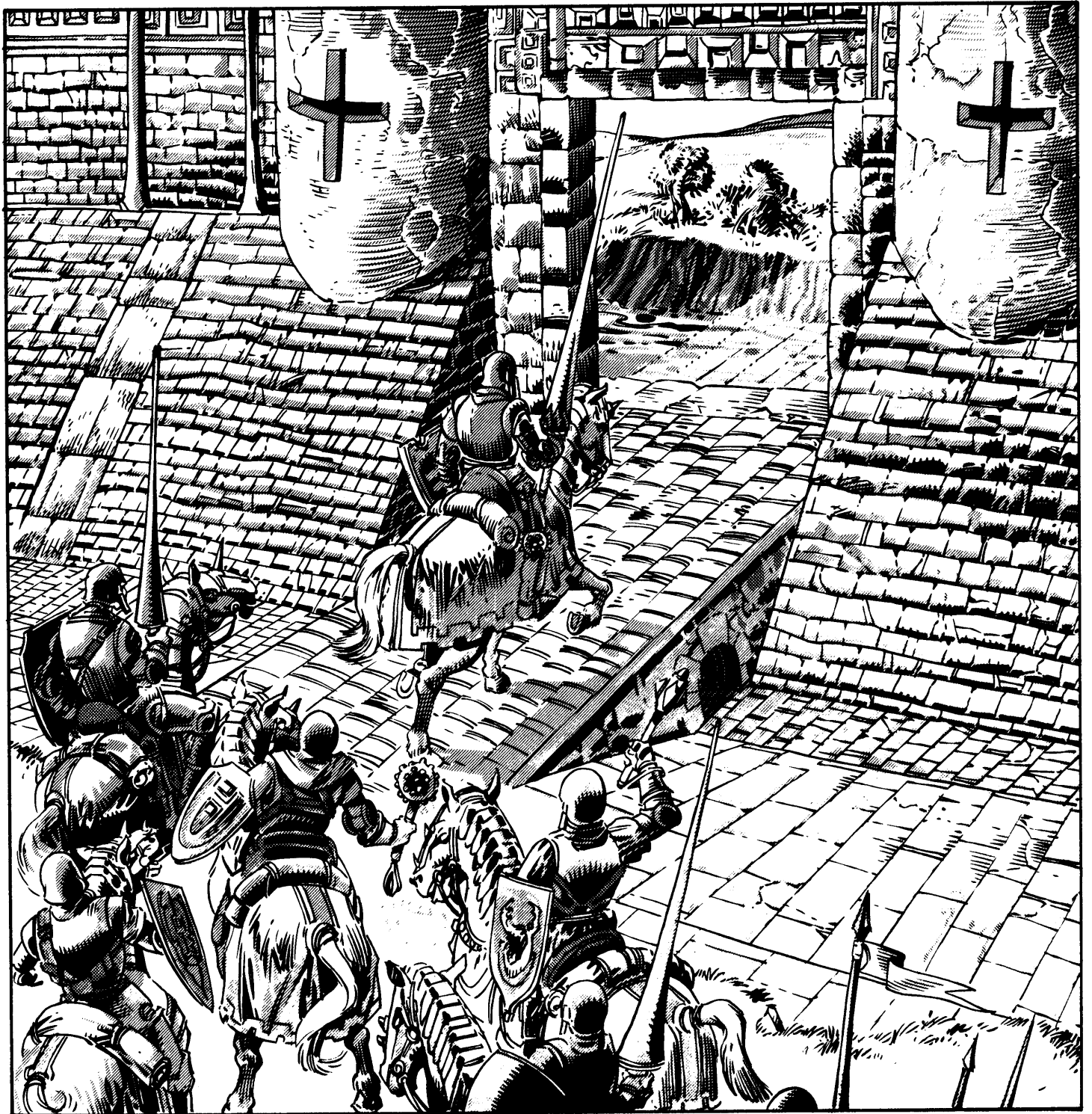
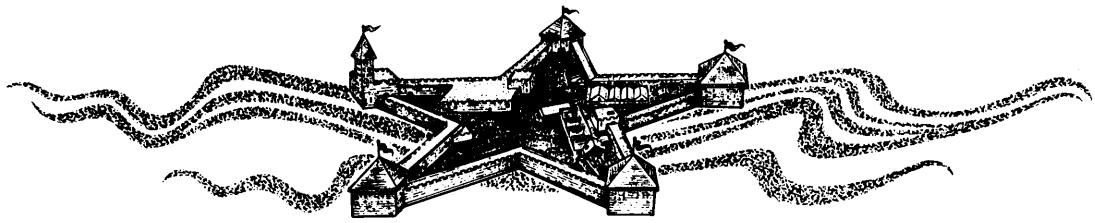
J. Mews: Animals are fattened up in these large pens. A small slaughterhouse lies in one corner, and the combined stench of dung and death is staggering. The pens usually contain pigs, sheep, chickens, and even a few cows.

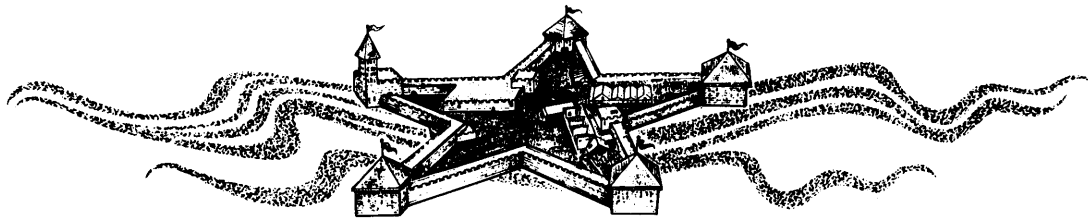
K. Inner Walls: The inner walls form the five-pointed star at the center of Castle Hart. Measuring 40 feet tall and 30 feet thick, each segment can withstand 80 hits. The stonework widens to a slope (glacis) at the base, which helps deter mining and sapping. Like the curtain walls (C), these walls contain a thin sheet of lead, which thwarts many spells. In particular, *passwall* and *rock to mud* cannot pass through the leaden barrier.

The side facing the outer world is crenelated, while the innermost side of these walls has only a wooden rail on top. If attackers ever take control of the wall, defenders in the star towers will have a clear field of fire upon them.

L. Inner Gatehouse: The inner gatehouse lies on the north side of the castle, between two star-points in the inner wall. One side of the gatehouse opens into the outer







bailey; the other side opens into the inner bailey. The gatehouse provides the only access to the inner bailey. A dirt road in the outer bailey approaches the building. Attackers who threaten the gatehouse from this side can be picked off by defenders atop the walls. The approach is fully covered strategically by soldiers atop the adjoining inner walls. It takes 60 hits to breach the gatehouse.

M. Star Towers: These five towers are made of stone and feature the same leaden shield as the curtain walls (C). Each tower can withstand 60 hits before it is breached.

M-North. Also known as the "Watch Tower," this structure differs significantly from the others. It is unroofed and includes a lookout. Defenders can view enemy lands from this perch.

M-East and M-Southeast: These towers overlook the riverways. Each is flanked by the inner walls.

M-West and M-Southwest: These are also called the "outer bailey towers," because they overlook the outer bailey. In addition to the inner walls, each tower adjoins a 20-foot-high segment of curtain wall. Otherwise, they are identical to M-East and M-Southeast. An extra floorplan is shown on the color map for the 20-foot level of the bailey towers. The plan depicts the southwest tower. The western tower is a mirror image.

N. Inner Bailey: This is the main courtyard of the star-shaped keep. Most of the area is bare, with large patches of flat stone. Most of the grass and other plant life has fallen victim to centuries of soldier's boots.

O. Garrison: Men-at-arms, watchmen, and armed escorts of visitors stay here. The building is ugly but functional. If the inner wall is about to be breached, the bar-

racks become a "last stand" defense. The outer walls are 10 feet thick and can withstand 60 hits.

Barracks Courtyard: A courtyard lies on the north side of the garrison. The courtyard is primarily for defense. If the harbor gate is ever breached, the invaders can be contained here. Arrow fire can be directed down into the courtyard from all sides.

A wall is sandwiched between the courtyard and the garrison, running east to west along the north side of the building. It links the garrison to the inner wall on both sides, besides creating a "pen" to hold attackers in the courtyard. The wall is 5 feet thick and 20 feet high. A large pair of double doors lies in the segment just west of the garrison building. The doors can be barred from within the inner bailey.

P. Kennels: A dozen or so hunting dogs are kept in this small, fenced area. The animals are considered war dogs for combat purposes. Two dog-handlers live in the small hut attached to the pens. The handlers keep equipment for training and general animal care in the hut.

Q. Barn and Sheds: The central structure in this complex, the barn, is one of the primary food storage buildings. It measures 90' by 60' and stands two stories tall. The first-floor walls are stone, while the walls of the second story are wooden. The roof is wooden, too. The barn is filled with barrels and crates of food. The food is rotated, so that the oldest is consumed first. New supplies go to the end of the line. The pantler has keys to this barn and keeps it locked most of the time.

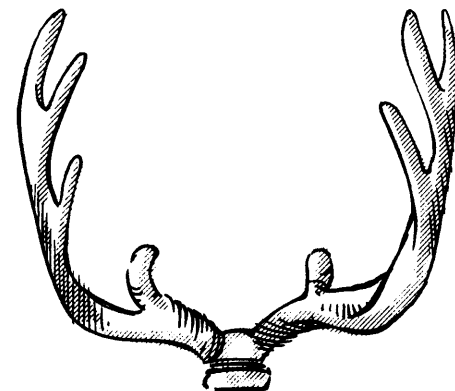
Woodshed: The small building attached to the east side of the barn is a large woodshed. The shed is essentially a roof supported by wooden pillars and two side walls.

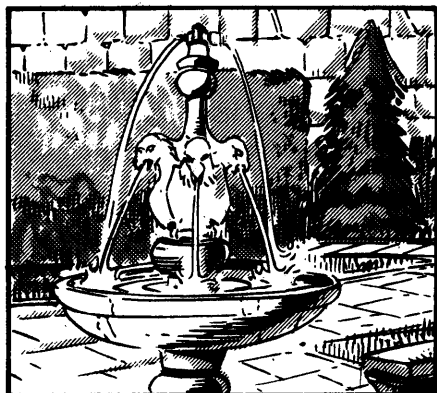
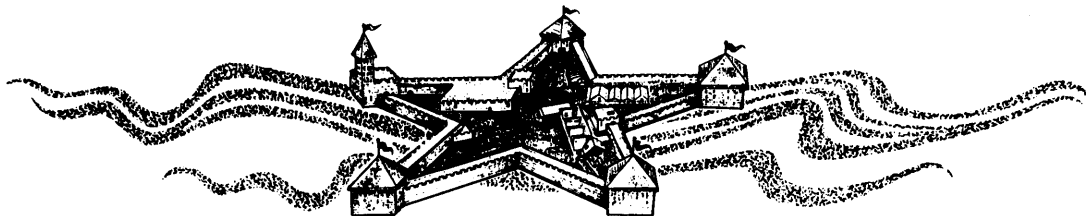
The castle wall forms the shed's rear wall, and the front of the shed (north side) is completely open. The woodshed is 60 feet long, 10 feet deep and 10 feet high. It is filled with firewood.

Coal Shack: Located on the west side of the barn, this shack contains charcoal and coal for the fire braziers. The building is 30 feet square and has a large Dutch door in the middle. (The top half of the door can be opened independently of the bottom half.) When the shack is full, the bottom half of the door keeps the charcoal from spilling out.

R. Guesting House: Most of Count Solan's guests stay here. The building is large enough to house important visitors and their escorts, and still provides room on the main floor for meetings and general use. The guesting house is intentionally removed from the manor house. If some of the visitors are not completely trustworthy, it is more difficult for them to cause trouble when they are in a separate building. The outer walls of the guesting house are made of stone, 3 feet thick, and can withstand 30 hits.

S. Guest's Garden: Both guests and servants are allowed to wander this garden. Like the manor garden, the guest's garden does not get a lot of direct sunlight. There are three entrances to the





area: from the guesting house, from the scullery, and from the star tower. The scullery and guesting house doors are fortified and take 5 hits each.

A wide path encircles the garden, running next to the walls and buildings. Several paths make tight loops through the shrubs and flowers. A few secluded stone benches lie beneath the small, ornamental trees. A wooden gazebo stands in the center of the garden.

T. Scullery: This building is not exclusively a scullery, but it has taken that name over time. Many of the castle servants live here. Most of them work here, too.

U. Manor House: This is the largest building in Castle Hart. It is the home of Count Solan. The chapel is attached, as are the water tower and the scullery. The outer walls of the house are made of stone, 3 feet thick, and can take 30 hits. The inner walls are 1 foot thick and wooden, unless otherwise mentioned. All the windows are glass, but those on the first floor have iron bars on them to thwart intruders. The bars can withstand 5 hits before breaking.

V. Manor Garden: The manor garden is lush but shady. The castle walls are too close and too tall to allow much direct sunlight to nourish the plants. There are three entrances to the garden: from the manor house, from the star tower,

and through the separating wall to the inner bailey (N). The manor house door is fortified, and attackers must inflict 5 hits to break it down.

The wall separating the garden from the inner bailey stands 20 feet high. It is not solid, however. Three large archways join the garden to the inner bailey. A broad path leads from the archways to the star tower (M-Southwest). Lady Miriam (the lady of the castle) doesn't want the men-at-arms trampling her flowers during a siege or on their way to watch duty.

Several paths meander through the flower beds. Small, ornamental trees and stone benches are scattered throughout the garden. In the center is a small water fountain. Only people living in the manor house, or specially invited guests, are allowed to walk in this garden.

W. Stables: High-ranking members of the castle and honored guests keep their mounts here. The stables can shelter about 50 horses. Twelve horses fit in each stall area, tethered to the center feed bin. (For further detail, see Building F.) Adjoining the stable is a corral, in which the horses can move freely.

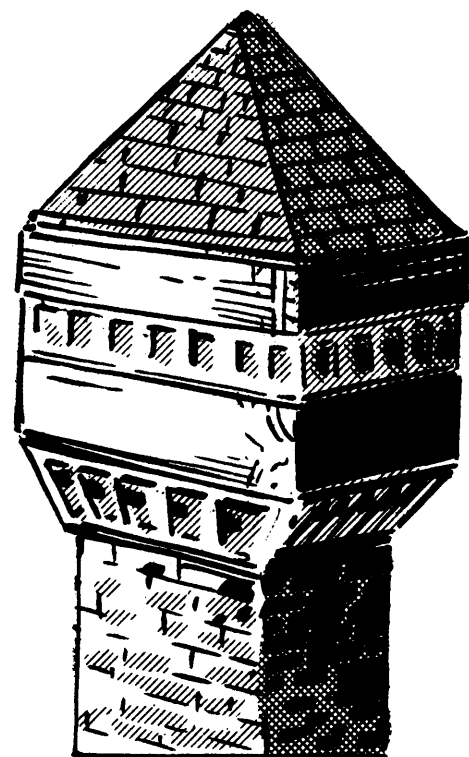
X. Castle Harbor: A thick iron chain hangs between the two towers that guard this artificial harbor. Ships cannot enter unless the chain has been lowered. Visiting nobility that travel by ship are harbored here.

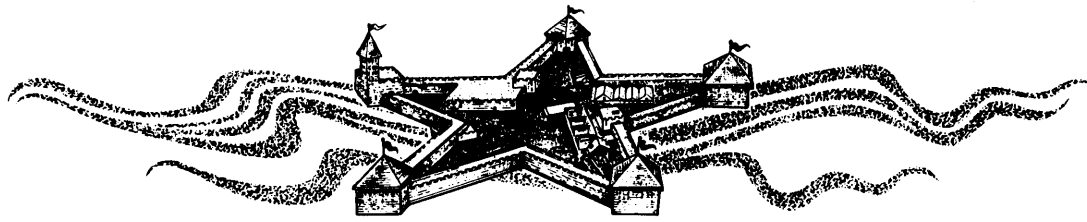
The ships tie up beside a large wooden dock. A large door, made of solid iron, leads from the dock to the garrison courtyard (O). The door is heavily barred from the inside. A barrel of pitch kept in the northern star tower can be poured from the castle walls onto the dock and then lit afire. This would seriously deter any attack upon the harbor door.

When war is imminent, a large transport ship kept in Port Valour is moved into this harbor. It can carry 50 horses and 200 men. When the invasion comes, the ship moves out of the harbor and its force attacks and harries the enemy. During a siege, couriers and important officials usually can escape on a boat from this harbor if necessary.

Y. Little Harbor Tower: This tower is virtually identical to the curtain wall towers, including the lead lining. It is solid stone up to the 20-foot level and therefore cannot be breached at the base.

Z. Big Harbor Tower: One of the two towers flanking the harbor entrance, this tower juts farther into the Veng River than any other. Like its counterpart on the curtain wall (Y), it sits on a 20-foot-high base of solid stone (above the watermark). The tower cannot be breached at this level.





Castle Hart Close-Ups

This section describes the following structures in Castle Hart:

- A. Main Gatehouse
- D. Curtain Wall Towers
- L. Inner Gatehouse
- M. Star Towers
- O. Garrison
- R. Guesting House
- T. Scullery
- U. Manor House
- Y. Little Harbor Tower
- Z. Big Harbor Tower

The text accompanies the floorplans on the large color map. For example, "A1" below describes the area marked "1" on the plans for Building A (the Main Gatehouse). Refer to the floorplans as you read.

A. Main Gatehouse

A1. Entrance: The double doors here are made of wood, with a layer of lead sandwiched in the middle. Iron bands reinforce the entire structure. Defenders can bar the entrance from the inside with two thick wooden beams. This is a large gate in BATTLESYSTEM™ game terms, withstanding up to 50 hits.

Ten feet behind the doors is an iron portcullis. It is raised and lowered by means of a winch on the second floor. In BATTLESYSTEM game terms, the portcullis is an "iron door" that can withstand 15 hits.

A2. Peace Passage: During peacetime, the two secret doors shown on the color map are pivoted to block off room A3. In this position, the "doors" look just like part of the interior walls, and the

route through the gatehouse is a simple L-shaped path. The fortified doors at the far end of the passage (in front of the drawbridge) can take 5 hits; their main purpose is keeping out the weather.

A3. Siege Passage: During a siege, the two secret doors (2 hits each) are pivoted to block off room A2. In this position, the doors look like part of the interior walls. With A2 sealed, the route through the gatehouse is more circuitous, slowing down the enemy. Sallies can be organized in rooms A2 and A4 to attack enemy troops in A3.

A4. Guard Room: During the day, when the castle gates stand open, two gatehouse guards lounge in this room. They know the regular castle staff and let them pass without comment. Strangers are questioned about their business and allowed to pass if the guards are satisfied. Depending upon how suspicious the guards become, they may send an armed escort with the visitor.

A5. Drawbridge: This wooden bridge is 30 feet long and 10 feet wide. A winch atop the eastern wing of the main gatehouse operates the bridge. When raised, the drawbridge projects above the crenelations. In this position, it can withstand 24 hits before it is destroyed.

A6. Death's Walk: The ends of this passage can be sealed off by iron portcullises, each of which can take 15 hits. The gate on the far side, just beyond the second portcullis, can withstand 24 hits. Death's Walk is used to trap the enemy in a vulnerable position. The

walls on both sides of the passage are riddled with holes, through which castle defenders can shoot crossbow bolts and jab spears at enemy soldiers.

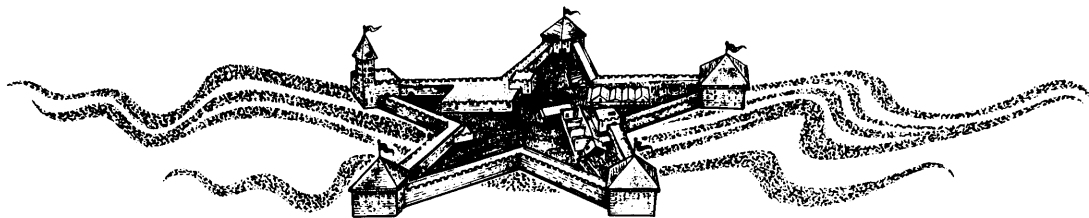
A7. Spear Tunnels: These passages are riddled with small holes that open into Death's Walk (A6). The walls opposite the holes are lined with spear racks, which are always well stocked. One miniature figure is considered to occupy both tunnels (5 men stand on each side). That figure can make a single attack with normal AD.

The heavy doors in these tunnels withstand 3 hits each and can only be barred from the inside. The southern spear tunnel includes a circular staircase which leads to the second floor of the gatehouse.

A8. Moat Tower: A circular staircase provides access to all three stories of the moat tower. The fortified door at the lowest level withstands 5 hits and can only be barred from outside (in the outer bailey).

A9. Worm Room: This room is named for all the small, round "murder holes" in the floor, which look like wormholes. The murder holes allow the castle's defenders to attack enemies trapped below. To members of the Order, this room's name also reflects the kind of person it takes to attack someone in such a dirty, underhanded way. "Going to be a worm" is castle slang for pulling guard duty here.

During a siege, this room is well stocked with all sorts of nasty things to dump on invaders below, including hot oil. A good supply of spears is kept here permanently. A figure that is using the murder



holes can perform no other action that turn.

Up to two figures can occupy this room. One figure can fire out of each of the northern or western walls. Attacks out of the northern wall are made at $\frac{1}{2}$ AD because of the limited number of arrow slits.

The winch for the portcullis in room A1 is here. It takes two men to raise the heavy iron gate. Releasing a single lever can send it crashing down.

A10. The Alley: This is simply a corridor filled with arrow slits. The heavy doors take 3 hits each. Only one figure can occupy this stretch, but the figure can attack normally because of the length of the wall.

A11. Gatehouse Tower: The moat chain is permanently fixed to a large iron ring embedded in the stone wall. For BATTLESYSTEM™ game purposes, there are not enough arrow slits to make any noticeable attack from this tower.

Only one figure can occupy this room to repel invaders in melee.

A12. Above Death's Walk: The murder holes here resemble those in A9. Two winches, one at each end of the chamber, raise and lower the portcullises in the chamber below (A6). Defenders usually use the two arrow slits just to see out of the gatehouse—not for archery. Only one figure can occupy this area. The figure only can attack through the murder holes.

A13. Moat Chain Room: The moat chain can be raised and lowered from this room. The work requires at least two brawny men and a winch. A massive hook on the wall of this room holds the chain in place. Excess chain is simply piled on the floor.

Hitting this chain stops a ship dead in the water. At most times, the chain is set at a height that catches the figurehead or bow of a small ship. If it misses those tar-

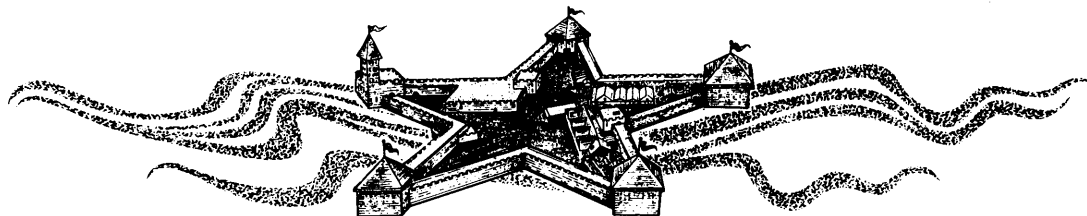
gets, it certainly would hit the mast. To allow a ship to pass, the chain must be lowered until the vessel can float over it.

In miniatures warfare, there are not enough arrow slits to make any noticeable attack from this tower. Only one figure can occupy this room to repel invaders in melee.

A14. Gatehouse Roof: The roof of the west wing of the gatehouse is largely featureless. A trap door (3 hits) lifts to reveal the circular stairs, which lead to room A9 below. The trap door can only be bolted from underneath.

Three sides of this rooftop have crenelated walls. The east side, which overlooks the moat, is unprotected. It does not even have a railing. If this rooftop is ever taken by enemy troops, defenders across the moat will have a clear field of fire.

Up to six figures can fit in this area, with another three along the



wall (directly above area 10). Only figures next to the crenelations can perform missile attacks against ground forces.

A15. Tower Room: This "room" is actually four wide corridors, which create a square. The door to this area can only be barred from the inside. For BATTLESYSTEM™ scenarios, this is essentially a lookout; there are too few arrow slits here to make any noticeable attack. Only one figure can occupy the tower room to repel invaders in melee.

A16. Drawbridge Winch: The rooftop and adjoining wall on this end of the building closely resemble A14, directly across the moat. The three sides facing the moat are crenelated, but the eastern face, overlooking the outer bailey, has no barrier at all.

The large winch for the drawbridge takes up as much room as a figure. Four men are required to pull up the bridge. Iron chains connect the winch to the bridge itself. When completely raised, the drawbridge projects 10 feet above the level of the roof.

Up to five figures can fit up here, with another three along the wall leading to the gatehouse tower (on the south end).

A17. Tower Room: The gatehouse tower stands 40 feet tall. Here, at the 20-foot level, the "tower room" opens onto the adjoining roof (see A16). The room's layout makes it ill-suited for organizing a sally, but it can be done if necessary. The circular staircase near the center of the chamber leads to the roof (A18).

The two fortified doors take 5 hits each, and they can only be barred from inside the tower room. For BATTLESYSTEM scenarios, there are not enough arrow slits to make any noticeable attack from

this area. Only one figure can occupy the tower room to repel invaders in melee.

A18. Tower Roof: All four sides of this 40-foot tower are crenelated. A trap door (3 hits) lifts to reveal a circular staircase, which leads down to A17 (east wing) or A15 (west wing). The door can only be bolted from underneath. Up to four figures fit on this rooftop, but only two can attack from any one side (east, west, north, or south).

D. Curtain Wall Towers

D1. Entrance: The door leading into the courtyard (bailey) can only be barred from the outside. It is a fortified door and can withstand 5 hits.

D2. Tower Room: This narrow area is filled with arrow slits. One figure can occupy this level of the tower. Because of the limited number of arrow slits, the figure can only attack at $1/2$ AD.

The central curtain wall tower, (which lies between I, the warehouse, and J, the mews), has a slightly different floorplan. Specifically, it has an extra doorway and wall. These are shown in a different color on the poster-sized map.

D3. Tower Roof: Crenelations line the top of each curtain wall tower. A trap door (3 hits) in the floor can only be barred from underneath. Each battlement wall (east, west, etc.) can support up to two figures, but the entire roof can hold a maximum of only four figures.

L. Inner Gatehouse

L1. Snake's Throat: The ceiling of this long tunnel is lined with murder holes. Each end of the tunnel can be barred with a portcullis (15

hits each), which is operated from room L4. During the day, the portcullises are usually wide open.

The outer door takes 24 hits and can only be barred from the inside. The inner door takes 15 hits, and can only be barred from the outside.

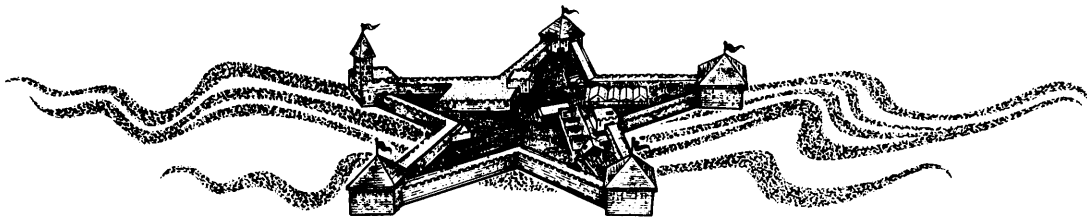
L2. Guard Rooms: Gatehouse guards are stationed here. In peaceful times, there are only two of them. They use the southwest room almost exclusively. The other room is sometimes used to detain suspicious characters, but this happens very infrequently. The heavy doors can withstand 3 hits each. During the day, the doors are wide open. At night, they're closed and barred.

L3. Stairs: These stairs lead to the door of room L4. They do not have a railing on the outer side, so they are completely exposed to arrow fire from the barracks. The heavy door at the top of the stairs can withstand 3 hits.

L4. Worm Holes: A line of murder holes stretches across the floor in this area. Defenders use the holes to drop nasty things onto attackers in the Snake's Throat below (see L1). Caltraps, boiling oil, and other offensive weapons are kept in the southernmost alcove.

Winches for the portcullises in L1 are also in this area. Two men are needed to raise each portcullis. The pair of arrow slits in the northeast wall serve as much as lookouts as an archer's post. Only a single figure can occupy this room, and the only attack it can make is through the murder holes.

L5. Gatehouse Roof: The top of the inner gatehouse is crenelated. The forward face hangs over the edge to leave space for the machicolations. The only way to reach the roof is via a rope ladder from the



inner wall (K) above or a wooden ladder from the bailey below. A rope ladder is kept in a waterproof bag on the wall just above the gatehouse. Only a single figure can occupy this roof.

M. Star Towers

There are five star towers, each on a different point of the castle's star-shaped inner wall. The towers are labeled according to their position: M-North, M-East, M-Southeast, M-Southwest, and M-West. They are similar, but not identical.

M-North, Watch Tower

M-North, also known as the "Watch Tower," differs significantly from the other four star towers. In particular, it has a flat, crenelated roof with small lookout tower perched on top. For this reason, M-North has a completely separate floorplan on the big full-color map.

M-North1, Entrance: The stairs here lead up into the tower. The iron door can withstand 15 hits and can only be barred from inside.

M-North2, Lower Floor: This level has a large sally room. If the enemy has seized either the outer curtain wall or the harbor wall, defenders can mount a counter-attack from this room. During a siege, the racks lining the walls are well-stocked with arrows. Unlike the other star towers, this one doesn't have an arrow lift.

The two fortified doors can take 5 hits each and can only be barred from the inside. Only a single figure can occupy this room, and it can only attack at $\frac{1}{2}$ AD because of the limited number of arrow slits. The figure can only attack out of the northeastern wall.

M-North3, Upper Floor: This level also has a large sally room, which closely resembles the room below it (M-North2). Racks that hang on the walls are used to store arrows during a siege.

The two fortified doors take 5 hits each and can only be barred from the inside. Only a single figure can occupy this room, and it attacks at $\frac{1}{2}$ AD because of the limited number of arrow slits. The figure can only attack out of the two walls with arrow slits.

M-North4, Tower Roof: The top of the watch tower is crenelated, but not machicolated, and it is open to the sky. (In contrast, other star towers do have machicolations, as well as a peaked roof.) Up to eight figures can be placed in this area. However, only seven have direct access to the wall, and only they can fire missiles.

Count Solan likes to fly his falcons up here. The falconer often releases them from the rooftop, while Solan watches from his own perch on the Eagle's Roost (M-North 6).

M-North5, Eagle's Roost Entrance: This door leads into the Eagle's Roost (see M-North6), and it can only be barred from the inside. However, the latch can be thrown from either side.

Beyond the door, a narrow circular staircase leads to the top of the Roost. Only one figure can occupy the stairwell at any time.

M-North6, Top of Eagle's Roost: The Eagle's Roost is a 30-foot-square tower rising from the roof of the Watch Tower. This is the highest point in the castle, and a permanent watch is mounted here.

The watchman can see for miles in all directions, particularly into the lands of the Horned Society. He carries a spy glass, which enlarges

images by a factor of 10.

Like the roof directly below, the top of the Roost is crenelated. This perch is too high for attacks against enemies on the ground. However, defenders up here could effectively target enemies on the castle walls.

The Roost has a wooden, peaked roof to keep out the snow and rain. Only one figure can occupy this room. The roof-battlement combination gives the position a modified AR of -3 for missile attacks.

Other Star Towers

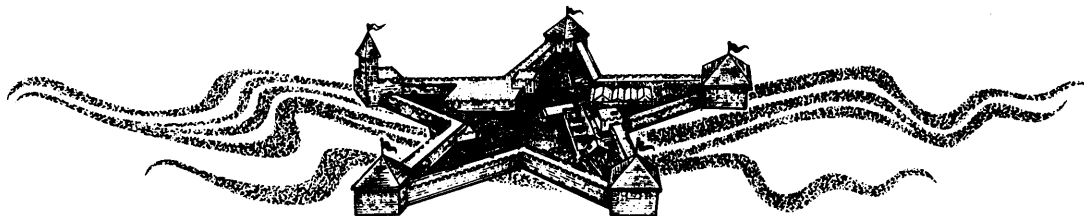
The remaining four star towers (other than the Watch Tower described above) share the same floorplan on the big color map. The western and southwestern towers differ slightly at the 20-foot level, as explained below.

M1. Entrance: This hallway leads to an iron door which opens into the inner bailey. Defenders can bar the door from either side. The door can withstand 15 hits.

M2. Arrow Lift: The arrow lift lies in a 10-foot-square shaft that extends from the ceiling of this room all the way to the rooftop. The shaft is in the center of the building.

At the top of the shaft is a double pulley system. A long rope hangs from the pulley, and a bucket is attached to one end. During a siege, a boy fills the bucket with arrows or other needed materials and uses the rope to move the bucket up the shaft. The rope is knotted to help him determine where to stop pulling for each floor. In peaceful times, the bucket carries water to the tower watchmen.

M3. Stairs: Each flight of stairs is 10 feet wide and rises 10 feet. There are frequent landings between flights.



M4. Archers' Hall: In M-East only, one of the arrow slits cannot be used by archers. (See the color map.) Instead, the slit is used to haul the harbor chain up and down. It takes three men to hoist the chain. Excess coils lie on the floor of the room, making it difficult to use the arrow slit at the northeast end of the tunnel. (The chain across the moat is similar to the chain across the harbor; see A13 for more details.)

Only a single figure can occupy this area, attacking at $1/2$ AD per wall. The door to the stairs (on the 20-foot level) is fortified and takes 5 hits. It can only be bolted from the side nearest the arrow slits.

M5. Sally Room: If a section of wall is taken by the enemy, the castle defenders organize their sally here. The fortified doors leading to the walls can only be barred from the inside and take 5 hits. Only a single figure can occupy this room, and it can only attack at $1/2$ AD (from two walls) because of the limited number of arrow slits.

M6. Tower Top: The top of the tower is a large open room, covered by a sloped roof. Four large pillars help to support the roof. Below the roof, the walls are crenelated and have machicolations. A wooden railing surrounds the central shaft, and the arrow lift described in M2 ends here.

The combination of roof and battlements provides a -3 modifier to the defenders' AR against missile fire. Up to three figures can fire out of any given wall, but only eight total figures can be on the roof.

O. Garrison

O1. Entrance: A stout iron door (15 hits) marks the entrance to the barracks. It can only be barred from the inside. Behind the door is

a 10-foot-wide corridor. All the hallways in the barracks are 10 feet wide to allow easy movement of the men-at-arms.

O2. Armory: This is the main repository of armor and weaponry in the castle. Only the men-at-arms keep their gear in this room, however. Nobles and high-ranking people own their personal weapons and armor, and keep them in their quarters. The equipment here belongs to the castle, not to the men who use it.

Kholer Magen is the armorer. He keeps track of "who has what." He orders new equipment, although not frequently, and makes sure that any pieces that need fixing get attention. He has a desk next to the door, where he keeps all his books. He sleeps on a small pallet on the other side of the desk. A couple of helper boys carry and tote for him.

The standard weapons, shields, and armor of the men-at-arms can be found on stout, deep shelves in this room. The equipment consists of brigandine armor, helmets, medium shields, and footman's maces. A good supply of horseman's maces is kept here, too.

In addition, the armory has an ample supply of practice weapons. Practice maces are plentiful; these padded sticks are cheap, but wear out quickly. There are also some practice swords and polearms here. These allow the men-at-arms to practice against weapons the enemy is likely to employ.

O3. Special Armament Room: Any type of armor or shield is available in the armory (O2). All unusual items (not standard issue) are kept in this room. It also houses weapons that are not common to the men-at-arms of Castle Hart. Only blunt weapons can normally be found in any quantity in this room—or anywhere in the castle—

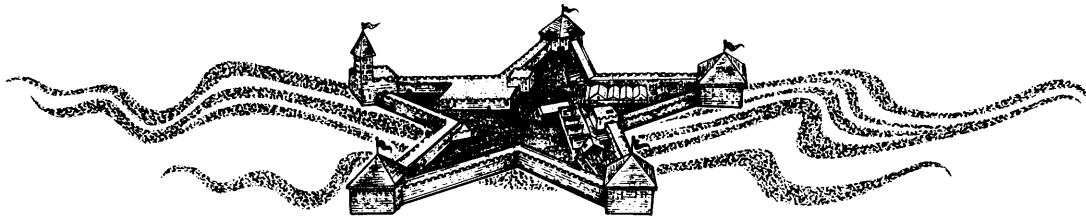
because the count is a follower of St. Cuthbert. The room is guaranteed to have a small selection of swords and daggers, but for any other type of weapon, there is a 50% chance that the armory does not have even one.

O4. Arrow Room: Bows and arrows are stored here. Most of the arrows are sheaf arrows, although some flight arrows can be found. All the arrows are stacked in bundles on the shelves. There is a decent supply of practice arrows with blunted tips. In addition, there is a small, lidded barrel filled with blunt arrow tips. Each of these tips has a *continual light* spell cast upon it.

The bows are laid out on shelves, unstrung. The strings are looped around the bow. The most common bow is the shortbow, because it's the most maneuverable in the arrow slits. Quite a few longbows and a reasonable number of light crossbows with quarrels are here, too. In addition, a small number (one to six) of any other type of bow, crossbow, or sling can be found in this room.

O5. Wardrobe: The count provides clothes for all his men-at-arms. The attire is stored in this room and dispensed here. Huge stacks of tunics and breeches fill the area, as well as heaps of socks, leather boots, leather gauntlets for battle, coats, hats; and blankets. None of this stuff is especially well made, but it hasn't fallen apart just yet.

Narlen Aberite is the keeper of the wardrobe. He maintains the books, recording which items have been given to each soldier. His small desk, covered with paperwork, is in the corner of the room. Aberite also orders new clothing and takes the old to the laundress when a washing is needed. He sleeps in town each night with his family.



O6. Forester's Room: These quarters house the eight foresters who work with the sheriff. The men are all rangers, comfortable in the woods and in the wild. Each man is considered to be a sergeant of the garrison forces. If the sheriff needs more men, he can request additional troops from Sir William, the garrison commander.

O7. Weaponmaster's Room: Yarl Fritog, the weaponmaster, lives in this room. The walls are lined with all manner of weapons. Each weapon is functional and in excellent repair. None is magical. The bed and other furnishings are spartan at best.

O8. Practice Room: During bad weather, or when privacy is required, officers can practice fighting in this room. A line is painted on the floor, separating the alcove that contains the door from the rest of the room. Combatants are not supposed to cross the line into the alcove, and observers are not supposed to cross the line into the arena. The room is bare except for padded practice weapons of all sorts, which are hanging on the walls.

O9. Squire's Room: Some knights keep their squires near them at all times. Others send them away at night to the servants' quarters. This room is specifically set aside for squires of visiting knights. Six pallets for sleeping lie upon the floor. More can be added if a large group of knights is staying at Castle Hart. A wash basin and a chamber pot complete the furnishings.

O10. Practice Room: See O8; the description is the same.

O11. Jailor's Room: Jailors guarding the prison cells occupy this room. The jailors have keys to all the cells, as well as keys to the two

doors of this room. The bailiff keeps his papers in a crude desk that stands in the corner.

Bailiff Rogar is in charge of the prison. Four jailors serve under him, any one or two of which are on duty here at all hours. If more security is needed, some of the garrison's men-at-arms are assigned to this room under the command of the bailiff.

O12. Cells: Each cell is 10 feet by 10 feet, with a wooden door. A small, barred window (about 6 inches square) is in the top of each door. A normal man's hand can fit through the bars, but not his arm. There is a bolt and a lock on the door, well below the window. The lock is inaccessible from inside the cell. The walls of these cells are 2 feet thick rather than the standard 1-foot thickness of most interior walls in Castle Hart.

Each cell may hold from one to six prisoners, depending on how crowded the jail is. Inside are straw pallets for sleeping and a large pot for scraps and other waste. The cell's only illumination comes from the sconces with *continual light* in the corridor outside the cells.

The count treats his prisoners humanely. He sees that they regularly receive fresh water and sufficient food. Prisoners who conduct themselves well and who are not considered dangerous are walked in the harbor courtyard once a week. They are escorted by an armed guard, of course.

O13. Security Cells: A locked iron door separates this block of cells from the others. Each cell has a solid iron door with no window. The door is double-bolted from the outside. (A lock is considered unnecessary.) Neither the cells nor the small hallway has a light source. Jailors bring torches with them when they enter this area.

The walls here are 2 feet thick, like those in the rest of the prison.

Each cell in this area never holds more than one prisoner. Inside, a full set of arm, leg, and neck manacles is bolted to the wall with great iron rings. The prisoner is shackled to them at all times. The chains allow full reach of most of the cell, but stop a full 2 feet short of the door. There is a pot for scraps and other waste. A straw pallet is provided for the prisoner to sleep on.

O14. Tower Stairs: The fortified door to these stairs withstands 5 hits and can only be barred from the hallway outside the tower. During peaceful times, this door is kept wide open.

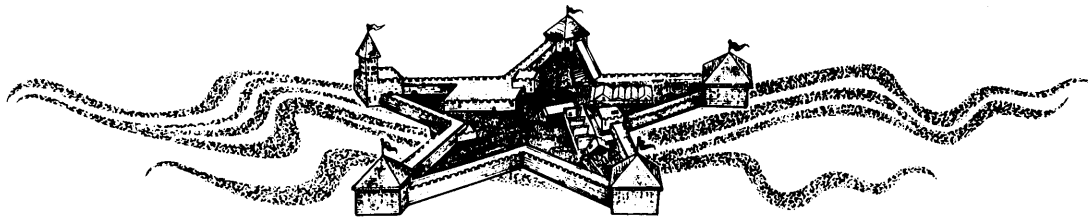
O15. Common Barracks: This is one of the many rooms in which the men-at-arms sleep and eat. It houses the regular garrison forces of Castle Hart. The room sleeps up to 55 men comfortably—or 110 when the men are stacked like cordwood. The floor is always littered with straw and dust from the straw sleeping pallets.

O16. Privy: This room contains several large chamber pots. Servants empty them regularly.

O17. Common Barracks: This room serves the same purpose as O15, but it's a bit smaller. It sleeps up to 45 men comfortably—or 90 men uncomfortably.

Men who are most likely to fight or cause trouble are housed here. The sergeants' room is just a door away. The sergeants can break up a fight or stop trouble before it gets out of hand.

O18. Sergeants' Quarters: Sergeants who command the men in rooms O15 and O17 sleep here. Six rough beds are in the room. If necessary, up to 15 men can sleep in these quarters.



O19. Tower Stairs: The fortified door to these stairs can take 5 hits and can only be barred from the hallway outside the tower. During peaceful times, this door is kept wide open.

O20a. Corridors: A wide corridor runs along the outer walls of this level. Arrow slits line the walls, allowing archers to fire from the corridor. They have a good shot at the inner bailey if invaders move into that area. In addition, archers positioned in the western leg of the corridor can target enemy forces that have breached the inner gatehouse.

Up to two figures of archers can occupy the entire area. The figure attacking through the northern wall is reduced to $\frac{1}{2}$ AD, because of the small number of arrow slits. A single figure fills all the arrow slits along the western wall and can attack normally.

O20b. Corridors: The northern corridor is like the one directly below (see O20a). A single figure of archers can attack from these arrow slits, at $\frac{1}{2}$ AD.

For BATTLESYSTEM™ game purposes, a single figure of archers can be positioned at the arrow slits along the western wall, too. The archers are automatically destroyed if encountered by enemy melee troops.

O20c. Privy: This room has several large chamber pots. Servants empty them regularly. In times of siege, of course, the arrow slits are used. See O20b for details.

O22. Common Barracks: Like O15 and O17, this room houses Castle Hart's regular men-at-arms. Up to 75 men can sleep here comfortably, or up to 150 if they lie shoulder to shoulder.

O23. Sergeants' Quarters: This area includes seven rooms, each

with two beds. Up to five men can sleep in each room. The chambers are smaller and more private than the general sergeants' quarters downstairs (O18). This way, men from rival units don't have to share a room.

O24. Storage Room: Anything that might be needed in other rooms on this level is stashed away here, including extra pots and wash basins; rags, brooms, and buckets; even a few extra pieces of furniture.

O25. Spare Room: This room is currently empty. It could serve as a sergeants' quarters, a storage room, or just about anything.

O26. Scribe's Room: Writing stands, wardrobes, and straw pallets for two men are in this room. The two scribes who live and work here help Yillis, the paymaster. Yillis himself was offered this room, but he chooses to sleep with the money instead.

O27. Paymaster's Room: A curtain divides this room. In the smaller portion is a bed, wash basin, wardrobe, and trunk. Yillis the paymaster sleeps here. In the larger portion of the room is a desk, two chairs, and several cabinets and shelves. In the far corner is a metal box bolted to the floor. Yillis works in this area.

Yillis is in charge of paying the men-at-arms each month. He also gives money to the other staff of the garrison so that they may purchase supplies. He must keep track of all funds that are dispensed in the garrison. He gets these funds from Count Solan by presenting a written request that bears the garrison commander's signature.

As you might guess, money is stored in the metal box. The box is locked, and the door on top has a

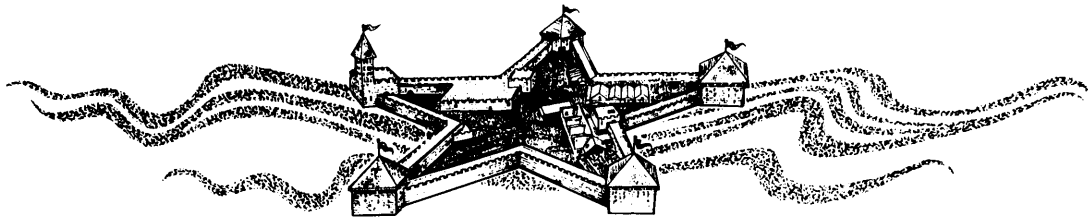
glyph of warding cast upon it. Anyone opening the door without first saying the command word takes 10d4 points of cold damage. Only Sir William of Rolan (the garrison commander) and Sir Greymane (the sheriff) know the command word for the glyph.

O28. Captains' Quarters: Usually two captains live and sleep in this room. The captains report to the garrison commander and give orders to the sergeants. There are two plain but well-made beds here. Curtain dividers can give some privacy to the sleepers. A large table with chairs occupies one end of the room. A bathtub, wash basin, and a couple of wardrobe closets complete the furnishings. Captain Stayart and Captain Yarboda are the current inhabitants.

O29. Tower Room: This room is supported by four pillars. The stairs are walled in, except for the area to the northwest (see the large color map). Archers manning the arrow slits can only target enemy forces that have entered the inner bailey. For BATTLESYSTEM game purposes, however, there are not enough arrow slits here to make a difference. One figure can be placed in this room to defend against melee attacks.

The fortified doors take 5 hits each and can only be barred from the hallway outside the tower. During peaceful times, these doors stand wide open.

O30. Common Barracks: Like O15, O17, and O20, this room serves as an eating and sleeping area for Castle Hart's regular men-at-arms. It sleeps up to 45 men comfortably and 90 men shoulder to shoulder. The floor of the room is always littered with straw and dust from the straw sleeping pallets.



O31. Sheriff's Office: Sheriff Greyman works here. His full title is Sir Tiral Greymane. Furniture includes a desk and free-standing wooden cabinets. Ornamental tapestries hang on the walls. The east wall is painted with a picture of all the surrounding lands belonging to the castle. The sheriff's job is maintaining these lands, particularly the forests.

O32. Sheriff's Quarters: The sheriff does not spend much time in these quarters. He has a house in town, where he lives with his family. This room is more of a secondary home. It contains all the usual items—bed, wash basin, bathtub, wardrobe closets, and a couple of trunks. The decor is unremarkable; not opulent, but not plain either.

O33. Scribe's Room: The sheriff and the garrison commander share the services of two scribes and three scribes. Riller and Kordalac are the scribes; Mark, Dublin, and Geoff are the scribes. Since the sheriff spends much of his time out of the castle, they work mainly for Sir William. Other members of the castle staff, such as the paymaster, can make use of their services, too.

Six writing tables with stools are in this room. Three small tables are set within easy reach of the writing stands. The walls are lined with shelves and cabinets, which are brimming with writings and writing supplies.

O34. Sergeants Quarters: Sergeants who command the men in room O30 stay in these quarters. There are six rough beds here. If necessary, up to 15 men can sleep in this room.

O35. Captain's Quarters: See O28; the layout is the same. Captain Dalgin and Captain Metharan are the current inhabitants.

O36. War Room: This is a council room. It has a large table with many chairs that fills much of the floor space. On the north wall is a painting of the castle floorplan and the surrounding countryside.

In a siege, Sir William and his captains plan their battles here. There is enough room to allow for visiting knights and anyone else needed to plan strategies.

O37. Store Room: This room is filled with mostly useless junk. Over the years, the garrison staff has found it easier to put odds and ends here rather than throw them out or put them in their proper place.

O38. Foresters' Quarters: The foresters that work for the sheriff do not normally sleep here. They usually are out in the forests. When they do need to stay at the castle, however, it is here that they hang their bows and rest for the night.

O39. Commander's Quarters: Sir William of Rolan sleeps here. The room can only be entered through his office (O40). The room is simply decorated. Sir William has a comfortable bed, wash basin, bathtub, and a large wardrobe closet. Simple but elegant tapestries cover the walls.

A pair of very large trunks flank the closet. They hold his non-magical war gear, which includes a set of banded mail, great helm, steel gauntlets, studded leather boots, medium shield, dagger, and morning star.

A secret passage leads from these quarters to an arrow slit down the hall. The passage was built by a previous garrison commander for unknown reasons. Sir William knows of its existence and would be willing to use it as an escape passage if necessary.

O40. Commander's Office: Sir William of Rolan works here. He is the garrison commander of Castle Hart, in charge of the men-at-arms. He reports directly to Count Solan.

The center of the room is filled by a large desk and a throne-like chair. Cabinets and shelves line the north wall. They hold reports, official seals, maps and other things needed by the garrison commander. A pair of comfortable chairs for visitors is available, as is a small table currently up against the wall.

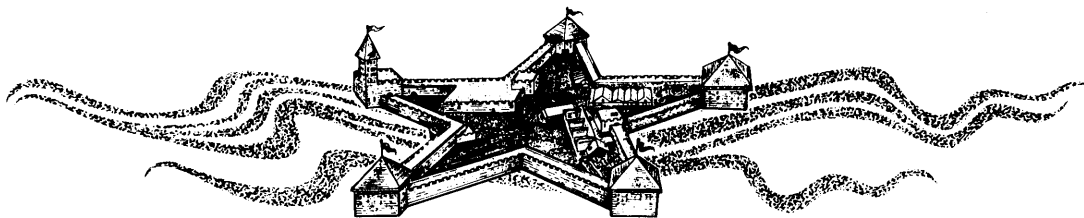
The west wall, behind the commander's chair, is covered by a large tapestry. The tapestry depicts a massive battle between a horde of orcs and mounted knights in shining armor.

The decor of this room is intended to impress visitors. Sir William has no great love of wealth or the things it can buy.

O41. Vault: This secret room is used to store the commander's magical items when he is not carrying them. It also holds valuable papers—mostly secret reports on the activities and troop strengths of the surrounding fiefs in Furyondy. It is useful to know who will come to the aid of Count Solan if the castle is besieged. Sir William keeps his own personal funds here, but the garrison is paid from castle funds which are kept in the manor house.

The door is guarded by a *glyph of warding*. The glyph is activated by anyone who opens the door without first saying the command word. If it goes off, the victim is subject to 10d4 points of electrical damage. The command word is known by Sir William (the garrison commander), Count Solan, and Sir Greymane (the sheriff).

O42. Tower Stairs: The fortified door which leads to these stairs



takes 5 hits. The stairs lead up into the tower. The door can only be barred from the hallway outside the tower. During peaceful times, this door always stands wide open.

O43. Rooftop: The walls on the barracks roof are crenelated. In the event of a siege, the inner wall defense is coordinated here. Large groups of men-at-arms can be organized and directed from this wide rooftop. When Count Solan calls to his pegasus mount, the mount will land here to meet him.

O44. Tower Room: Four pillars support this room. The stairs are walled-in, except for area to the northwest (see the color map). The fortified door takes 5 hits and can only be barred from inside the tower.

Archers manning the arrow slits can only target enemy forces that have entered the inner bailey, or those on the nearby inner wall. For BATTLESYSTEM™ game combat, however, the arrow slits are too few to make a difference. A single figure can be placed here to defend against melee attacks.

O45. Tower Top: The top of this tower is crenelated. The trap door (3 hits) can only be bolted from below, inside the tower. Archers who are stationed up here have an excellent vantage of the harbor, as well as of the inner bailey and barracks roof. Up to four figures can be placed here, but only two can attack from a given side (north, south, east, or west).

R. Guesting House

All the guest rooms have similar furnishings: a wash basin, bathtub, wardrobe closets, small table with two chairs, and a pair of chests. The descriptions below include only the exceptions to this list.

R1. Entrance Hall: When visitors are staying here—which is often—two watchmen stand guard in this hall. A porter, who opens the doors, and a herald, who runs messages, also are frequently on duty. The hall's bare walls are made of finely fitted teak and oak. The floor has a richly woven carpet. Benches and chairs line the walls.

The fortified doors at each end of this hallway can be barred from both sides. They can withstand 5 hits before attackers break them down.

R2. Foyer: This room is decorated simply but elegantly. Tapestries depicting gentle landscapes hang on the walls. The wide staircase leads to the second floor.

R3. Meeting Room: A long table with massive, finely wrought chairs stretches across the length of this room. Expensive tapestries depicting famous historical scenes line the walls. This room is used by guests who wish to confer among themselves.

R4. Leech: Livner the surgeon works here. The walls are lined with shelves and cabinets, which contain instruments, bandages, and of course numerous jars of leeches. In the middle of the floor is a large table. The table is equipped with straps, which hold down the patients who cannot keep still.

R5. Apothecary: Chikor Drumley is the apothecary. The walls here are covered with shelves and cabinets. They are filled with bottles, jugs, vials, and such. Each container holds a different ingredient for making nonmagical potions and philters. Chikor keeps a few prepared draughts on hand, but he makes most of them upon request. His apprentice sleeps on the floor of this room.

R6. Venerate's Room: This large room is for old or infirm guests who cannot manage the stairs. A large bed occupies one wall, with two smaller cots behind a curtain on the opposite side. The decor is quite lavish. The room lies directly across from the leech and apothecary, in case the guests are in need of such service.

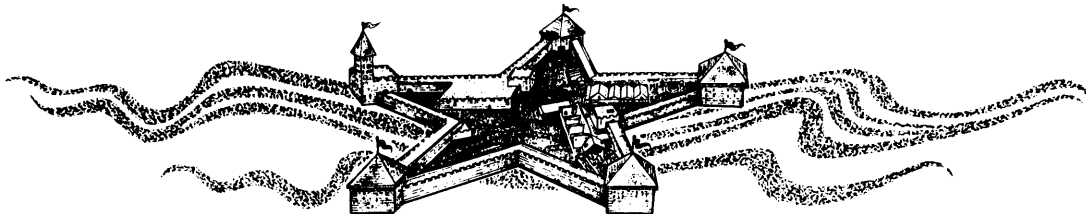
R7. Dining Hall: Most guests are invited to eat in the Manor House. Occasionally, however, the castle may have an excess of guests, or certain guests may wish to dine alone. This room is provided for those occasions.

R8. Storage Rooms: Materials for nearby rooms are stored here, including brooms, tablecloths, fire braziers, blankets, throw rugs, buckets, extra firewood, small tables, etc.

R9. Porter's Office: Biljwind the porter oversees the ushers and heralds. He lives and works in this room. Ushers and heralds report for duty here. The porter then assigns them to a particular door or to a particular guest. (The ushers show guests to their rooms, open doors, and carry things. The heralds run messages and announce important visitors when they enter a room full of people.)

A curtain divides the room in half. The half with the door is the office, while the other half is Biljwind's living quarters. Biljwind's office has a few chairs for unassigned ushers and heralds, as well as a desk for himself. His living quarters behind the curtain have the usual amenities of bed, wash basin, wardrobe closet, and chest.

R10. Companions' Room: Servants and the lowest rank of visitors stay in this room. It contains a dozen beds, each with its own small chest.



R11. Barber: Hartur is the barber. His chamber has a large chair that reclines backwards. Straps are mounted on the arms and shoulders to hold down a patient when necessary. Cabinets along the walls contain his instruments, including shears for the hair and tools for extracting teeth. His apprentice sleeps on the floor here at night.

R12. Cobbler: Zorim is the cobbler. Shelves and cabinets line the walls of his workshop. All are filled with shoes, boots, and scraps of leather. A rack on the wall holds Zorim's tools. He works at a combination bench-and-table, which occupies the middle of the room. His apprentice sleeps on the floor here at night.

R13. Tailor: Tettworth is the tailor. Racks of cloth stand along the walls. Two long tables with chairs fill the middle of the room. Cabinets on the wall contain the tools of his trade: needles, thread, scraps of cloth, buttons, straps, buckles, and more. Bolts of cloth are stacked in one corner. Two fitting dummies, one male and one female, are pushed to one side. Tettworth's apprentice and helpers sleep here at night.

R14. Guest Room: This room is reserved for the lower ranks of a visiting entourage. The decor is simple and functional.

R15. Guest Room: One of only four rooms on the main level, this chamber is reserved for guests of some importance.

R16. Guest Room: Like R15, this chamber provides lodging for guests of some importance. It shares a door with R17, so the guests here usually are relatives or associates of whomever is staying in that room.

R17. Guest Room: Guests of relative importance are lodged here. The room boasts a good view of the gardens.

R18. Guest Room: Like the other three rooms in this area, this room is reserved for important guests. Like R17, it overlooks the gardens.

R19. Guest Room: Tucked in the corner by the laundry, this room has only a view of the garden to recommend it. It is called the "Reproach" by the staff, because the count sometimes lodges people here who need to be shown that they are not as important as they think.

R20. Laundry: Pollita the laundress and her helpers work here. A fireplace lies in the northwest corner. Pollita uses it to boil water. During the day, the heat and humidity in here are amazing. Baskets of sorted and dirty laundry are stacked along the wall. Huge tubs fill the middle of the floor. Another wall has shelves for the soap and scrubbing brushes.

There are two holes in the floor, each about 2 feet in diameter. The first is for hauling in fresh water from the river. A pulley system with a bucket is suspended over it. A special aqueduct runs beneath the castle wall to feed this spot. A bronze grate can be locked down over the hole to prevent rats from entering the laundry.

The second hole is reserved for dirty water, which Pollita and her helpers dump here. The aqueduct for this one leads to an outlet 60 feet downstream on the river, to prevent old water from flowing in with the fresh. A bronze grate covers this hole, too, to prevent rats from climbing up into the laundry.

R21. Sitting Room: Bookshelves and curiosities line the walls of this room. Guests can come here to get out of their rooms and relax.

Small groups of chairs and couches are scattered across the floor. A fire usually blazes on the hearth.

R22. Guest Room: This is a typical guest room for visitors of mediocre importance.

R23. Guest Room: This room works as a miniature suite with R24. Visitors of some importance are lodged here. It has a separate room for dressing and bathing.

R24. Guest Room: This is the master room of the small two-room suite that includes R23. It has a fireplace and a separate bathing and dressing room.

R25, R27, R28. Guest Room: Less important visitors stay here.

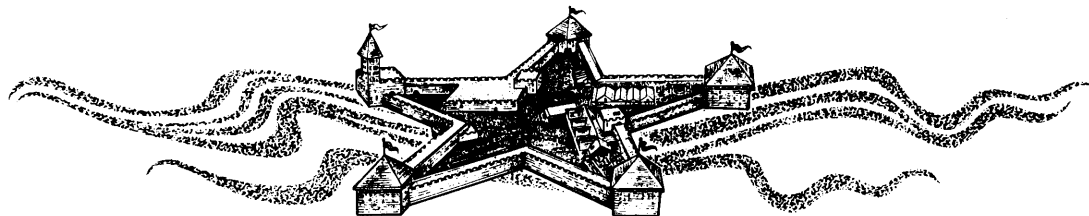
R26. Storage Rooms: See R8 for a complete description.

R29. Guest Room: The staff calls this "the Corner." The room is tucked away in a remote location of the guesting house. It is small and plainly decorated, and reserved for visitors of little importance.

R30, R31, R33, R34. Storage Rooms: See R8 for a complete description. Just outside room R34 is the servants' staircase, which leads down to the first floor.

R35. Guest Room: This room serves important guests. It is lavishly decorated and offers an excellent view of the gardens. Sometimes it forms a suite with room R36.

R36. Guest Room: This room is used to lodge large parties of average importance. Sometimes it is offered to the staff or retinue of an important visitor who is staying in room R35.



R37. Guest Room: Part of a suite with room R38, this room has easy access to the stairs. To prevent unwanted disturbances in R38, important visitors who occupy the entire suite sometimes post guards or ushers in the hallway.

R38. Guest Room: This room serves important guests. It is lavishly decorated and offers an excellent view of the gardens. Sometimes it forms a suite with room R37. The room includes a separate chamber for bathing.

R39. Overlook Room: This sumptuously decorated chamber is the main room of a four-room suite. (The other rooms are R40, R43, and R44.) It usually serves as a sitting room. Only an honored guest is lodged here. To control visitors, the guest frequently posts an usher in the short hallway outside.

R40. Guest Room: This is a bedroom for honored guests. See R39 for more details.

R41. Guest Room: This tastefully decorated chamber is the main room of a two-room suite. The other room is R42.

R42. Guest Room: The second room of a suite (see R41), this chamber usually lodges travelling companions. A small storage room is attached to it.

R43, R44. Guest Rooms: These are part of a suite; see R39 for more details. The window in R44 is permanently barred and looks out onto the roof of the scullery.

R45. Storage Rooms: See R8 for a complete description.

R46. Guest Room: This is the master bedroom for a suite that includes R47, R51, and R52. Only

honored guests are invited to stay here. It is richly decorated.

R47. Guest Room: See R46 for more details; this is part of the same suite.

R48. Guest Room: A guest room for visitors of average importance. The window is permanently barred and looks out onto the roof of the scullery.

R49. Guest Room: This small room is for servants or low-ranking companions of important visitors.

R50. Storage Room: Formerly a guest room, this chamber is now used for storage. (See R8 for more description.)

R51. Guest Room: Part of a suite; see R42 for more details.

R52. Common Room: This serves as the common room for the suite encompassing R46, R47, and R51. It has a table with chairs and a couple of couches along the walls. To thwart unwanted visitors, an usher is usually posted in the short hallway outside.

R53. Guest Room: This is a typical guest room for fairly important visitors.

R54. Parley Room: Smaller meetings are held here. The room is very private since its only access is from the meeting room (R55).

R55. Meeting Room: Large meetings or conferences are held here. The room is furnished with two large tables, which run the length of the room. Comfortable high-backed chairs surround the table. Tapestries hanging on the wall depict wondrous deeds. Sometimes the count holds meetings here

with visitors, so that it will seem as if he is coming to *them*.

R56. Sitting Room: This room is for relaxing. Chairs and couches are scattered around, forming small conversation groups. It is tastefully decorated.

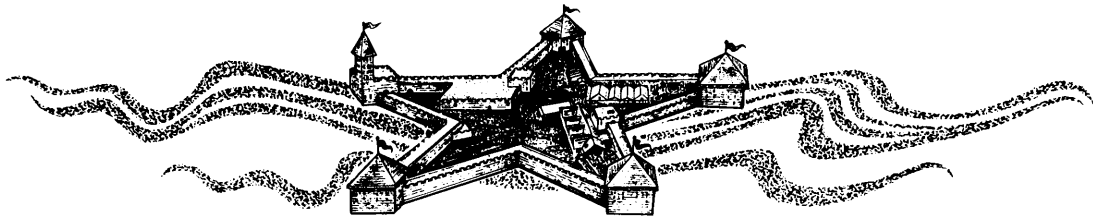
R57. Attic: A trap door above the hallway outside R55 provides the only access to this attic. Old junk is stored up here. The larger pieces are all furniture, some which is broken. A door set in a gable leads to the balcony (R58).

R58. Balcony: Infrequently used, this balcony can only be accessed from the attic. The attic door is locked from the inside. The balcony offers an excellent view of the entire inner bailey.

T. Scullery

A scullery is typically reserved for kitchen chores. Only the main level of this building serves that purpose. The second floor provides living quarters for the staff. These upstairs rooms contain a bed for each person. A trunk for personal belongings is stored under each bed. Each room has a single wash basin, chamber pot, and wardrobe closet. Exceptions to this list are noted in the room descriptions below.

Not all of the castle staffmembers live here at the castle; many live in nearby Port Valour. If a particular worker's name isn't listed here, assume that they live in town. During a siege, however, all staffmembers are quartered in the castle. It gets cramped, but it beats getting killed.



T1. Water Room: This basement room opens onto a pool of water, from which the castle gets its water supply. Worker fill barrels and casks here, and then cart them upstairs to the kitchen or elsewhere in the castle.

An aqueduct feeds the pool, bringing water from the Crystal River. Two heavy bronze grates (5 hits each) bar each end of the aqueduct. The grates help prevent spies and assassins from sneaking into the castle this way. The entire aqueduct is below the river's surface, and cannot be seen from outside the castle walls. A stout door leads from the water room to the cellars beyond. It helps keep the moisture out.

T2. Main Cellar: Large stacks of odd and ends fill this room. Overflow from the other cellars is kept here. The walls and floor are rough stone, worn smooth by centuries of shuffling feet. The ceiling is sup-

ported by stout timbers. The air is dry and chilled.

T3. Ale Cellar: This cellar contains large barrels and casks of ale. The chamber's construction is like that of the main cellar (T2).

T4. Wine Cellar: Large barrels of wine are stored here. A rack of bottled wines, many of them favored or rare vintages, stretches along one wall. See T2 for details on the cellar's construction.

T5. Food Cellar: Perishables such as fruit, vegetables, and spices are stored here. (Meat is not.) The chamber's construction is like that of T2.

T6. Meat Cellar: A door seals off this room. Inside, the smell of butchered meat is overpowering. From the ceiling, great hooks are hung, each skewered with an enormous slab of meat. Tables and

large shelves hold smaller kills, such as fowl or rabbit. This cellar is colder than the rest, but it is still tolerable.

T7. Kitchen: Most meals are prepared in this room. For large banquets and feasts, the meats are cooked in the huge fireplace of the dining room. There are two large tables and a few tall stools here. The walls are covered with cabinets, shelves and hooks.

Cooking scraps are kept in a few large barrels in the corners of the kitchen. These scraps go to the almoner, who distributes them to the poor. Another barrel is used to hold garbage.

Luchan is the head cook, and he oversees the entire kitchen staff. During the day, he and his helpers are nearly always here. At night, his helpers sleep on the floor.

Warrick is the sauce cook. Part of the kitchen is devoted to the making of his delicacies. The baker, Charaba, is his immediate supervisor.

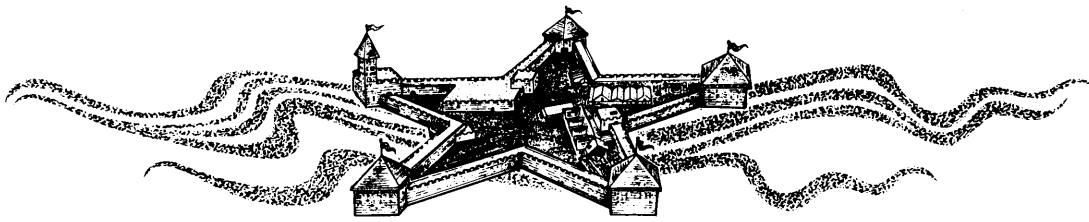
T8. Bakery: The scent of fresh bread and baked sweets fills this room. A firebrick oven occupies the wall next to the door. Its flue joins that of the kitchen's fireplace. There is a table with drawers underneath it in the middle of the room.

During the day, Charaba the Baker and his helpers are at work here. The helpers sleep on the floor during the night.

T9. Wafer Room: Wafer-baking is a specialty. Orrocha the Wafermaker does his work in this room. This room also fields the overflow of activity from T8 whenever the baker requires more space. Since the wafermaker reports to the baker, he has little choice in the matter.

The servants' entrance to the scullery lies just outside this





room. It is a fortified door and takes 5 hits to break down.

T10. Candle Room: Seratin the candlemaker works here. In addition to candlemaking, he creates the wax for official seals. He also makes wax that is used to repair leaks in barrels and other items. Unlike most other castles, Hart needs very few candles for illumination. (See "Magical Features" on page 4.)

T11. Pantry: Food is stored here for use in the kitchen. This room is under the direct supervision of Osswick the pantler. One small corner is his office, with a desk and chair. He keeps track of the stores—which food has arrived, where the food is kept, how much it cost, how much has been used, how much has spoiled, etc. Several helpers deliver and tote for him. At night, the door is locked and Osswick's helpers sleep in the hall.

T12. Storage Rooms: Buckets, brooms, pans, boxes, cups—all manner of things needed by the scullery staff are stored here.

T13. Slaughtery: Despite the name, no animal is killed here. (That's done in the mews, J2.) However, the meat is carved and prepared here. A large table dominates the room, scarred from the bite of countless sharpened blades. An impressive assortment of knives hangs on the walls.

T14. Serving Room: When they are not hustling to and from dining tables, the servers stay in this room. This keeps them out the cooks' way, and the arrangement suits the servers just fine. Cloths, wooden platters, serving forks, and other tools of their trade fill the shelves and corners of the room.

T15. Fruitery: Fruits are prepared and fruit juices are mixed here. Juice is a favored drink at Castle Hart, and Huvish the fruiter is truly a master of his craft. He is supervised by Raffer, the butler.

Small barrels, large pots, and a table fill much of the space of this room. The shelves are lined with spice jars. At night the doors are locked. The helpers sleep elsewhere.

T16. Buttery: Water and other drinks—such as beer, ale, and wine—are dispensed here. A small part of the room serves as an office for Raffer, the butler. He records the usage and keeps track of the stock. The rest of the chamber is filled with barrels of various brews and vintages. During the day, several helpers do the carting and totting for Raffer. At night the door is locked, and the helpers sleep in the hall.

T17. Coffers: All the valuable cups, plates, silverware, and serving platters are stored here. Most are silver, but a few pieces are gold, platinum, or even gem-encrusted. All are stored in locked cabinets and chests. The door to the room is always locked. The cofferer, Karayvan, works here. He has a small desk, where he keeps records of the deliveries of these precious items. The name of the helper who takes an item is recorded and then marked off when the item is returned.

T18. Brewery: Beer and ale are made in this room. Only small amounts are consumed by the castle staff as a rule, so the room is fairly small. Large vats and barrels are kept here. The finished products are stored in the cellar.

Ardath the Brewer is in charge of the brewery. The room is locked at night, and his helpers sleep elsewhere.

T19. Winery: This room is quite small for a winery. It contains two large vats for crushing and processing the grapes into wine. Since the castle staff does not drink heavily, they store up the wine for celebrations and to sell in town.

The vintner is in charge of this room. He works here at a small desk. The room is locked at night, and his helpers sleep elsewhere.

T20. Firewood: Logs fill this room from floor to ceiling. Still, it is a small supply for such a large castle. It mainly serves day-to-day or "emergency" needs, and is replenished regularly.

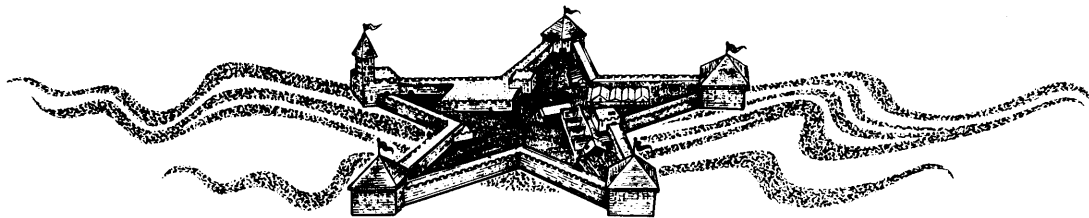
T21. Groundskeeper: Eedel the Groundskeeper works here. He has floor plans for the placement of all buildings and walls in the castle. He has interior floorplans, but they do not include any of the secret rooms or passages. He has no record of the postern gate (C1). There is a desk and chair here, along with racks of tools and a large table with some chairs.

T22. Collier's Office: No amount of cleaning can ever remove the sooty residue which covers this place. Braziers for warming rooms, chimney brooms, ash buckets, pokers, and other items for tending fires and fireplaces are stacked in a clutter at the back of this room.

Nathan, the collier, works at a desk in the corner. His record books are perpetually smudged. His helpers sleep here at night.

T23. Tool Room: The gardeners' tools are kept here—shovels, rakes, hoes, etc.

T24. Baker's Quarters: Charaba the Baker lives here with his wife and son.



T25. Groundskeeper's Quarters: Eedel lives here alone. He has a collection of rocks, none precious, which he proudly displays on wall shelves.

T26. Hunter's Quarters: The huntmaster, Jocham the Fleet, shares this room with the falconer, Idelum. Both men are bachelors.

T27. Cook's Quarters: Luchan and his wife keep this place a mess. It is rarely picked up, let alone cleaned. She is one of the scullions.

T28. Marshall's Quarters: Quinus, the marshall of the stable, lives here with his wife and three children.

T29. Tailor's Quarters: Luke the Tailor lives here with his wife and two daughters.

T30. Collier's Quarters: Nathan lives here alone.

T31. Keeper's Quarters: Poltus, the Keeper of the Wardrobe, lives here with his wife and four children.

T32. Vintner's Quarters: Violan the Vintner lives here with her husband and daughter.

T33. Sauce Cook's Quarters: Abigail, her seven children, and her sister Ruth live here. Abigail's husband died several years ago.

T34. Brewer's Quarters: Ardath lives here with his wife and five children.

T35. Cofferer's Quarters: Karayven lives here with his wife.

T36. Common Quarters: This room is a common living quarters for scullions and helpers who do not have families. It can hold eight

people comfortably. There is a straw sleeping pallet for each person, and two wash basins to be shared by all.

T37. Children's Room: No other room on the second floor of the scullery has a fireplace. When the weather is bad, the servants' children stay here. When the weather is fair, they play outside in the inner bailey.

Until they are old enough to work (age seven, usually), they are cared for and play in this room. Various servants and their spouses take turns watching the children. Randall the Steward allows all but the most important servants to take a day out of each month for this duty.

The room contains cribs with many wooden and straw toys. There is also a table with a couple of chairs to one side. A small stack of firewood is kept by the hearth.

T38. Fruiter's Quarters: Huvish lives here with his wife.

T39. Butler's Quarters: Raffer, his wife, and two children live here. His wife is one of the laundresses.

T40. Pantler's Quarters: Osswick and his wife live here alone. The place is as neat as a pin. She does not work, because she is too old to do any job without great effort.

T41. Scullions' Quarters: Each of the eight rooms along the east wall holds an entire family. Some of the families are small, others are quite large. Scullions are the lowest level of servant in Castle Hart. They clean the floors and do all the menial work.

T42. Rooftop: The scullery has five walls. Here on the roof, three of the sides abut the castle's inner wall or another building—the Manor House (U) and the Guesting House

(R). The door shown on the north side of the roof leads into the Manor House temple. The door on the east side leads into the Guesting House.

The remaining two sides of the roof overlook either the Guesting House garden or the inner bailey. These two sides are crenelated.

A trap door near the chimney provides access to the roof. A circular staircase below it leads down to the second story. The trap door can only be bolted only from within the building.

U. Manor House

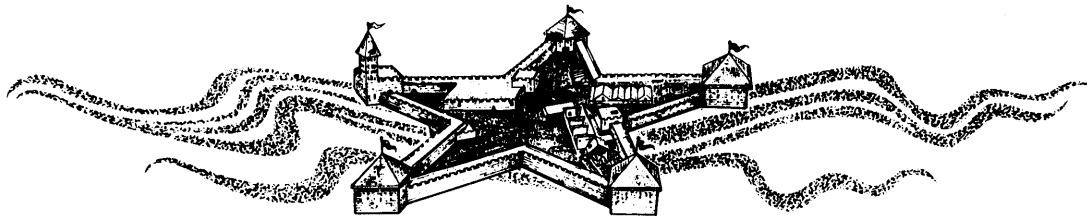
U1. The Chapel: The chapel is a half dome with stone walls. Its altar sits on a raised section of the floor, exactly in the center of the star-shaped inner bailey. Behind the altar is a large, two-story stained glass window, which depicts St. Cuthbert ascending to the sky. The window is made of *glassteel*, a gift from a friendly wizard a century ago.

The pews in this room can seat roughly 300 people. The front rows are reserved for nobles. A wide aisle runs down the center of the room, and two narrow aisles are along the outer walls.

Three tall, narrow glass windows line the outer walls. They cannot be opened, and even if broken the aperture is too narrow for a man to squeeze through.

Toward the back is an entry area called the narthex. Large, ornate oak doors (fortified, 5 hits) open into the courtyard. They can be barred from the inside. Stairs lead up to the high priest's chambers and offices. After morning and evening services, the people can file right into the main dining hall.

U2. Priests' Chambers: The acolytes, clerks, and low-ranking priests have personal rooms here.



The clerks and acolytes sleep three or four to a chamber. The priests sleep two to a room. A barred window is at the end of the hall.

U3. Great Hall: Morning and evening meals are held here for all the castle staff except the lower class servants, scullions, help boys, stable hands, etc. Any large celebration is held in this room. The food is brought in from the south passageway, which leads to the kitchens in the adjacent building.

The Great Hall is two stories high. Its north side has a railed balcony, which is set flush with the wall. Two great chandeliers hang overhead to light the room. A huge fireplace is set in the south wall.

U4. Stewards' Office: Randall Foxmore, the steward of Castle Hart, oversees all household functions. Most of the castle staffmembers report to him. He hires, fires, and pays them. The fireplace in his office is a sign of his value to Lord Solan.

Randall is a painstakingly organized person. There is a great desk with many pigeon holes here; all are filled with scrolls. Scroll racks line the walls, too. When Randall is here, a huge key ring hangs from a large hook on the west wall. The ring includes a key for every room in the castle except those otherwise noted. The only general exception is that the steward does not have keys to any room in the chapel.

The door to this office has a heavy lock on it. Only Randall and Count Solan have keys to Randall's office. There is always money in this room, so that Randall can make payments for goods and services. Treat it as treasure type A, but roll only for coins. If the rolls indicate that nothing is here, then the money has been moved to the treasury for a while.

Each week, Randall pays the staff—a task that usually takes an entire morning. An armed guard stands in the room with him as the castle staff file in one at a time to be paid. The staffmembers from each area of the castle are assigned a specific time during which they should report for pay.

U5. Clerk's Offices: Randall oversees three clerks (Corby, Derne and Wald), a scribe (Donner) and two scribes (Rork and Zett), all of whom work in these offices. Each worker has a writing stand and a stool. Writing supplies are kept in these rooms, too, along with less important documents and records. The doors have normal locks. The clerks have keys to these rooms.

U6. Storage rooms: Old documents, missives, and receipts and receipts are stored here. The room is virtually full. The clerks have keys to the doors.

U7. Grand Entrance: This room is the main entrance to the manor house. The large double doors are made of carved walnut, inlaid with brass and silver. They are fortified and take 5 hits to break down. The walls are hung with rich tapestries showing great events in the history of Castle Hart. A fireplace in the corner warms the room and provides some light at night.

A grand staircase with a central landing leads to the second floor of the house. It is made of polished marble and has a railing made of the same material. A huge painting of a rampant stag decorates the wall atop the landing.

Two porters stand beside the doors to the courtyard, opening and closing them for people who pass through. Two ushers do the same at the doors to the great hall. A herald is always on duty here to announce important visitors and run messages.

U8. Weapons Closet: All guests and visitors are asked to leave their weapons at the door. The weapons are stored in this locked closet until the guest is ready to leave. Sometimes cloaks, hats, or other valuables are left here as well. There are many shelves and hooks for storing such items. One of the porters has the key.

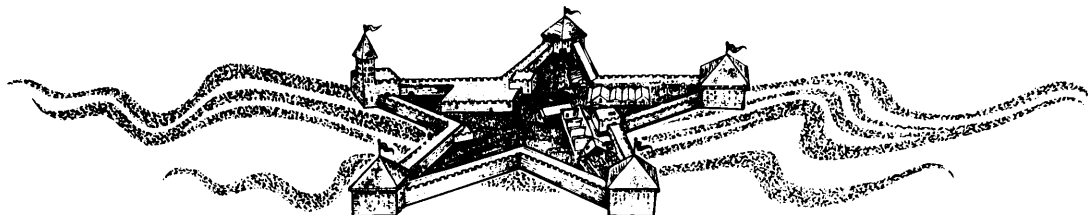
U9. Tower Stairs: These circular stairs ascend the tower. The stairwell door can only be barred from within the manor house.

U10. Storage Rooms: Whatever might be needed in the nearby rooms is stored here—foot stools, blankets, firewood, cleaning supplies, basins for water, and so on. Each storage room is primarily devoted to one item or type of item. These rooms cannot be locked.

U11. Treasury: As treasury for the Knights of Furyondy, this room is completely lead lined, including a layer in the heavy iron door. The door is not a secret one, but it is locked, and hidden behind a tapestry. Any thief trying to open it must deduct 20% from his pick locks percentage.

The door has a *glyph of warding* cast upon it. Within the castle, only Count Solan knows the command word. Two high-ranking members of the Knights of Furyondy (who live elsewhere) also know the command. The glyph sets afire anyone who tries to open the door without first saying the command. The fire is not an explosion, just an intense, burning heat on the flesh, which causes 10d4 points of damage.

Inside are several chests. (The exact number varies.) Shelves line the walls. A small table and chair are in the middle of the room. A ledger book rests on the table. The book is a copy of the treasury's transaction record. Other copies



are given to any knight who requests one.

Treat this area as a treasure type H. Everything in here belongs to the Knights of Furyondy, not Count Solan personally. As the high commander of this order, he can use these funds or magical items, but he is scrupulously honest and will only use them for the order.

U12. Welcome Room: Visitors to the castle are first received here. Comfortable chairs and some tables are scattered about. The visitors are offered food and drink. If it is going to be a while before their host can see them, an appropriate person is sent to keep them company.

U13. Library: This is Count Solan's library. It is quite large, although the books are not of great value. It is filled with histories of lands and families. There are many stories and picture books for the children.

Myths and legends are also popular. The shelves include few genuine texts that describe magical items or other arcane knowledge. However, there are many maps, including detailed interiors of castles and underground lairs.

Ancient Harun the sage spends most of his waking hours here. He works at a long table covered with huge stacks of books and papers. There is usually a scrivener on duty to copy documents for Harun or any other visitor. Since Harun is in charge of maintaining the library, it is in horrible disarray. Only Harun and the scrivener can locate a specific text with any speed.

U14. The Map Room: A large, circular table, 15 feet across, occupies the center of this room. Its surface is a carved and painted relief map of the Flanaess, ranging from the Lortmil Mountains to the Howling Hills, and from the Clatspur Range to the great Rift Canyon.

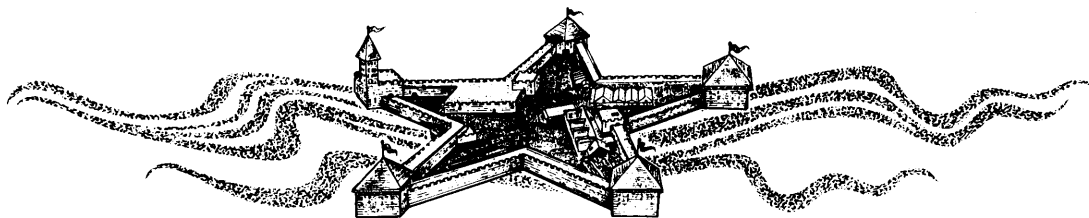
The drawers under the table contain hundreds of small, painted wooden figures. The set includes men, monsters, castles, and siege engines. When in use, they are placed on the table to represent armies and forces of the area. Flat-tipped poles are used to push them around. All the great battles conducted by the Knights of Furyondy are planned on this table.

Aside from the table, the room has only a couple of chairs placed along the walls. The walls are covered with tapestries depicting great battle scenes. The Knights of Furyondy play a prominent role in most of the scenes.

U15. Practice Room: The floor is smooth wood uncluttered by furniture. The walls are bare stone adorned with an occasional heraldic shield or coat of arms. A few chairs are pushed tight up against the walls. The long east wall is covered with melee weapons and shields of all types. Some are real, while others are blunted or padded practice weapons.

When the weather is bad, usually in winter, the count and other nobles of the castle can practice their martial skills in this room. As a matter of pride, all of Count Solan's sons train here before being allowed to practice outside where others can see them.

U16. Trophy Room: This room is filled with war trophies and prizes taken on adventures and quests. They represent the spoils of the centuries, and the work of many lords at Castle Hart. On the walls are shields and weapons from vanquished foes. Trinkets and rare objects looted from the lairs of horrible monsters are displayed on small stands. On the walls are also the heads of beasts defeated in combat or taken in the hunt. Most of this stuff has no resale value, and even the weapons



would need attention before they would be serviceable. A large, empty table with several chairs is in the middle of the room.

U17. Hart Hall: This room, combined with U11 and U14, is exclusively for high-level meetings of the Order of the Hart and the Knights of Furyondy. It is dominated by a long table, capable of seating 24 people. The heavy wooden chairs are ornately carved and padded. The chair at the head of the table (south end) is larger and grander than the others. This is the High Commander's seat.

The walls are decorated with shield emblems from all the knights in the Order. Since there are roughly 200 knights, the emblems fill a lot of wall space.

An archway leads to U14, and a pair of thick double doors leads to the manor courtyard (V).

U18. Royal Balconies: These two balconies are railed and overlook the chapel. Both are furnished with a dozen or so fancy chairs. During services, the count and his family sit in the balcony nearest the altar. The other is reserved for important visitors.

U19. Copying Room: Priests use this room to study and copy the writings of St. Cuthbert. The walls have many shelves filled with books and scrolls. There are also three writing tables with stools.

At least one priest is always here. Anyone who needs to see the bishop must pass through this room. A priest in attendance asks the visitor to wait and then departs—ostensibly to see if the bishop is in. In reality, the priest checks to see whether the bishop wants to receive the visitor. In this manner, a priest can turn away unwanted visitors without making it seem as if they've been rejected.

U20. Waiting Room: Even if the bishop agrees to see a visitor, he or she will be asked to wait in this room—out of view of any new visitors who may arrive. Other than the stairs, there is no place to sit. The walls are hung with a few pictures and scrolls extolling virtuous actions.

Visitors who are on important business are usually ushered into the bishop's office with little or no wait. Annoying people or those with petty problems may have to stay here a long time.

U21. Bishop's Office: This large room is richly decorated. It is the office of Bishop Faris. A table and chair occupy the west end, where the bishop does his paper work. A comfortable couch sits close to the fireplace. Tapestries of St. Cuthbert adorn the walls.

All in all, the office puts the high-born at ease, for they are accustomed to the rich decorations. Those of middle or lower birth are uncomfortable amongst all this finery. This is exactly the effect the bishop desires.

U22. Almoner's Office: This office is bare stone and wood. In the center is a single table, nicked and worn. A plain wooden chair is pulled up behind it. On the table is a small bowl containing three copper coins. One small picture of St. Cuthbert hangs on the east wall.

Behind the table and chair are several large, plain cabinets. They hold mostly papers, writing supplies, and all the temple records. Donations are placed here until they can be moved to the temple treasury.

Quill the Almoner is in charge of donations. This room is designed to remind visitors of the poor and the hungry, whom the church helps to support.

U23. Temple Treasury: A secret door conceals this room. The door is locked and trapped with a *glyph of warding*, which was cast by Bishop Faris. The glyph is set to blind anyone who does not say the command word prior to opening the door. The blindness lasts until dispelled. Only Faris, Sir Geoffrey, and Quill the Almoner know the command word.

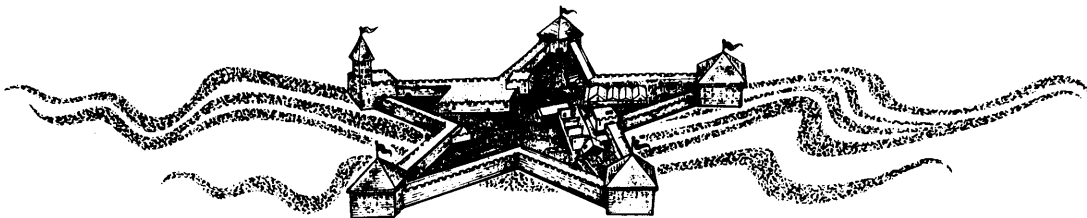
Behind the secret door is a small room lined with shelves. On one of the shelves is a *mace of disruption*, and on another is a *morning star* +2. On the floor are three long, low chests. Each is locked. Each chest is protected by a *glyph of warding*, which inflicts 10d4 points of electrical damage upon anyone who opens it without first saying the command word.

One chest contains four *potions of healing*, two *potions of extra-healing*, a *potion of invisibility*, an *elixir of madness*, and an *oil of disenchantment*. The next chest has three scrolls. One is a *scroll of protection from earth elementals*, the other two have spells. The first spell scroll has *detect snares & pits*, *detect charm*, *heroes' feast*, *cure disease*, *reflecting pool*, and *hold animal*. The second spell scroll has *fire trap*, *create water*, and *remove curse*. The third chest has a *ring of truth*, and a *rod of beguiling* with 33 charges left.

There is a ledger book on one shelf. It holds a record of all the treasury's transactions. Another copy of this book is in the almoner's office (U22).

U24. Castellan's Room: Sir Rodney Callaman lives in this room. He is the castellan to Count Solan. When the count is away, Sir Callaman is left in charge of castle affairs.

Rodney is a bachelor, and a somewhat infamous Lothario. His room is richly decorated with red and silver. The walls are hung with tapestries depicting famous lovers



from history. The bed and canopy are covered in red velvet with silver trim. Everything is neat and organized. Behind a black satin curtain is the wash basin and bathtub. In front of the fireplace is a bearskin rug and an overstuffed couch. A table and chairs occupy an otherwise open space. Shelves and cabinets line one wall.

U25. Eric of Veluna's Room: Eric is an old war veteran and friend to Count Solan. Injuries have required him to forsake action of late, but the count still values his opinion, so Eric stays on as an advisor.

His room is stark and simple. On the wall is a two-handed sword and shield. Next to it stands his armor: a suit of chain mail, a helmet, gauntlets, etc. A few trophies and mementoes of previous adventures are arranged on the walls and on a few small tables. Eric's bed is large and plain. A wash basin and bathtub are set to one side of it.

U26. Overlook Room: In warm weather, this room is favored by many of the castle folk. Its three large doors, made mostly of glass, open onto a balcony. The balcony overlooks the courtyard. The room is furnished with stuffed chairs, low tables, and a comfortable sofa.

In winter, tapestries covers the glass doors and the open entrance of this room. The fireplace is rarely used, since the room sees little use during cold weather.

Count Solan occasionally makes speeches from the balcony. A large crowd can fill the courtyard below and still hear and see him quite well. Before a battle, Solan addresses the troops from this position.

U27. Sage's Room: Ancient Harun is the sage and historian of Castle Hart. All four walls of his quarters

are lined from floor to ceiling with shelves and cabinets. They are crammed full of books and scrolls. The tables are piled 2 and 3 feet high with books, completely obscuring the surface. Under the tables are disorderly piles of tomes. Even Harun's bed is stacked so high with writings that they must surely fall on him when he rolls in his sleep.

U28. Hall of Justice: This huge room is two stories tall. A great chandelier lights the room at night. By day, the sunlight filters through the tall, graceful windows on the west wall.

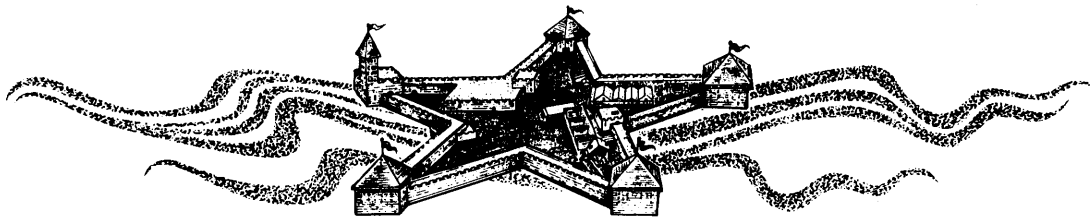
It is here that Count Solan hears pleas and delivers justice. A large dais with a throne dominates most of the room. Tapestries on the walls depict famous lords of Castle Hart, dispensing justice. A large dais with a throne dominates most of the room. On the northern wall near the dais is a fireplace.

When court is in session, Solan sits on the throne. Several advisors stand on each side of the dais. Usually they include Solan's son Eowin, Sir Rodney Callaman, Eric of Veluna, and either chaplain Geoffrey or Bishop Faris. For special cases, the count may request other advisors, such as Sir William of Rolan, Ancient Harun, Lady Miriam, or Sir Tiral Greymane. A row of six guards lines either wall. Two of heralds are stationed near the door.

U29. Judgement Chamber: The door that leads to this room is not immediately obvious to anyone entering the Hall of Justice. It is somewhat hidden, being tucked away behind the fireplace. The windows have heavy curtains that can be drawn to keep peering faces from watching.

A large table with chairs fills the center of the room. The count meets here with his advisors to dis-





cuss difficult cases or sensitive matters. Any meeting that Count Solan does not wish to hold in his writing chamber (U30), he holds here instead. This way he can keep prying eyes away from the important documents on his desk.

U30. Writing Chamber: This is Count Solan's official chamber. A large desk occupies the middle of the room. The walls are filled with books and scrolls. A couple of small tables with chairs fit into the corners of the room. A fireplace helps ward off the winter chill.

Solan makes all of his decrees and official writings here. In addition, he holds private meetings that are directly related to the Knights of Furyondy in this chamber. Only Count Solan and his steward have keys to this room.

U31. Castle Treasury: Castle funds are scrupulously kept separate from the count's personal funds and those of the Knights of Furyondy. Each has its own treasury room in the castle, and each has its own set of accounting books.

The door is guarded by a *glyph of warding* which is activated if the command word is not given before opening the door. The results are 10d4 points of cold damage to anyone within 10 feet of the door. Only the count and Randall Foxmore (the steward) have keys and know the command word.

The walls are lined with shelves. Each shelf contains bags of coins, which are sorted in set amounts. This makes it easy to keep the books and count out money that needs to be removed. Treat this as Type A treasure, but double the quantities.

On a writing stand in the middle of the room is a ledger book. This is one copy of the transactions made to the treasury. (The other copy is in Randall Foxmore's of-

fice.) Next to the writing stand is a small table for sorting the money.

U32. Copy Room: Grimmer the Scribe and two scribes work here. Using formal language and legible script, Grimmer writes up official notices and proclamations. If Count Solan approves the language, the scribes set to work making copies. Then the copies are sent back to Solan for his signature. If a large number of copies have been made, Solan usually authorizes the scribe to stamp them with the royal seal, which takes the place of his personal signature.

Three writing tables and stools are in this room. A good supply of paper, ink, and sealing wax occupies one corner. In a small, locked cabinet is a stamp for making royal seals. The scribe carries the key to the room and the cabinet.

U33. Tower Stairs: See U9.

U34. Storage Closets: These large closets contain firewood, lap blankets, fire braziers, candelabra, stools, and anything else that might be needed in the adjacent rooms of the Manor House. The closets near U32 hold extra writing supplies for the copy room. None of the closets can be locked.

U35. Empty Room: This room is currently unoccupied. Furnishings include a bed, wash basin, and wardrobe closet. If occupied, the room would be the living quarters for a valued aid or close personal friend of Count Solan.

U36. Chapel Balcony: This balcony sits atop the half dome of the chapel. Three glass doors open onto the balcony, much like those in U26.

The bishop will sometimes preach from this balcony to large crowds gathered in the courtyard

below. Before battles, he gives the troops a blessing in this manner. In warm weather, the upper-class children of the castle often play on the balcony.

U37. Bishop's Chambers: This is the private room of Bishop Faris. The west wall has an altar, where Faris can pray in private to St. Cuthbert. That wall is completely covered with a mural depicting the good works of St. Cuthbert.

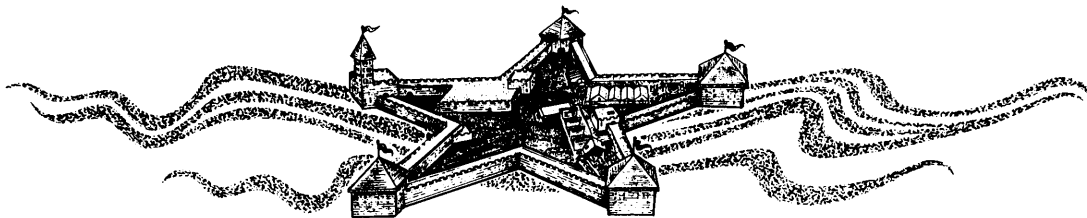
The rest of the room is expensively decorated. All the fixtures are gold or silver. The chairs and tables are finely wrought and well padded. A fireplace keeps the bishop warm in winter. A door in the north wall leads into the hallway directly across from the chapel balcony (U36). Only the bishop has keys to his private chambers.

U38. Bath: This room holds the bishop's bathtub. He always draws a bath himself rather than have a servant do it. He says that a bishop should not be above such labors. However, it is also known that he values his privacy, particularly in his chambers.

U39. Chapel Attic: The attic is tucked beneath the sloped roof on the east side of the chapel dome. Only the priests have keys to this area. Nothing of great value is kept here—just spare furniture and other storage items.

U40. Storage Room: This is the general storage room for the chapel. In here are extra altar pieces, various holiday decorations, candelabra, books, scrolls, candles, and other supplies.

U41. Almoner's Room: This is the personal chamber of Quill the Almoner. (An almoner keeps track of donations and distributes alms to the poor.) His room is plain, having



all the things necessary to be comfortable, but with no excesses. Furnishings are typical: a bed, chairs and table, bath, wash basin, book shelves, etc.

U42. Chaplain's Room: Geoffrey the chaplain resides here. He oversees the daily affairs of the temple. About the only matters he does not handle are donations and record keeping, which are the almoner's work. The chaplain assigns duties to the priests and acolytes. He also purchases supplies and keeps the stores.

In addition, the chaplain coordinates the teaching of the children. All the children of the castle learn the ways of St. Cuthbert. The chaplain himself tutors the children of Count Solan and Lady Miriam.

Geoffrey's room is cluttered and looks quite "lived in." The bed is never made, the wash basin rarely emptied, and books, scrolls, and clothes lie scattered on the floor. Half of the room serves as an office. It has a desk from which the papers and scrolls seem to spread like the arms of an octopus, spilling across the floor and draping over the furniture.

U43. Grace Room: This is a small, private chapel intended for the use of Count Solan and his family. The priests and the chaplain teach religious studies to the children here. The room is furnished with only a small altar and a pair of small pews. Each wall is decorated with a mural depicting an episode in St. Cuthbert's history.

U44. Classroom: Raphael and Victor Solan (two of the count's young children) are taught here. The room contains writing tablets, maps, genealogical charts, all neatly stacked neatly on the shelves. Two small tables with chairs face away from the door. A small desk sits at the far end of

the room, facing the chairs.

Here Raphael and Victor learn to be responsible members of the ruling class. Under the guidance of Roseglow, their teacher, the boys study subjects such as geography, math, writing, and genealogy.

U45. Storage Rooms: These rooms store whatever is needed for the adjacent chambers—firewood, lap blankets, fire braziers, candelabra, stools, and more. A large column of stone, which contains the fireplace chimney, is in the northernmost storage room.

U46. Youngsters' Room: Here sleeps Raphael Solan, age 11, and his brother Victor, age 9. The room is filled with toys and clothing, as befits the quarters of upper class children. Being a boys' room, there are also many make-believe weapons and other warlike playthings.

Furnishings include two beds with brightly colored covers. A wash basin and four wardrobe closets line the walls. A bathtub is behind a curtain in the corner.

U47. Children's Room: The count's youngest children—Melody, age 7, and James, age 5—sleep in this room. So does their nanny, Beula. The castle is a big place, and the two children are too young to be left alone.

This room is always neat; cleaning is one of Beula's duties. A toy chest is against one wall. Two beds with low wooden rails stick out into the middle of the room. Wash basins and wardrobe closets occupy the opposite wall. A small bathtub is tucked beside them, behind a curtain.

U48. Count Solan's Room: This is the bedroom of Solan and his Lady Miriam. It is richly decorated, with beautiful tapestries on the walls, satin bed covers, marble floors, and finely woven rugs. Many gold

and silver trinkets are scattered about on the tables and shelves.

Solan's personal treasury lies behind the secret door shown on the map. Lady Miriam stores valuable items of jewelry here, along with the gold coins. The count stores magical items here when he does not wish to carry them. (See "The People of Hart" for a description of Solan's magical items.)

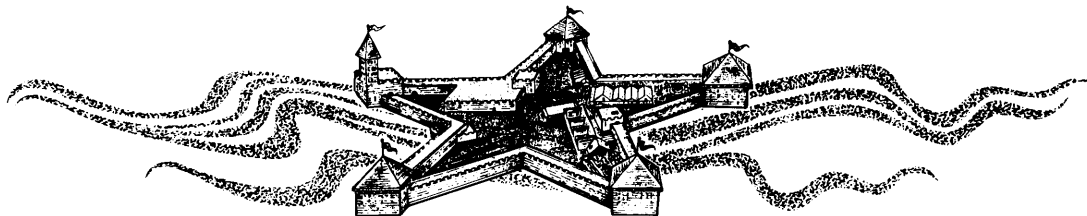
U49. Stairs: See U9.

U50. Heir's Room: Eowin Solan, the count's eldest son, sleeps here. The room reflects the interests of a 15-year-old boy of his position. Swords and shields hang on the walls. Toy soldiers are piled in one corner. The silk scarf of a fair maiden that recently caught his eye is carefully draped over a bed post. Upon one wall is a stag's head, celebrating the order of the Hart. Beside it hangs a large picture of St. Cuthbert.

Furnishings include wardrobe closets, a wash basin, a large bathtub behind a hanging curtain, trunks, plus a table and a few chairs.

U51. Eldest Daughter's Room: Joy Solan is the count's eldest child. She is aptly named, and her room reflects her sunny disposition. All the colors are bright and vibrant, amplifying the sunlight that streams through the windows. A large mirror and vanity occupy one wall, while a tapestry of children playing with fairies covers another. A large bathtub occupies a corner behind a hanging curtain.

U52. Play Room: The younger children play in this toy-filled room. There are rag dolls and wooden soldiers. A small wooden playhouse is immediately obvious. Picture books and leather balls can be seen tucked into a corner.



U53. Chambermaids' Room: Four women live in this room: Griselda, Anatia, Selema, and Kristin. They are the personal servants of Lady Miriam and her daughter Joy. The chambermaids help them to dress, pour water for baths, take the soiled clothes and linens to the laundress, and do anything else that might be required. One large part of their duties is to help take care of the children.

The room is furnished with four beds, a pair of wash basins, and four small wardrobe closets. Each chambermaid also has a small trunk beside her bed. The trunk, used for personal effects, can be locked.

U54. Lady Miriam's Room: It is a delicate matter, but occasionally the count and his lady disagree on an issue. Since she cannot throw him out of his own bedroom—he being the lord of the castle, after all—she had this room prepared. It is a bedchamber with a large double bed. The decor is completely Miriam's. There are wardrobes of clothing, a wash basin, and even a bathtub here. She sleeps in this room when the count is "unreasonable."

U55. Count's Bath: An ornately shaped tub big enough for two people is squeezed into this room. A wash basin, free-standing clothes rack, and a towel cabinet complete the furnishings. Lady Miriam loves to take scented baths, and she does so frequently.

U56. Wardrobe: This room is filled with racks of clothing. Virtually every conceivable garment can be found here. Wardrobe closets line the walls. Tightly-spaced shelves hold shoes and boots. Most of the clothing for the royal family is found here. (Other garments are in each person's room.) One corner is occupied by a large selection of

unclaimed clothing. Poltus, Keeper of the Wardrobe, is in charge of this room.

U57. Storage Rooms: These rooms hold anything that might be needed in the adjacent chambers—linens, blankets, braziers, candles, firewood, etc. The storage rooms cannot be locked.

U58. Empty Room: Currently this room is unoccupied. It contains a bed, wash basin, and wardrobe closet. If occupied, it would be the living quarters for a valued aide or close personal friend of the noble family.

U59. Sewing Room: The high-born women of the castle often sit here, sewing and gossiping. Their efforts do not contribute greatly to the supply of finished goods at Castle Hart.

U60. Classroom: Joy Solan takes her lessons here. When Melody is old enough, she will study here, too. In the middle of the room stands a single table with a chair. Along the south wall is a small bookshelf filled mostly with picture books. A cabinet on the west wall holds other props for teaching, such as writing tablets, maps, and quill pens.

Joy studies reading and writing, genealogy, etiquette, and other things needed by a noble lady. Mistress Marten is her teacher. Joy's parents do not limit her education, with one exception: the count refuses to allow her to learn the art of war and fighting. He does not wish to attend his own daughter's funeral.

U61. Lady's Sitting Room: Lady Miriam favors this room above all others in the Manor House. She spends many hours here, reading, sewing, or just chatting with a daughter or close friend. No one is

allowed to enter this room without Miriam's permission. Even the count respects the wishes of his wife in this matter.

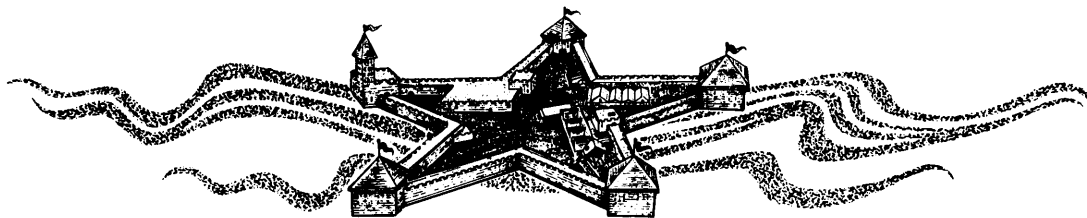
The floor is covered with a beautiful woven rug of subtle coloring. In the middle of the room is low table. A large stuffed couch is one side, three padded chairs on the other. Tapestries on the wall depict fantastic creatures, such as unicorns and noble dragons.

U62. Teacher's Room: Nagel, Eowin's teacher, sleeps in this chamber. It is neatly organized, with many shelves and small tables. A simple bed sticks out into the middle of the room. Two large trunks flank the bed—one filled with clothing, the other with books and personal items.

U63. Teacher's Room: Roseglow, instructor for the younger children, lives here. In contrast to Nagel's room, this is a complete mess. Clothes lie everywhere—on the floor, the bed, the trunks. Books and papers litter every conceivable surface. Still, Roseglow has no trouble finding anything.

U64. Chamberlain's Room: Artemas is the personal chamberlain of Count Solan. He tends to the personal needs of the count, much in the same way the chambermaids do for the Lady Miriam. He lives in this room with his wife Agatha. She is a seamstress, and works with the tailor. Their children have all grown, and now live on their own.

The room contains a bed, a bathtub behind a curtain, two tables with chairs, a padded couch, and several wooden cabinets. The chamberlain and his wife take many of their meals here, preferring the peace of their quarters to the noise and bustle of the great hall.



U65. Steward's Room: Randall Foxmore, the steward of Castle Hart, lives here with his family. He has a wife, Kartine, and two girls—Chelene, age 8, and Magara, age 6.

Thick curtains hang from the ceiling, dividing the room into three distinct areas: a bedroom area for Randall and Kartine, a bathing nook, and a common area. The common area has a large table with chairs, a padded couch, and several shelves and cabinets. In the back of the room is a large closet.

U66. Attic: The windows are kept shuttered, so it is usually quite dark up here. The floor is smooth and solid. The ceiling beams slope to a height of 20 feet in the center. Around the edges, a man must stoop to avoid hitting his head. Scattered through the attic are large, square stone pillars. These are chimney flues from the floors below.

Large piles of old junk are stored up here—everything from full-sized toy horses and wooden swords to trunks stuffed with useless papers. Broken furniture and household items are sometimes stashed here by the servants. A small area on the east side has cast-off junk from the temple. It would take months to sort through everything in this room, and the task is less than desirable. Rats are common here. They nest in the attic and feed in the rooms below.

Two trap doors provide access to the attic. Both are bolted from underneath. The window shutters are bolted from the inside to prevent the wind from opening them.

U67. Tower Stairs: See U9.

U68. Sally Room: Defenders can mount a sally from this room in an effort to recapture sections of the inner wall. Such an event is unlikely, however, because those

walls would be tough to overrun.

The trap door in the floor of this room can only be barred from below. The stairs on the south side lead up to a second trap door in the ceiling, which provides access to the tower roof. This second trap door also cannot be barred from within the sally room.

U69. Tower Roof: The top of this tower is crenelated. The trap door can only be barred from the roof-top.

Y. Little Harbor Tower

Y1. Sally Room: In the unlikely event that the harbor wall is taken, a sally can be mounted from this room. The door is fortified (2 hits). The arrow slits are particularly dense to provide extra firepower against attacking ships. Only a single figure can occupy this room, and it can only attack at 1/2 AD through each wall.

Y2. Tower Roof: The top of this tower is crenelated. The trap door (3 hits) leading down can only be bolted from the inside. Each wall can support up to two figures, but the entire roof can hold only a maximum of four.

Z. Big Harbor Tower

Z1. Harbor Chain: The thick, iron harbor chain is permanently attached to a ring that is embedded in the wall. Defenders can raise and lower the chain from the star tower across the harbor (M-East).

Z2. Sally Room: If the harbor wall is overrun, a sally could be mounted from this room. It is also used to store extra arrows and other war supplies, since the harbor tower is difficult to resupply.

A single figure can occupy this

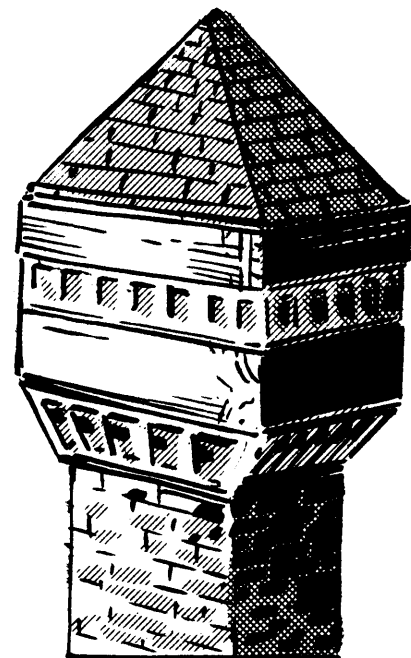
room. It attacks at 1/2 AD because of the limited number of arrow slits. It can only launch an attack from the eastern wall.

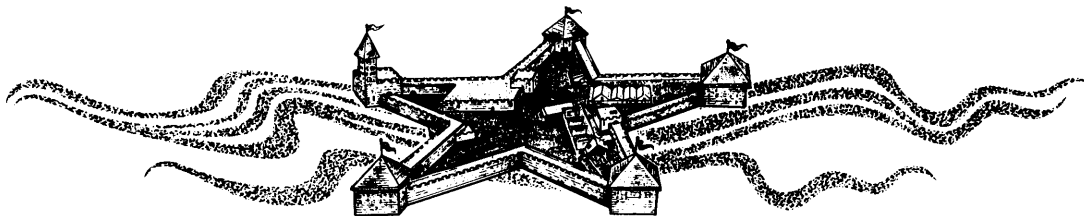
Z3. Tower Room: The walls are riddled with arrow slits. A trap door is in the ceiling near the stairs. (The stairs lead down to the sally room; the trap door leads up to the roof.) The trap door can withstand 3 hits and can only be bolted from inside.

One figure can occupy this room. For BATTLESYSTEM™ game purposes, attacks can only be made from the eastern and western walls (the long sides of the building) at 1/2 AD.

Z4. Tower Roof: The top of this tower is crenelated but otherwise featureless. The trap door in the floor (3 hits) leads down to Z3. A large vat of pitch is kept here when the castle is under siege.

Archers firing from this roof commonly use flaming arrows, trying to set enemy ships on fire. Up to five figures can occupy this roof, or up to six if the vat of pitch is removed.





The People of Hart

Castle Hart is more than just a building. It is a complete society, just like a town or city. The people who live here are as much a part of Hart's identity as the walls and towers.

This section describes the people of Hart, from nobles to serfs. The lord of the castle is Count Gladwell Solan, high commander of the Order of the Knights of Furyondy. His wife, Lady Miriam Solan, rules by his side. They call this place home, along with their children and close friends, such as Sir Rodney Callaman and Eric of Veluna.

Four loyal men attend to the major functions of the castle for Count Solan—Randall Foxmore, Sir William of Rolan, Sir Tiral Greymane, and Bishop Faris. Pay particular attention to these men. Randall Foxmore is the castle steward, in charge of the daily business of running the castle. Sir William of Rolan is the garrison commander. Greymane is sheriff of the count's lands. Bishop Faris is the high priest of St. Cuthbert for Castle Hart and the nearby towns and villages. Unlike the other three men noted here, the Bishop owes his ultimate loyalty to the temple and St. Cuthbert—not to Count Solan. Still, their aims are usually the same.

ABERITE, NARLEN: Narlen takes care of the Solan family's clothing, as well as the wardrobe of other high-ranking inhabitants of the castle. He ensures that soiled clothes go to the laundry, and that torn or threadbare clothes go to Agat the Tailor. Narlen's staff keeps the closets and wardrobes clean and moth-free. He is a friendly man, always willing to help others.

AGATHA: A seamstress in the tailor's shop. She's also the wife of Artemas, the count's chamberlain. Agatha is a good hearted old woman who tends to gossip excessively.

ARTEMAS: As Count Solan's personal chamberlain, Artemas assists the count with his clothing, bathing, and other personal needs. Artemas is in his fifties and of normal build. He is a kind man with an abundance of patience. This is good, because the count hates being waited upon, and usually gripes about it.

Artemas is proud of his position and has been known to brag about its importance. For this reason, the count is usually very careful not to discuss confidential matters while Artemas is present.

See "Agatha" for a description of Artemas' wife.

BILJWIND: As the porter, Biljwind oversees the castle's ushers and heralds. There are quite a few of them. They are stationed at the entrances to important buildings and rooms.

Biljwind is a pompous man, filled with his own self-importance. He always curries to the count and important guests. Fortunately, he is quite good at his job. He seems to have an inexhaustible knowledge of manners and the appropriate order of titles and ranks.

SIR CALLAMAN, RODNEY

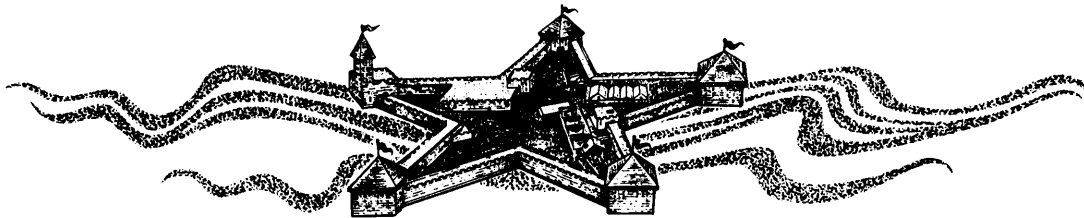
Lawful Good Human
5th Level Thief (Retired)

Strength	11
Dexterity	17
Constitution	13
Intelligence	15
Wisdom	11
Charisma	16
THACO	18 (16 w/ missiles)
Armor Class	1
Hit points	20
No. of attacks	1
Damage/attack	1d8 + 1

Thirty-year-old Rodney Callaman is of average height and build. His black hair is thick and wavy. His deep brown eyes seem to understand everything about a person. His smile is quirky and disarming. He loves to dress in rich clothing, favoring red above all other colors.

Sir Callaman is Castle Hart's castellan. Whenever the count is away from the castle, Sir Callaman is in charge. Callaman met Gladwell Solan years ago, before Solan was a count. In those days, Callaman was a thief. Solan's intensity and purity of heart made such an impression upon the young Rodney that he renounced his thievery ways and became Solan's squire. Today, his position as castellan demonstrates how the count's trust in him has grown.

Combat: Although he is no longer an active thief, Rodney has not forgotten his skills. His skill scores are as follows.



Skill	Score
Pick Pockets	65
Open Locks	50
Find/Remove Traps	15
Move Silently	75
Hide in Shadows	35
Detect noise	25
Climb Walls	60
Read Languages	0

Rodney is more than willing to fight in battle. Fortunately for him, the count does not allow it. During a siege, Count Solan will take the field. This means that Rodney must stay behind the walls to act as his second in command.

Should the occasion arise, Rodney has a set of *chain mail* +1, a medium shield, and a *sword* +1—a *luck blade* with no wishes left. The sword still gives him a +1 on all saving throws, though.

Personality: Rodney is infamous for his love affairs and his dedication to bachelorhood. While generally of lawful good alignment, he is not nearly as dedicated to its principles as his liege lord. He has proved his loyalty and value to Count Solan countless times. Unlike most of the people in Castle Hart, Rodney is not a follower of St. Cuthbert.

Duties: As the castellan, Rodney is Count Solan's second in command. For the most part, he does little more than advise the count and serve as a second voice of authority to get the job done. Whenever Count Solan is away from the castle, which happens regularly, Rodney is in charge. He performs all of the count's duties that are not related to the Knights of Furyondy.

DALEN: As the farrier, Dalen puts iron shoes on the horses. He is good with animals and assists the marshall when the beasts are sick. Dalen is a unassuming man, quiet and ordinary.

CAPTAIN DALGIN: One of four captains reporting directly to Sir William of Rolan, Dalgin is a cheerful and energetic man. Like all the captains, he is a 4th level fighter with banded mail, a shield, and a horseman's mace.

DRUMLEY, CHIKOR: As the apothecary for Castle Hart (see R5), Drumley can mix nonmagical potions and draughts. He is not skilled in making poisons. He is a bustling little man.

EEDLE: As the groundskeeper, Eedel oversees the gardener outside and all the scullions (cleaning crews) inside. (See T21 and T25.) The scullions alone form the largest single part of the castle staff. During the spring, Eedel helps organize and plan the castle repairs. He is one of those amazing people who can keep a millions bits of detail in his head at once. He has never been known to forget anything.

ERIC OF VELUNA

Lawful Neutral (Good) Human
7th Level Fighter

Strength	16
Dexterity	13
Constitution	18
Intelligence	11
Wisdom	13
Charisma	8
THACO	14
Armor Class	0
Hit points	70
No. of attacks	3/2 rounds
Damage/attack	2d4 + 2

Once a brawny warrior, Eric is now an aging wardog of a man, 51 years old. His features are craggy and rough. He stands only 5'8" tall, but is thick in the shoulders, torso, and hips. His head is mostly bald, leaving a fringe of graying brown hair. He sports a thick,

droopy mustache. He dresses unimaginatively in simple garb.

Combat: A few times each month, Eric marches into the practice yard. He is rarely defeated, but always needs many days for the bruises and aches to heal.

He wears old-fashioned splint mail. His broadsword is a *sword* +1, +2 *vs. magic using or enchanted creatures*. He uses a *shield* +3 named Defiance. In his youth, Eric despised using a shield and swung a two-handed sword. This nonmagical weapon now hangs on his wall. (See U25.)

Personality: Eric is dedicated to law and order. From his point of view, rules are to be followed without question. He does not tolerate back talk or disobedience from the servants. This is one of the reasons that Count Solan has not appointed Eric to any post with underlings. Eric is the advisor to the count and a close friend.

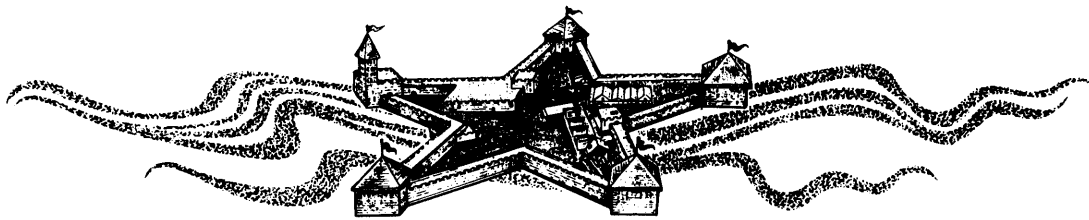
Duties: Eric has no official duties other than to advise the count. In a siege, he would assist in battle the way that Rodney assists in daily castle affairs. He does not have the authority to overrule Sir William.

BISHOP FARIS

Lawful Good Human
10th Level Priest

Strength	9
Dexterity	14
Constitution	12
Intelligence	16
Wisdom	18
Charisma	13
THACO	14
Armor Class	variable
Hit points	45
No. of attacks	1
Damage/attack	1d6 + 2

The bishop is a thin, almost cadaverous man of 46 winters. His face is long and narrow. His hair lies



straight and harsh across his brow. He stands about 5'9" tall.

Combat: The bishop prefers to stay away from battle. If forced into it, he does know how to use a mace or club. In the event of a siege, he casts spells or stays inside the walls to minister to the weak and wounded. He has no magical items of his own, but can draw upon those of the temple.

Level	Spells per day
1st	6
2nd	6
3rd	4
4th	4
5th	2

Personality: The bishop is a good man, but he usually believes his way is better than everyone else's. He constantly plays at politics in the castle. Because Faris is the high priest of St. Cuthbert, even Count Solan is susceptible to his manipulations. Fortunately for all, the bishop is dedicated to truth and justice.

Duties: The bishop is accountable only to his deity and the high-ranking priests of his order. He supports the count because he and his superiors choose to do so. He organizes the efforts of the temple to minister to and protect the people of this area.

FOXMORE, RANDALL

Lawful Good, 0 Level Human

Strength	10
Dexterity	12
Constitution	11
Intelligence	14
Wisdom	9
Charisma	12

As the count's steward, Randall runs the castle. (See U4.) He holds a position of high esteem and is only accountable to the count, Lady Miriam, and the count's castellan (Sir Rodney Callaman). Randall is slightly plump, with a constantly red-faced complexion. He wears his straight, blond hair in a long pony tail.

Personality: Randall Foxmore is a master at motivating people to do "the little things." Through a combination of cajoling, flattery, wheedling, and subtle threats, he manages the entire castle staff. When tempers flare, these techniques may not work, however. Then he must call upon Lady Miriam to settle the issue. Randall is a continuous bundle of nervous energy.

Duties: The steward is in charge of the large castle staff. He hires, fires, and hands out the pay. He directs the purchasing of supplies and household goods. He keeps the books for all such matters. The cook, butler, pantler, keeper of the wardrobe, cofferer, marshall and ground keeper all report directly to him. (In turn, they each have a staff of workers.)

Randall Foxmore works long

days with little time off. He is well paid and has earned the respect of nearly everyone.

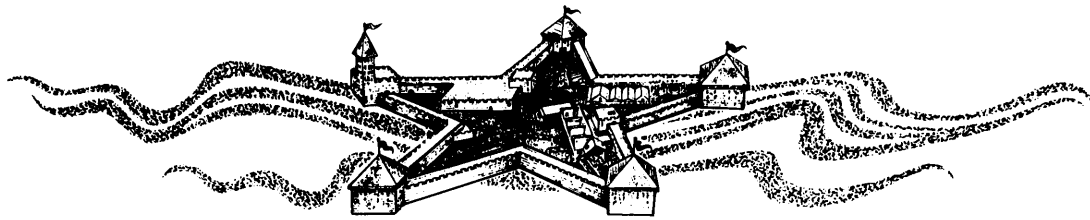


FRITOG, YARL

Neutral Good Human
8th Level Fighter

Strength	14
Dexterity	18
Constitution	12
Intelligence	17
Wisdom	8
Charisma	10
THACO	6
Armor Class	3
Hit points	45
No. of attacks	2
Damage/attack	by weapon

Fritog trains young men in the art of combat. Tall and thin, he does not look very imposing for a fighter. He has short, straight black hair and a dark complexion. His large hands are scarred and



heavily callused. He walks with a smooth, gliding gait.

Combat: Fritog has done little with his life except practice weapons skills. He refuses to use a shield or wear anything heavier than studded leather armor. He claims it slows him down too much. He is completely ambidextrous and sometimes wields a dagger or short sword in his left hand.

For matters of combat—attack rolls, number of attacks per round, and weapon proficiencies—he is considered a 15th level fighter. He is proficient with the weapons listed below. If a weapon is marked with an asterisk, he is skilled (+1 THACO, +2 damage) in its use. (The *Complete Fighter's Handbook* was used to generate this list.)

Battle axe	Club
Dagger	Footman's mace
Hand axe	Morning star
Quarterstaff*	Spear
Long sword*	Short sword
Bastard sword	Warhammer
Halberd*	All polearms

Yarl has rarely had to fight genuine opponents. Most of his experience has been dueling on the practice field. He is not combat toughened, which is reflected in his hit points and saving throws. In a real combat, he would have to make a morale check each hit after losing half his hit points. Everyone wants to learn from him, but few want to take him onto the battlefield.

Duties: Yarl Fritog's principle duty is to train the officers in the use of weapons. He devotes almost as much time to Eowin Solan (the count's son) and other high-ranking members of the castle, including the count himself.

CHAPLAIN GEOFFREY

Lawful Good Human
6th Level Priest

Strength	18
Dexterity	7
Constitution	17
Intelligence	12
Wisdom	16 (+2 save)
Charisma	6
THACO	17
Armor Class	3
Hit points	40
No. of attacks	1
Damage/attack	1d6+2

A stranger seeing Geoffrey for the first time would think he was anything but a priest. At 33, he is a huge, hulking, ugly brute of a man. Geoffrey stands 6'6" tall and is built like a grizzly bear, with long arms and short legs. His face has a pushed-in quality, with a bulbous nose and crooked teeth. His eyes are clear and crystal blue, his voice low and deep. His huge hands have thick, stubby fingers, and he is known to be quite clumsy.

Combat: Geoffrey has a special suit of banded armor made to his size. He carries a shield and a club into battle. The mere sight of him can frighten the less hardy men-at-arms. While he would never ask for magical items in battle, he would graciously accept them. He owns none of his own, but does have access to those of the temple.

He is a priest of St. Cuthbert and has all the corresponding abilities.

	Spells per day
1st	5
2nd	5
3rd	2

Personality: The children of Castle Hart know that Chaplain Geoffrey is all bluff and bluster. Despite his appearance, he is really a kind, gentle soul. In the classroom, he

can occasionally be heard ranting and raving over the children's laughter. He rarely carries through with his threats.

Among the adults, his opinion is widely respected. He is surprisingly wise and insightful, particularly about people.

Duties: As chaplain, Geoffrey takes care of the mundane affairs of running the temple. His duties do not include collecting donations or handling money in any way.

Geoffrey's job includes organizing the children's education. All children at Hart learn the ways of St. Cuthbert. He assigns the priests to the classes and personally teaches the count's children.

GREYMANE, SIR TIRAL

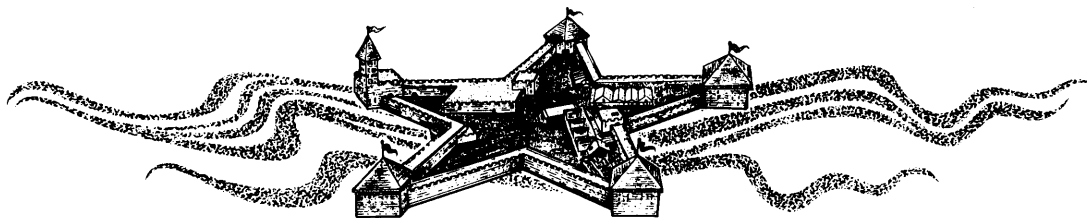
Lawful Good Human
9th Level Ranger

Strength	18/10
Dexterity	16
Constitution	17
Intelligence	10
Wisdom	14
Charisma	9
THACO 11 (9 w/spear, 10 w/bow)	
Armor Class	3
Hit points	72
No. of attacks	3/2 rounds
Damage/attack	1d6+3

Sir Greymane is the sheriff. At 28, he is a young man for such an important post. He is a huge bear in stature, but far quicker than his bulk would indicate. Greymane is not handsome.

Combat: Sheriff Greymane is a ranger and has all the accompanying abilities. He wears leather armor at all times. The men joke that he even wears it when he sleeps. A *ring of protection* +3 supplements his armor.

The sheriff is skilled in the use of many weapons, including the spear, staff, club, long bow, and



lasso. He has a *spear* +2 and four *arrows* +1 in his arsenal.

Sheriff Greymane favors the long bow and spear. In fact, for the spear, he has pioneered a new fighting style. Rangers normally can wield two weapons without penalty. Greymane can use the blunt end of his spear as a staff for a possible extra attack, if he does not carry a shield. If one or more of his attacks with the spear in a round misses, he can make one additional attack with the reversed end of the spear. It causes damage as a quarterstaff.

When in the woods, Greymane carries his long bow, normal arrows, and his spear. In his backpack is a 30-foot length of rope, suitable for use as a lasso. He always carries two daggers, more for use as tools than as weapons. Because of his size and weight, Greymane rides a large horse (the equivalent of a medium warhorse, specially trained).

Personality: You would be hard pressed to find a more honest man than Sheriff Greymane (overlooking Count Solan himself, of course). Sheriff Greymane's integrity and loyalty are unquestioned. He is a follower of the goddess Ehlonna.

Duties: Sir Tiral Greymane is the sheriff of Castle Hart. He was knighted by the King of Furyondy for bravery, although he doesn't own any land. He is in charge of the lands under the protection of the castle. In particular, he watches over the forests. For him it is a labor of love. Mostly he keeps dangerous monsters off the land and stops poaching.

GRUNDAR: As the smith, Grundar makes all manner of iron and steel implements for the castle. He does not make weapons, because he hasn't the requisite skills. But he does make metal fittings, horse shoes, pots, and tools.

He is a jovial giant, over 6' tall and heavily muscled. Grundar is not trained as a fighter, but he's a fearsome wrestler.

HARTUR: This large, fat man is the barber (see R11). He cuts and washes hair and performs dentistry. His voice is always full of great sympathy and understanding, but somehow he is not greatly affected by his patients' pain.

HARUN

Chaotic Neutral (Good)
0 Level Human

Strength	5
Dexterity	7
Constitution	8
Intelligence	17
Wisdom	12
Charisma	7

No one knows exactly how old Harun is, but he has lived at least 75 years. His hair, like his beard, is gray and unkempt. His face is wrinkled and fleshy. He always wears a robe—either brown, black or white—and carries a wooden staff to help him walk. Everyone calls him Ancient Harun.

Sagely Skills: Harun knows a great deal about the Shield Lands and some of the Horned Society—especially their history, folklore, and genealogy. He has devoted his life to pursuing this knowledge. Given time, he can answer simple questions about related topics such as geography, heraldry, languages, and sociology.

Harun can read and write Sulioise, ancient Baklunish, Goblin, Velondi, and a few others languages.

Personality: Harun is an absent-minded old man. He often mumbles to himself and is frequently heard saying, "Or was that..." His main concerns are his books and

ancient histories. Underneath all that outward confusion, he is a good and kind man, incapable of hurting so much as a flea.

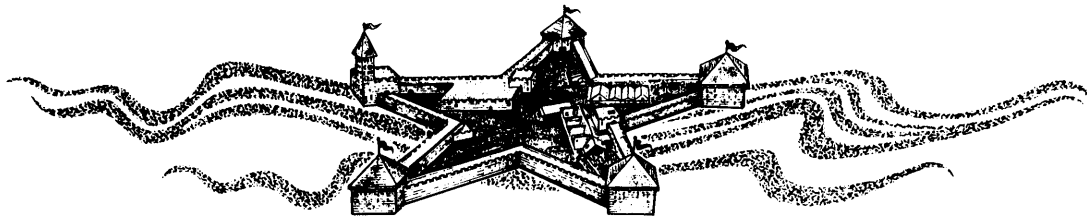
Duties: Ancient Harun is an advisor to the count. He does not normally attend court functions, or trials in the Hall of Justice. He acts as a sage should. He finds the answers to the questions posed to him by the count and others. In fact, he willingly does research for just about anybody who asks.

KARAYVEN: As the cofferer, Karayven is in charge of the castle's valuable gold and silver tableware. On the surface, he is suspicious, impatient, and rather unpleasant. The priests know he is generous, however; he tithes heavily to the temple and also gives to the beggars in town. He is suspicious because his job requires it. He is impatient because he dislikes his job; it goes against his nature to suspect the worst of everyone.

KARTINE: Wife of Randall Foxmore (the count's steward), Kartine works as a seamstress at Castle Hart. She is a small woman, prone to constant worrying.

LIVNER: He is the leech of Castle Hart. (See R4.) This means that Livner is a doctor. His methods are strictly nonmagical. To treat an infection, he often applies leeches to the patient. Livner is also a competent surgeon. He has performed this task so long that he no longer sees the patient under his knife, just the job at hand. Many call him cold-blooded.

LUCHAN: The head cook, Luchan supervises the kitchen staff, including the baker, sauce cook, slaughterer, and servers. (See T7.) He is noted for his fiery temper, and most of the castle staff fears him. Even Randall Foxmore, the steward, is somewhat intimidated.



MAGEN, KHOLER: He is the armorer, and a grizzled old war dog. Magen was once a sergeant in Castle Hart. When he became too old to serve, he accepted his current position. He still has the abilities of a 2nd level fighter (10 hp), proficient with a footman's mace.

Magen sees to it that the armor and weapons in the armory remain in serviceable condition. He does out this equipment to the men-at-arms. He maintains complete records regarding which men have which pieces. Magen is also in charge of purchasing new equipment. A few helpers act as "go-fers" for him.

MISTRESS MARTEN: This 40-year-old woman is Joy Solan's teacher. When the other Solan girls grow older, she will teach them, too. Because she is always called "Mistress Marten," few people in the castle know her first name. She looks prim and proper, even stuffy. In reality, she has a great love for Joy and sometimes lets the girl get away with outrageous behavior.

CAPTAIN METHARIN: One of four captains reporting directly to Sir William of Rolan, he is a thoughtful, quiet man. Like all the captains, Metharin is a 4th level fighter with banded mail, shield, and a horseman's mace.

NAGEL: As Eowin Solan's teacher, this poor man spends many hours a day in frustration. The boy's enthusiasm and zeal do not extend very far into his studies. Nagel is a small, thin, meek man in his later years. He is completely unable to control Eowin should the boy decide not to cooperate. Nagel is supposed to teach him geography, genealogy, mathematics, reading, and writing.

OSSWICK: This old man is the pantler, the person in charge of all

food stores. He is not a trusting soul, which is appropriate. The most commonly stolen item in any castle is food. The wafermaker and candlemaker work for Osswick.

POLLITA: She is the head laundress. Pollita is a good and kind woman, but years of working in the laundry have taken their toll. Her demeanor is stiff and sour. Only those who know her well can see beyond this bleak facade. She has several helpers, and is responsible for cleaning all the clothes in the castle.

POLTUS: As the keeper of the wardrobe, Poltus is a bit pompous. A fat, middle aged man, he grates on many people because of his egotistical attitude. He is in charge of all the clothing in the castle, and oversees the tailor, laundress, and cobbler.

QUILL THE ALMONER

Lawful Good Human
8th Level Priest

Strength	8
Dexterity	16
Constitution	9
Intelligence	16
Wisdom	17 (+3 saves)
Charisma	13
THACO	16 (15 w/missiles)
Armor Class	8
Hit points	35
No. of attacks	1
Damage/attack	1d6

At age 58, Quill is weak and frail. His everpresent walking staff reflects this. His face seems to radiate an innocence and dependence upon the kindness of strangers. His long, thin hands are quite dexterous. His movements are graceful and smooth, even for someone half his age.

Combat: Quill is not a fighter. He is much better suited to duty with

the wounded, out of direct conflict. He owns no armor and will not wear any. If he is forced to defend himself, he can wield his walking staff like a quarterstaff with surprising skill. He does grow tired quickly and must rest after a fight.

	Spells per day
1st	5
2nd	5
3rd	4
4th	2

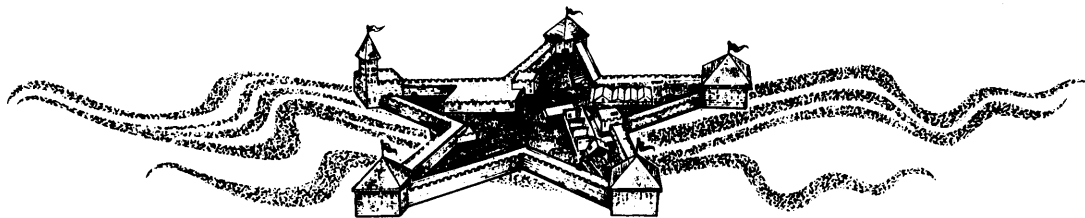
Personality: Quill is a master of obtaining donations. He does it without guile or forceful persuasion. He presents the need of the temple in simple terms, and his face does the rest. He genuinely cares about the poor and needy.

Duties: The almoner collects donations and scraps for the poor. He makes the rounds every day to the kitchen for food. Each week, he asks for money or gifts from the castle staff.

QUINUS: As the marshall, Quinus is in charge of the stables, messengers, grooms, smith, and farrier. He also oversees the carters who transport goods by wagon to and from the castle. Quinus is a fair but tough taskmaster. He demands a lot from his staff, but when they deliver it, he gives them due recognition.

RAFFER: As the butler, Raffer is in charge of all potables, including water, ale, wine, and fruit juices. (See T16.) He is a calm and efficient man, noted for his clear thinking. Besides the makers of the drinks, he supervises the cooper (barrel maker) and the cup bearers.

ROGAR: He is the bailiff, in charge of the jail (O11). Rogar takes his post seriously, to the point where he is sometimes ridiculed by his



fellow jailors. He is far too fond of the dinner table, and weighs twice what he should. He wears leather armor and fights as a 2nd level fighter (15 hp) with a footman's mace.

Abusing the prisoners is not tolerated by the count or Bailiff Rogar, but it is not always discovered, either. Every new prisoner must be accompanied by an order of imprisonment (a formal paper). Before he can be released, a similar order must be presented to the bailiff. Records of incarceration go back over a hundred years. The really old ones are stored in the records room.

ROSEGLOW: Roseglow instructs Count Solan's younger children. They learn essentials such as geography, mathematics, reading, and writing.

Roseglow is a harried young woman. Her hair is never quite combed, and her clothing is sometimes not tucked in quite right.

SOLAN, EOWIN

Chaotic Good Human
3rd Level Fighter

Strength	14
Dexterity	12
Constitution	15
Intelligence	13
Wisdom	8
Charisma	15
THACO	18
Armor Class	3
Hit points	20
No. of attacks	1
Damage/attack	1d8

Eowin Solan is the count's 15-year-old son. The boy resembles his father more than his mother, but he does have Lady Miriam's pale hair and blue eyes. Only a cretin would not be able to guess his lineage at a glance. He is a strapping youth, 5'11" tall and already as strong as

many of the men-at-arms.

Combat: The boy has been well trained in the art of war, and knows well the sword, spear, lance, and bow. He is also quite comfortable astride a horse. Much to his father's dismay, or maybe because of it, he prefers a sword and shield with banded mail.

Personality: Eowin is headstrong and overconfident. He has never really had to face hardship. He approaches everything head-on, with shoulders squared. Eowin is popular among the men-at-arms and the young maidens of the castle.

Duties: Technically, Eowin is a sergeant of the garrison. However, he has no men under his command, and he is not allowed to participate in any real fighting yet. He is expected to learn how to be a ruler. That means attending court sessions and other affairs of state with his father.

SOLAN, COUNT GLADWELL

Lawful Good Human
11th Level Paladin

Strength	16
Dexterity	12
Constitution	15
Intelligence	13
Wisdom	17
Charisma	18
THACO	10 (5 w/mace)
Armor Class	-1
Hit points	75
No. of attacks	3/2 rounds
Damage/attack	1d6+2

Count Solan is a tall man, trim in the waist and hips, but broad in the shoulders. He is 38 years old. Those who see him for the first time are mildly surprised at his wild tangle of curly red hair and deep green eyes. Somehow they all expect him to be clean shaven, blond, and blue-eyed. Well, he's clean shaven at least.

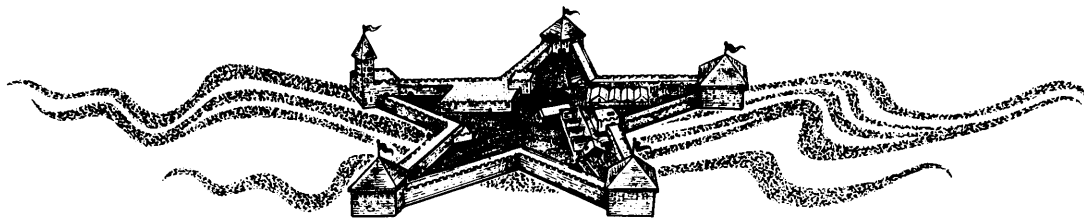


The count's voice is a rich baritone that draws the listener into his words. His passion for a particular topic is immediately apparent. He does not hide his emotions as well as he can express them.

Count Solan likes to wear simple, well-tailored clothing. For him it is a compromise. He does not want personal wealth or the things it can buy. However, he recognizes that a leader must look the part to be credible.

Combat: He has all the standard abilities of a paladin, including the ability to turn undead. He can cast two 1st level spells and one 2nd level spell per day from those spheres dedicated to St. Cuthbert. His extreme wisdom gives him a +3 bonus on saving throws vs. mental attacks or spells that attack the mind.

When on horseback, which is his preferred mode of fighting, the count wears his *plate mail* +2. He owns a set of nonmagical banded armor when he needs to be on foot.



In either case, he uses a *shield* +1. His main weapon is the mace "Evangel" (see below). He carries a dagger, but only for use as a tool. Even in life-and-death situations, he will not use it as a weapon. The count has given all other magical items away over the years. Some went to the temple, others to friends or needy people.

Solan rides Glidestar, a pegasus. They are bonded by fate as paladin and war horse. Most of the time, the count lets Glidestar fly free across the land. Solan can call to the pegasus, and the animal will hear him anywhere in the Flanaess. Within a day or less, the winged steed arrives to bear the paladin willingly.

Evangel the Mace: Count Solan is famed for his magical footman's mace, which is called Evangel. It is a *holy mace* +5 dedicated to the service of St. Cuthbert. It acts like a paladin's holy sword in all respects. When unsheathed and held forth with conviction, it projects a 5-foot-radius field of 50% magic resistance; it also dispels magic at the count's experience level (11th) in a 30-foot radius. The mace inflicts +10 points of damage to all chaotic evil opponents.

Evangel is a lawful good, intelligent (14), speaking mace. It has an ego of 14, which gives it a personality score of 28. The count's personality score is 42. Even if he is on Death's door, the count cannot be dominated by Evangel.

This magical mace is driven to defeat or slay all chaotic evil creatures. When used specifically for this purpose, it can cause *fear* (mimicking the spell) for 1d4 rounds—provided it hits an opponent of chaotic evil alignment and the opponent fails his save. The mace has two additional powers: it can detect invisible objects in a 10-foot radius and cast a *strength* spell on Count Solan once a day.

Personality: Gladwell Solan is a

typical paladin, if the word "typical" can be fairly applied to paladins. He tithes heavily to the temple of St. Cuthbert. Most objects in Castle Hart belong to the Knights of Furyondy or to his Lady Miriam. Even the castle itself belongs to the order and not to the count. This is how he keeps his oath to not own vast properties.

Solan does not tolerate evil actions amongst his men or companions. Unintentional or petty acts are punished mildly. More deliberate or vile acts are cause for expulsion, imprisonment, or death. Sometimes the common folk grumble about the extremely high standards he sets.

The count is not very excited about running the castle. He prefers action to administrating. However, he willingly rules the castle and the land as the duly appointed High Commander of the Knights of Furyondy.

Duties: Solan has three major duties as a count. First, he must dispense justice in the surrounding region. By writ of the king, the land is under his protection. Every day, he holds court in the Hall of Justice.

Secondly, the count must collect the taxes from the people. Part of the money goes to the king, while the rest supports the castle and funds public works. Solan takes none of it for himself, nor does he donate any tax money to the temple of St. Cuthbert.

Thirdly, Solan must protect and serve the people who pay those taxes. He approves the building and repair of roads, bridges, and such. He must maintain law and order in the area.

As High Commander of the Knights of Furyondy, he has more duties. He must be ever vigilant to the threat of the Horned Society. He must provide aid and assistance to any Knight of Furyondy who requests it. And he must re-

spond quickly and decisively to any evil threat.

SOLAN, JAMES: He is the five-year-old son of Count Solan and Lady Miriam. He has curly red hair, green eyes, and is the spitting image of his father.

SOLAN, MELODY: She is the seven-year-old daughter of Count Solan and Lady Miriam. Melody has pale blond hair that cascades in waves down to her shoulders.

SOLAN, RAPHAEL: He is the 11-year-old son of Count Solan. He has brown hair and brown eyes. Raphael is a brooding child, subject to fits of jealousy and anger. He is a disappointment to his father, which does nothing to help Raphael's moodiness.

SOLAN, VICTOR: Count Solan's nine-year-old son Victor has white hair and watery blue eyes just like his mother. He is quiet and thoughtful for a child his age.

SOLAN, MISTRESS JOY

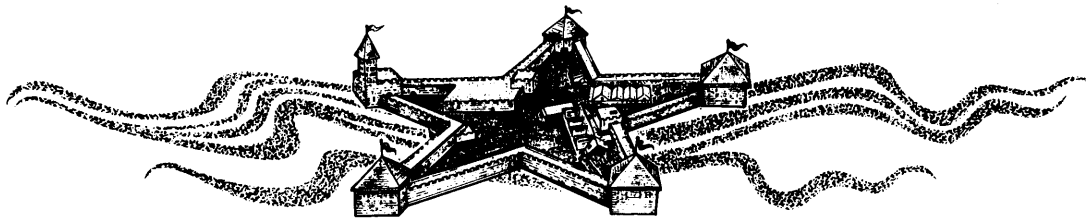
Lawful Good, 0 Level Human

Strength	12
Dexterity	16
Constitution	13
Intelligence	12
Wisdom	14
Charisma	16

Joy is the 17-year-old daughter of Count Solan and Lady Miriam. She does not resemble either of her parents closely, either in facial features or in physique.

With a height of 5'9", Joy is tall for a woman. She has long, straight red hair, darker than her father's. Her eyes are deep blue. Her features are strong, without being unappealing, and her figure is robust and full.

Personality: Although she has



the stature of a warrior woman, Joy is quite the flighty teenage girl. Her disposition is perpetually sunny. She is her father's favorite child, and knows it. She has an inner strength and conviction that may mature when she gets older. Right now, she is only interested in clothes, parties, and flirting.

Duties: Joy has few duties in the castle. She can learn or do anything she wants, except for the arts of war and combat. She sometimes weaves or helps watch the children.

SOLAN, LADY MIRIAM

Lawful Good, 0 level Human

Strength	9
Dexterity	13
Constitution	12
Intelligence	15
Wisdom	15
Charisma	16



At 37 years of age, Lady Miriam stands 5'5" tall with a trim physique. Her hair is naturally white, not blonde or grey, and her eyes are startlingly blue. Her features are delicate and fine. She has a large and varied wardrobe, but is never seen in skimpy or suggestive clothing.

Personality: The lady is clearly devoted to her husband and children. Her singular flaw is a hair-trigger temper, which only her family and those closest to her ever witness. To visitors and most of the Hart staff, she is courteous to a fault.

Duties: Lady Miriam directs some of the steward's activities. She plans the banquet meals, determines the decor of the rooms, and directs the gardener. Her most important function is to resolve disputes between high-ranking members of the castle staff. Randall Foxmore can handle most of the minor squabbles, but not the big ones. It is well known that once Miriam passes judgement, it is best to obey it. In times of war or siege, she is quite capable of running the castle and directing the strategies of the battlefield commanders.

CAPTAIN STAYART: One of four captains reporting directly to Sir William of Rolan. He is a quiet but intense man. Like all the captains, he is a 4th level fighter with banded mail, a shield, and a horse-man's mace.

TETTWORTH: As the tailor, he is responsible for repairing all clothing in the castle (see R13). He also makes new clothes upon request. He is a slow thinking, slow speaking man whose fingers fly in contrast.

WILLIAM, SIR, OF ROLAN

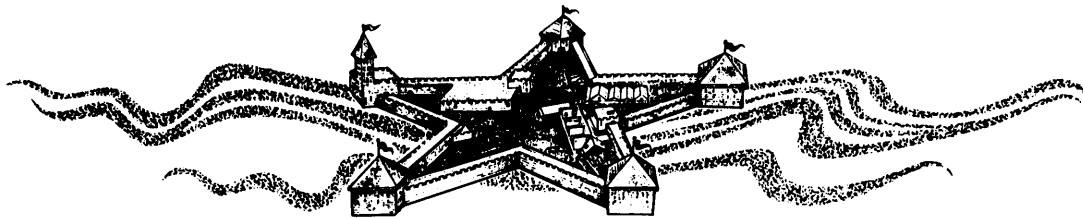
Lawful Good Human
8th Level Fighter

Strength	17
Dexterity	15
Constitution	14
Intelligence	12
Wisdom	10
Charisma	13
THACO	12
Armor Class	2 (0 w/boots)
Hit points	30
No. of attacks	3/2 rounds
Damage/attack	2d4 +3

Sir William is a large, rough-looking man in his mid-forties. As a youth, his strength was legendary, but the years have taken their toll. He has a large upper body and short, thick legs. His men refer to him as "the giant dwarf" behind his back. He has a big, bushy black mustache and gray hair.

Combat: Although William originally trained to use the sword, he





switched to the morning star when he converted to the faith of St. Cuthbert. He carries a *morningstar* +2, and is quite fond of it. He wears banded armor and carries a medium shield into battle.

Sir William wears a *ring of fire resistance* on his left hand. He has a signet ring on his right hand. He has *boots of speed* on his feet.

Personality: Sir William is gruff. He does not tolerate incompetence among his men and is quite stern with them. He is rigid and inflexible in his thinking and habits.

Duties: He is the garrison commander of Castle Hart. As such, he is in charge of the men-at-arms, the watch, and the jail. He must keep them prepared for combat and replace retiring men-at-arms with new recruits. During a siege, Count Solan would make all the battle decisions and Sir William would decide which men were best suited to carry them out.

CAPTAIN YARBODA: One of four captains reporting directly to Sir William of Rolan. Yarboda is a talkative, congenial man. Like all the captains, he is a 4th level fighter with banded mail, a shield, and a horseman's mace.

YILLIS: He is the garrison paymaster. His sole responsibility is to pay the men-at-arms and keep the books. He maintains complete registries which show each man's name and which barracks room he has been assigned to sleep in. Yillis is an honest but suspicious man. He has no helpers because he does not trust them.

ZORIM: This small, meek man is the cobbler (see R12). He always seems frayed about the edges and overworked. He makes and repairs shoes, boots, and other footwear.

Common Staff

ACOLYTES: These are the lowest ranking of the temple staff. They are 1st level priests, and perform menial tasks in the temple such as the cleaning.

FORESTERS: These men work for Sheriff Greymane. They are all 3rd level rangers. Each wears studded leather armor and carries a spear, long bow, and arrows.

JAILORS: The jailors are responsible for feeding the prisoners and cleaning up after them. They each wear leather armor, carry clubs, and fight as 1st level fighters.

MEN-AT-ARMS: All men-at-arms are 2nd level fighters who carry daggers. Each has been trained for a specific duty in battle:

- Footmen wear banded mail. They carry a shield and a footman's mace. They are the basic infantry of the garrison, and have these BATTLESYSTEM™ game statistics: AD 6; AR 6; Hits 2; MI 13; MV 9.

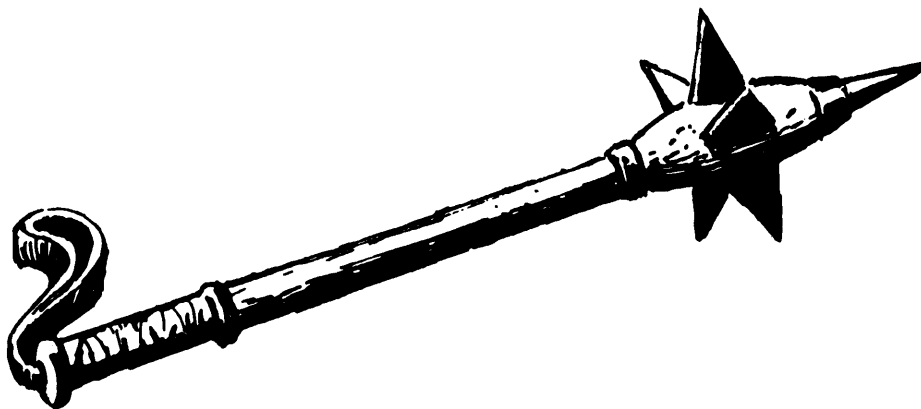
- Pikemen use banded mail, a large shield, and awl pikes. They carry footman's maces for close combat. Pikemen have the following BATTLESYSTEM game statistics: AD 5; AR 6; Hits 2; MI 13; MV 9.

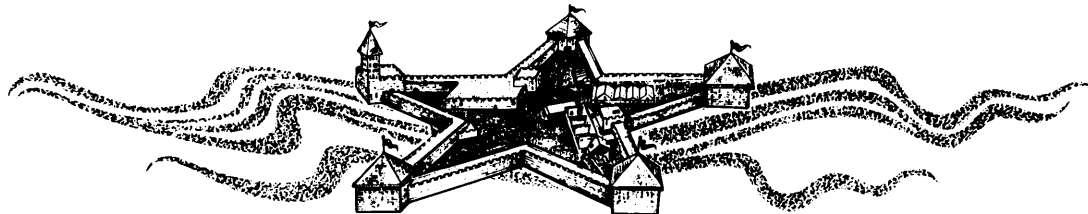
- Archers wear leather armor and carry a long bow with sheaf arrows. They have no close-range weapon, relying upon other men-at-arms to protect them. Archers have the following BATTLESYSTEM game statistics: AD 6; AR 9; Hits 2; MI 12; MV 12.

PRIESTS: The core of the temple, these people are all 2nd to 4th level priests. They assist the leaders of the temple, such as the almoner or chaplain. They go out among the people of the area and do their good works. They assist during services, sometimes even conducting them.

SERGEANTS: These men are the lowest ranking officers in the garrison. Each sergeant has nine men under his command. In miniatures combat, he and his men comprise a single figure on the gaming table. A sergeant is a 3rd level fighter, armed in the same manner as his men.

WATCHMEN: Any of the men-at-arms may be a watchman. The footmen and pikemen make the rounds in their banded armor and carry their maces. The archers wear banded armor and carry a light crossbow in addition to the footman's mace.





BATTLESYSTEM™ Scenarios

The *Drungar* booklet in this set expands and amends the 2nd Edition BATTLESYSTEM™ game rules, particularly those for handling a siege. Before playing the scenarios below, you should become familiar with the new rules. In addition, players controlling the Knights of Furyondy should study Hart's defenses before the enemy attacks in Scenarios Two and Three.

The "background" section for each scenario is intended for the referee's eyes only. The referee should review the text and pass appropriate information to the players. Rosters for each scenario are listed at the end of this chapter; you may photocopy them for use during play.

Scenario One:

Raiders Across the Veng

Rules Used: Basic only.

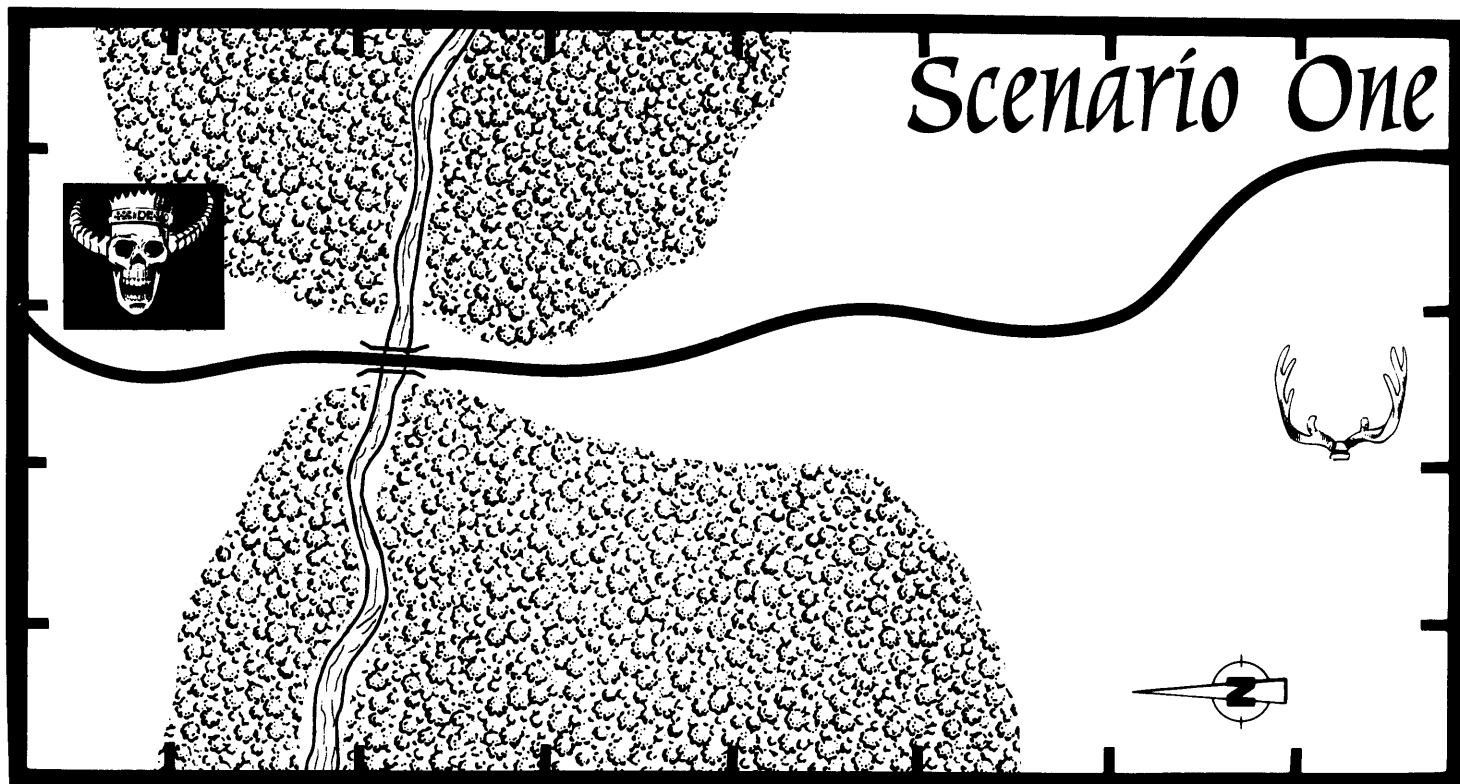
Background: Hobgoblins and goblins from Molag have been raiding the peaceful farms and villages north of Castle Hart. King Belvor IV of Furyondy has requested Count Solan's help. The Horned Society must be taught that it cannot send raiders into Furyondy.

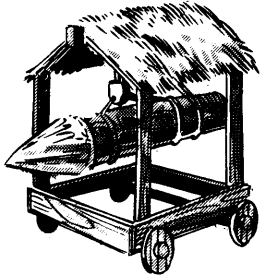
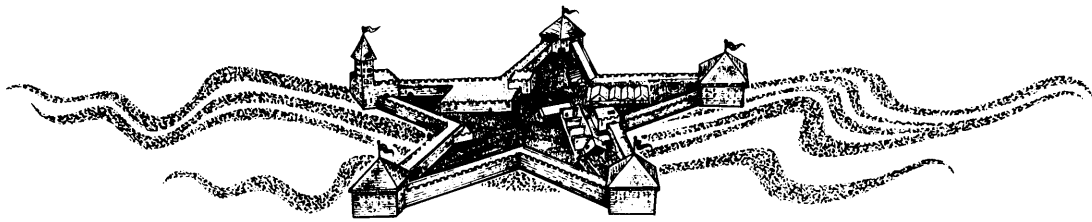
A scouting party has located the Horned Society's raiders for Count Solan. One scout has not returned, however. The count has sent a

group of the Knights of Furyondy to stop the enemy forces. A group of local militia has joined the knights. The hobgoblins are waiting for them, and have set up an ambush.

The action takes place during daylight hours, so the goblins have a lower morale (already figured in). In addition, the knights and their forces gain a -1 AR bonus. The hobgoblins are unaffected by the sunlight.

Horned Society Setup: This side sets up first. They can arrange themselves anywhere in the woods, or at the end of the road (see the diagram). Optionally, the position of forces in the woods can





be noted on a piece of paper until the forces actually move, at which time they appear on the table.

Knights of Furyondy Setup: The knights' forces start on the far end of the gaming table, on the road or within 3" of it, in column formation. They must remain in that formation, moving forward at 12" per turn until the first enemy units are spotted.

At least two units of knights must pursue any enemy forces that were placed on the road initially. No

more than one unit can enter the woods until at least one hidden enemy unit has been revealed. Once the ambush is sprung, the Knights of Furyondy are no longer limited in their tactics.

Victory: The Knights of Furyondy win if they kill or rout all the enemy forces from the board.

The hobgoblin forces win a major victory if they kill half the units of the Knights of Furyondy, and a minor victory if they rout all of them.

Scenario Two:

Sortie of Sir William

Rules Used: Intermediate.

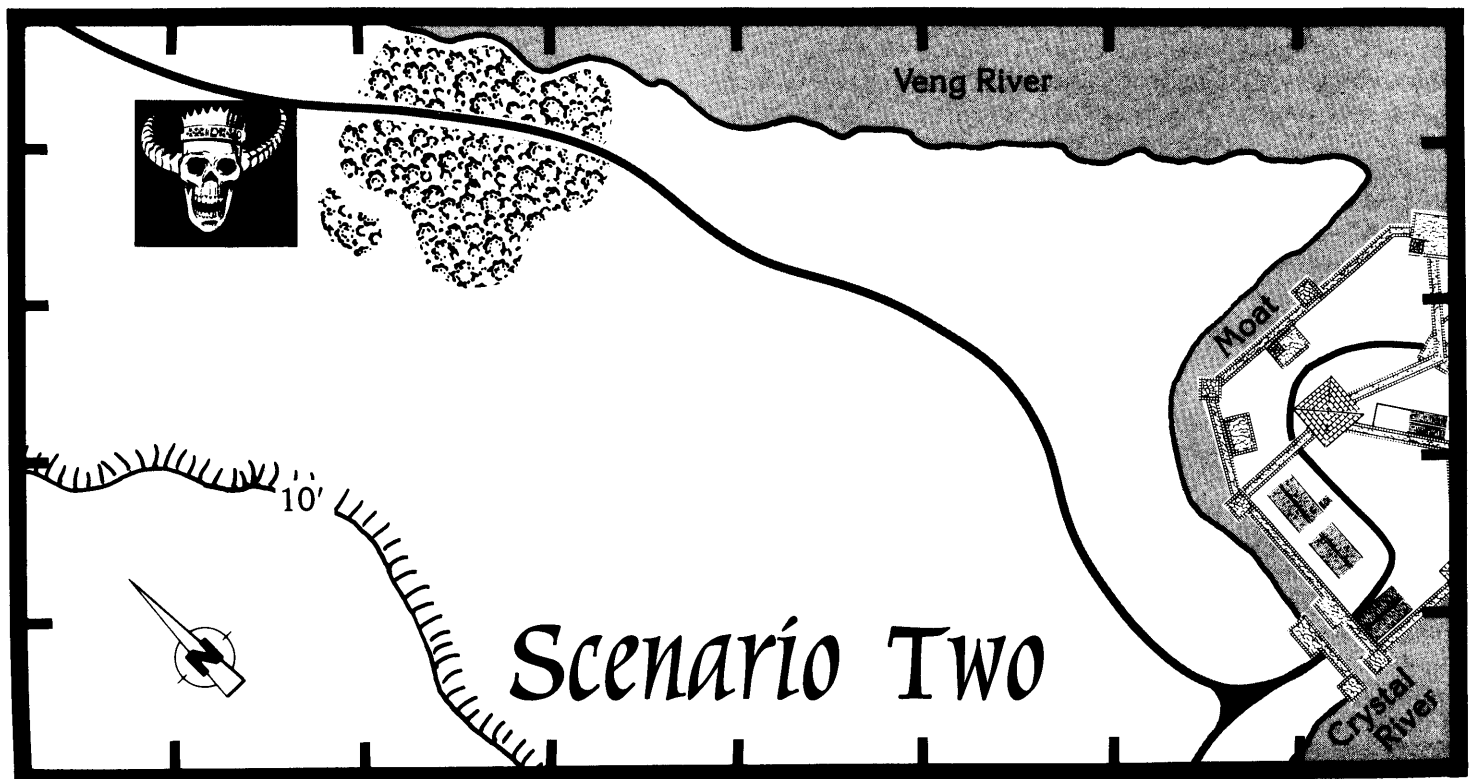
Background: A massive force of hobgoblins has crossed the Veng and camped before Castle Hart.

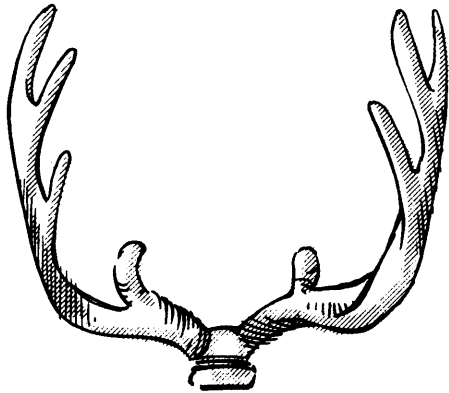
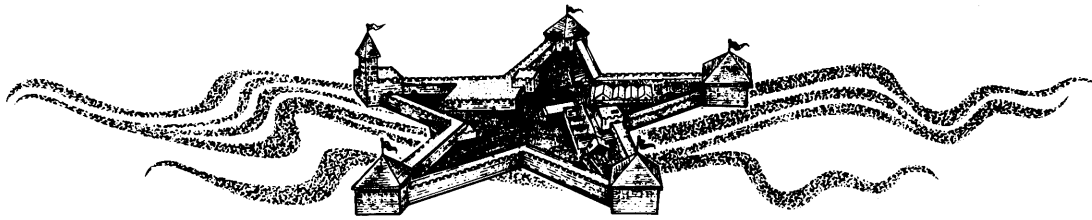
The inhabitants of Port Valour have already sought shelter within the walls of the castle.

The hobgoblins aren't equipped to attack the castle itself. They don't have any siege engines, towers, or scaling ladders. They are parked here to hold the field until such equipment arrives.

The only chance for the defenders of Castle Hart is to make a sortie from behind their walls and break the spirit, if not the back, of the encamped forces. The Knights of Furyondy can attempt this action twice. In essence, the entire scenario is played twice, but the losses from the first battle are kept off the board. Routed units are recovered between battles. Any unit reduced to four or fewer figures become a skirmish unit.

Special Rules: If a unit commander is killed, that unit must make a morale check. If the army





commander is killed, all units within 6" of him must make a morale check. Remember that a unit is in command if its unit commander is in base-to-base contact with any figure in the unit.

Horned Society Setup: This side sets up first. The player (or players) can set up anywhere on the table between the Veng and Crystal Rivers. It is strongly advised that Horned Society forces begin at least 21" from the nearest castle wall. This places them out of arrow range.

The Horned Society's player can indicate two units that are in regular formation and ready to fight. All other units are encamped, which means they're in skirmish formation.

The Horned Society units are prepared for sorties from Castle Hart and will never be totally surprised. Regular units that are encamped can advance and fight as skirmishers immediately, but they suffer a -2 morale penalty since they are not true skirmishers. Otherwise they must spend two turns forming ranks.

Knights of Furyondy Setup: Hart's forces must set up inside the castle. On the first turn of the game, the knights must move at least one unit onto the field. The unit or units must leave the castle through at least one gate.

The walls and towers are

manned by a defensive unit of archers that cannot be brought onto the field. This unit of ten figures is spread out; no more than two figures can ever occupy a single tower or section of wall between towers. Up to three figures can be placed in the Main Gatehouse, but they cannot move out of the building during combat.

Victory: The Knights of Furyondy win if they can — in any single battle — rout the entire enemy army off the board. Alternately, they win if the Horned Society loses twice as many figures as the Knights of Furyondy. In this case, the Horned Society must have lost at least 12 figures. It is assumed that either of these conditions sets up a significant advantage in the upcoming siege.

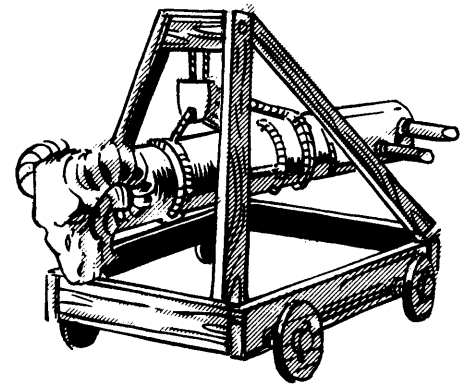
The Horned Society wins if the Knights of Furyondy do not.

Scenario Three:

The Great Siege

Rules Used: Advanced.

Background: A massive force of the Horned Society has crossed the Veng River with the intention of conquering Furyondy. Castle Hart plays the pivotal role of first defense. The Horned Society must subdue this castle before it can conquer the rest of Furyondy.

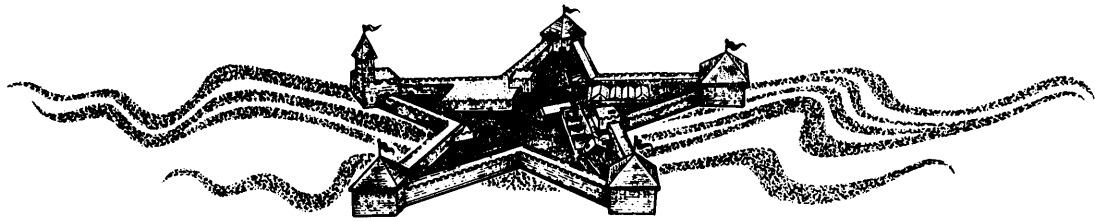


The Knights of Furyondy discovered the enemy's intentions early enough to prepare well for the assault on Castle Hart. The castle's provisions include sufficient food for one full year. The townsfolk of Port Valour have been evacuated to nearby settlements. Furthermore, the full strength of the Knights of Furyondy has been marshalled at Castle Hart.

Special Rules: This is a huge battle. Although it is not necessary, it is strongly recommended that up to four players control each side of the conflict. The forces are broken down into four groups in the unit rosters. The units under the control of a single player need not be on the same area of the table. The heroes should be divided up evenly.

This breakdown is not meant to reflect an actual hierarchy of command within the forces. It simply helps keep the game moving quickly. If you wish to follow such a hierarchy, assume that the first commander listed is in charge of the entire division.

Heroes inside the castle all act as commanders. If a hero approaches a figure that lies in his line of sight and within his command diameter, the hero can move that figure to a new position. This is the only way castle's defenses are permitted to change after setup. Otherwise, all figures are considered to be out of command.



If a unit commander is killed, that unit must make a morale check. If the army commander is killed, all units within 6" of him must make a morale check. Remember that a unit is in command if its unit commander is in base-to-base contact with any figure in the unit.

If lost, figures that man the ram or bore can be replaced. Any unit of hobgoblin infantry can move adjacent to the engine and then transfer figures to it. This transfer costs the infantry unit 3" of movement.

Horned Society Setup: This group sets up last. Before positioning their units on the gaming table, the Horned Society player must choose his surprise unit from the list below. The normal units start on the far end of the table, while

surprise units begin the conflict off the board.

At the beginning of any turn, the Horned Society player can bring the surprise units onto the table. This action must be decided upon before any others in the turn. Underwater troops remain hidden until the Horned Society player chooses to reveal them by attacking. The player may pick any spells he wishes for his wizard and priests. The same is true for the dragon, if it is the special unit desired (see the rosters).

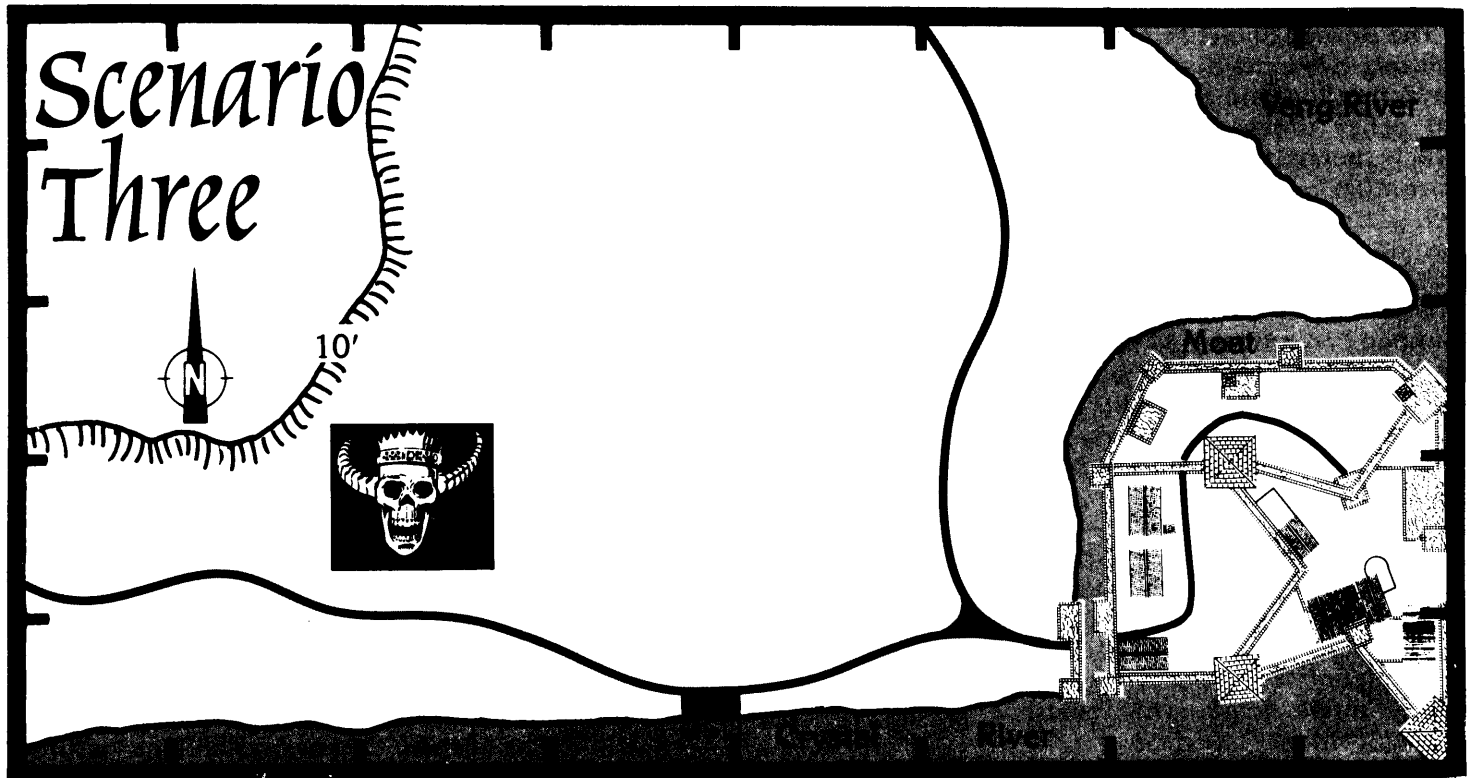
Units marked with an asterisk (*) in Scenario Three rosters have scaling ladders, one per figure. Those marked with a "#" must maintain irregular formation.

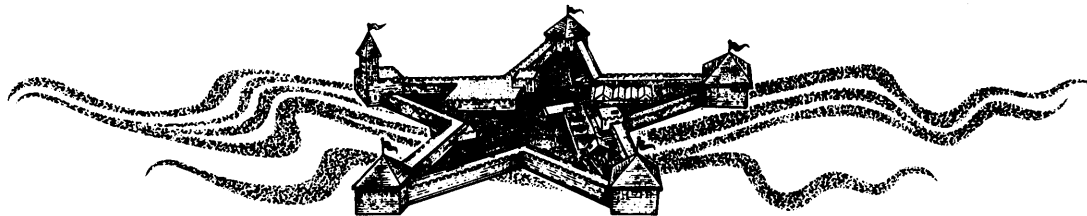
Knights of Furyondy Setup: This group must set up first. Players choose which forces (if any) will

begin the scenario off the table, as reinforcements. They may start any forces in the field or in the castle. Units in the field must be within 12" of the moat or gatehouse. Players may place figures on the walls and towers as desired.

Victory: The Horned Society wins if they can breach the star-shaped inner bailey with at least one unit of regular forces (not a special unit or leaders). The Knights of Furyondy win if they rout or destroy one third of the enemy's figures.

In a battle of this magnitude, it may become obvious that one force will inevitably win before it actually meets its victory conditions. In this situation, the losing side may concede defeat rather than prolong the agony.





The Rosters

Scenario One Rosters

Knights of Furyondy

Units	AD	AR	Hits	ML	MV
6 Light cavalry (riders)	8	8	2	13	21
18 Local militia	6	9	1	10	12
Irregular formation only					
12 Footmen	6	6	2	13	9
8 Longbowmen	6	9	2	12	12
Range 7" / 14" / 21"					

Horned Society

Units	AD	AR	Hits	ML	MV
24 Hobgoblin heavy infantry	8	7	1	11	9
Can be divided into 2 units					
10 Goblin wolf cavalry	10	8	2	11	18
8 Goblin shortbowmen	6*6	8	1	10	6
Range 5" / 10" / 18"					

Scenario Two Rosters

Knights of Furyondy

Units	AD	AR	Hits	ML/CD	MV
Sir William (hero)	10	6	4	8"	21
Army commander, mounted					
12 Light cavalry (riders)	8	8	2	13	21
Unit commander:					
Cptn. Stayart	6	6	2	4"	21
16 Footmen	6	6	2	13	9
Unit commander:					
Cptn. Dalgin	6	6	2	4"	12
12 Pikemen	6	6	2	13	9
Second and third ranks can attack in melee					
Unit commander:					
Cptn. Yarboda	6	6	2	4"	12
8 Longbowmen	6*6	9	2	12	12
Range 7" / 14" / 21"					
Unit commander:					
Cptn. Metharan	6	6	2	4"	12
6 Longbowmen on the walls	6	9	1	11	12
Range 7" / 14" / 21"					

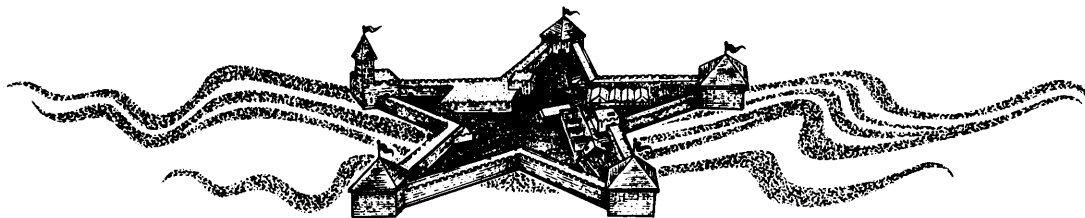
Horned Society

Units	AD	AR	Hits	ML/CD	MV
Mancleaver (hero)					
Army commander	6	6	2	8"	9
24 Hobgoblin heavy infantry	8	7	1	11	9
Unit commander					
12 Hobgoblin halberdiers	8	7	1	11	9
Second rank can attack in melee					
Unit commander					
12 Goblin wolf cavalry	10	8	2	11	18
Unit commander					
(mounted)	6	8	2	4"	18
8 Hobgoblin longbowmen	6*6	8	1	10	9
Range 7" / 14" / 21"					
Unit commander					
10 Bugbears	8	7	2	12	9
With spears AD 6, Range 1" / 2" / 3"					
Unit commander					
	6	7	2	6"	9

Scenario Three Rosters

Knights of Furyondy

Heroes	AD	AR	Hits	ML/CD	MV
Sir Gladwell Solan, army commander					
Mounted	12	7	4	19"	21/36
On foot					
	10	4	6	19"	12
Sir Rodney Callaman, commander of castle defenses					
Bishop Faris	8	7	5	5"	12
10th level priest					
Quill the almoner	6	9	3	4"	9
8th level priest					
Chaplain Geoffrey	6	6	2	3"	12
6th level priest					
Eowin Solan	6	6	2	3"	12
Count's son, 3rd level fighter					
Unit commanders, generic					
	6	6	2	4"	12



Charging Stag Division

20 Knights of Furyondy	(12)10	7	3	16	15
Unit commander:					
Sir William	10	6	4	8"	18
15 Footmen	6	6	2	13	9
12 Pikemen	6	6	2	13	9

Second and third ranks can attack in melee

Wardogs Division

24 Light Cavalry (riders)	8	8	2	13	21
Unit commander:					
Eric of Veluna	8	5	4	6"	21
15 Footmen	6	6	2	13	9
8 Longbowmen	6*4	9	1	11	12

Range 7" / 14" / 21"

Bright Spears Division

24 Light Cavalry (riders)	8	8	2	13	21
Unit commander:					
Sir Greymane	8	6	4	9"	24
12 Pikemen	6	6	2	13	9

Second and third ranks can attack in melee

10 Longbowmen	6*4	9	2	12	12
---------------	-----	---	---	----	----

Range 7" / 14" / 21"

Arm of St. Cuthbert Division

20 Footmen	6	6	2	13	9
18 Pikemen	6	6	2	13	9

Second and third ranks can attack in melee

8 Longbowmen	6*4	9	1	11	12
--------------	-----	---	---	----	----

Range 7" / 14" / 21"

Horned Society

Heroes	AD	AR	Hits	ML/CD	MV
Runik Orclord, 10th level fighter	10	5	5	10"	21
Army commander (human), mounted					
Kymatark, 12th level wizard	4	10	4	12"	12
Advisor (human)					
Ogre Slayer	6	6	3	12"	9
Army commander (Hobgoblin)					
Hobgoblin unit commander, generic	6	7	1	4"	9

Flesh Renders Division	AD	AR	Hits	ML/CD	MV
18 Hobgoblin giant weasel cavalry#	12	8	2	12	12
Unit commander	10	7	2	6"	12
20 Hobgoblin infantry*	8	7	1	11	9
15 Hobgoblin halberdiers	8	7	1	11	9
Second rank can attack in melee					
10 Hobgoblins with ram (crushing engine)	6	8	1	10	3

Fang and Claw Division

24 Goblin wolf cavalry#	10	8	2	11	18
Unit commander (mounted)					
	6	8	2	4"	18
18 Hobgoblin infantry*	8	7	1	11	9
10 Goblin archers	6*6	8	1	11	6
Range 5" / 10" / 15"					
10 Wolves (animal pack)	6	8	2	11	18
Unit commander: goblin wolf rider					
	10	8	2	4"	18

Broken Skulls Division

10 Hobgoblin longbowmen	6*6	8	1	10	9
Range 7" / 14" / 21"					
24 Hobgoblin infantry*	8	7	1	11	9
15 Bugbears*	8	7	2	12	9
With spears AD 6, Range 1" / 2" / 3"					
Unit commander					
	6	7	2	6"	9
10 Hobgoblins with bore (crushing engine)	6	8	1	10	3

Special Units (pick one unit)

1 Green dragon	12	4	8	9"	9/30
Special abilities: BW 3d10; SP 2x1st					
12 Trolls, aquatic	12	6	3	14	3
Can only regenerate in water					
Unit commander					
	10	6	3	9"	3
15 Zombies (undead)	8	9	2	n/a	6
Unit commander					
	6	7	3	8"	12
4 Umber Hulk skirmishers	12	6	4	15	6

Burrow at 6" per turn. Each figure acts as an individual unit. The tunnels they make are wide enough for a one figure wide column to move through. They can only be commanded by Kymatark the wizard. Those units out of command move to attack the nearest figures of either side.

Siege Equipment

2 Light catapults					
Hobgoblin crew of 4 each					
	6	8	1	10	9
1 Hvy catapult					
Hobgoblin crew of 6 each					
	6	8	1	10	9
3 Siege towers					
Hobgoblin crew of 10 each					
	6	8	1	10	9
Tower is 30' high and has a covered top which prevents enemy arrow fire until the drawbridge is lowered.					
2 Flosses for covering moats					
Hobgoblin crew of 6 each					
	6	8	1	10	9



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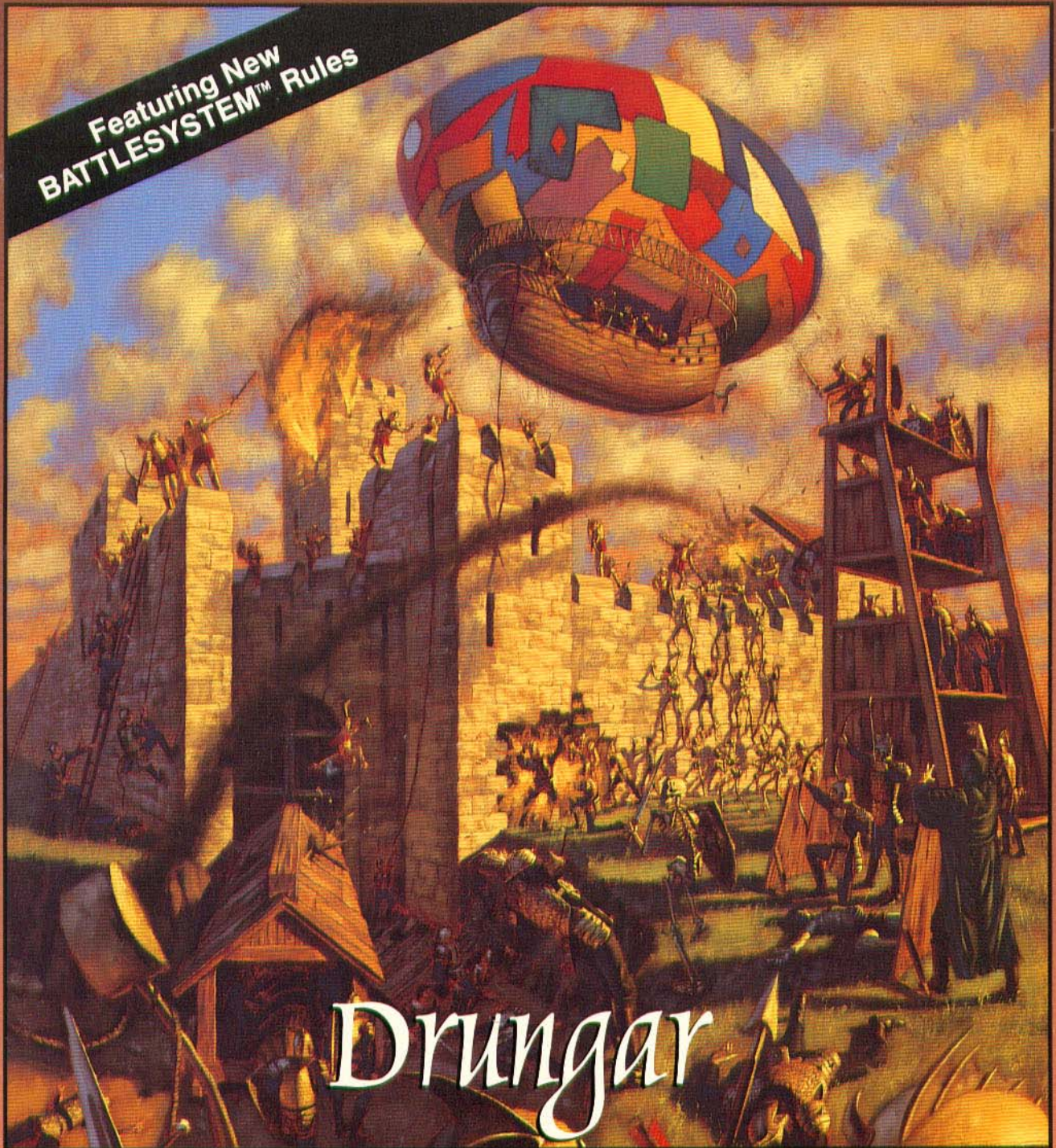
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Drungar



Drungar

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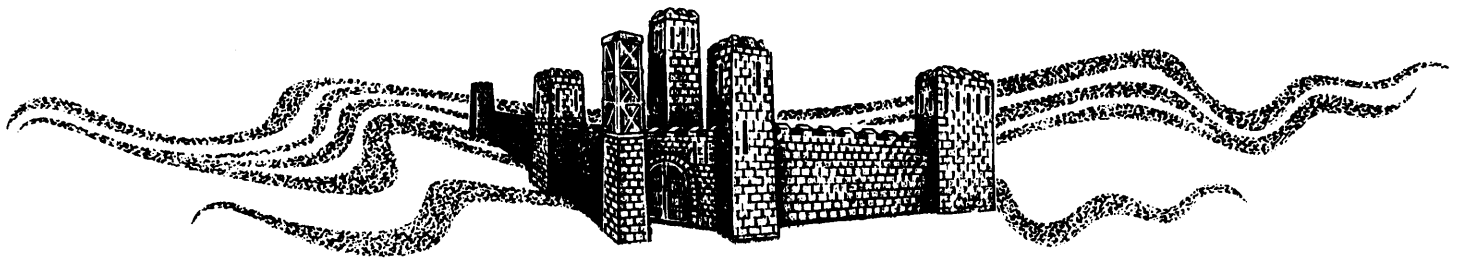
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Introduction

On the continent of Taladas, in the region known as southern Hosk, two powers lie in conflict: the Minotaur League and Thenol. This booklet sets the stage for warfare between them, centering around the League's own Fortress Drungar.

Although it lies far from the great cities of the Minotaur League, Fortress Drungar protects a strategic position. The fortress guards the Drungar Frontier of the Conquered Lands. Together with the chain of forts connected to it, Drungar helps block the advance of Thenol's undead armies from the south.

This booklet describes Fortress Drungar, its occupants, its history, and its foes. You'll find general information that can enhance any role-playing campaign set in the region.

However, most of this booklet is designed to help you wage war with miniature figures on a tabletop. The pages that follow supplement the BATTLESYSTEM™ miniatures rules, which are fully compatible with the AD&D® 2nd Edition game. (You'll need the BATTLESYSTEM rules to play.) With the rules in this booklet, you can play out more than individual battles—you can play an entire military campaign, as Thenol and the League struggle for control of the important Drungar Frontier.

What is Miniatures Wargaming?

Most role-players have seen or used miniature metal figures during their role-playing sessions. Miniatures show the positions of characters and monsters. With a few simple props for the setting—buildings, walls, and pillars, for example—miniatures can create a vivid scene for the role-player.

Miniature wargames go one step further, progressing to more detailed strategy on a larger scale. Players organize groups of miniatures into military units. Instead of an individual PC,

each figure in a unit represents a number of men—10 in BATTLESYSTEM rules. (In other words, a unit of ten figures actually represents 100 men.) Several units together make up an army. The "props" show terrain—forests, streams, rivers, hills, farms, and other obstructions. Terrain helps determine how the armies march, maneuver, and fight.

With all this, players take the role of army commanders. Using miniatures rules (such as the BATTLESYSTEM rules), they maneuver their units and attack the enemy, attempting to win the battle.

What is a Miniatures Campaign?

The BATTLESYSTEM rules govern the fast, moment to moment action of a single conflict in a small area. (A typical gaming table—5' x 8'—represents an area 600 yards x 960 yards.) This booklet expands those rules so you can run a *series* of related battles, or a "miniatures campaign." Like its real-life counterpart, a miniatures campaign may span miles of terrain and weeks of time. Using maps and markers, players who command armies can make strategic decisions, move their troops, gather reinforcements, and plan attacks. When opposing armies meet, a battle may occur. If it does, players fight the battle on their miniatures gaming table, using regular BATTLESYSTEM rules.

What You Need to Play

This booklet provides the campaign rules, background material, maps, and BATTLESYSTEM unit rosters you need to fight a small miniatures campaign on the Drungar Frontier. The 3-D fold-up pieces in this boxed set provide some of the special fieldworks for the battlefield, as well as enough pieces to represent key portions of

Fortress Drungar. As in any miniatures game, however, you must provide some of your own materials:

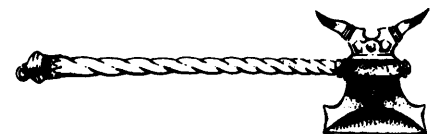
- **Miniature Figures.** The figures represent forces potentially involved in battles. The last section of this booklet provides a complete list of the required figures. Generally, you do not have to supply all the pieces yourself; other players can help you complete the ranks.

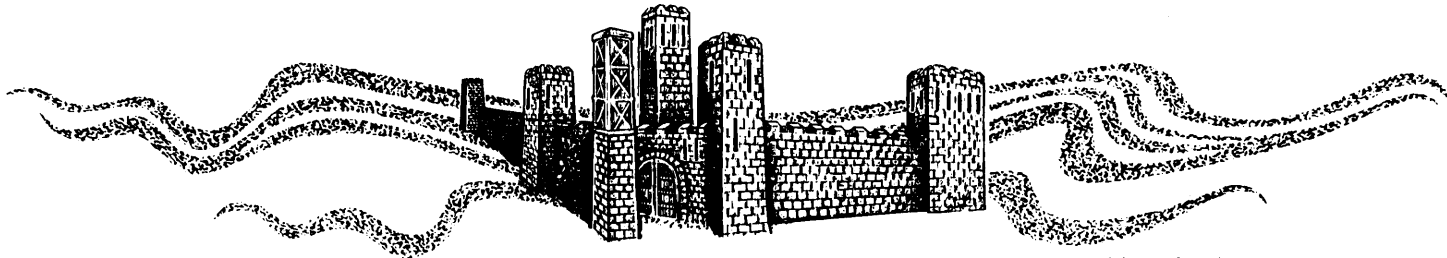
- **Terrain Pieces.** These include a groundcloth, hills, forests, streams, etc. The groundcloth is usually a piece of green felt, large enough to cover your playing area. Hills are often made from sheets of styrofoam, cut to shape and painted. Forests can be marked by clumps of lichen, plastic trees, or models from railroad kits. To depict streams, the simplest and most effective method is to use narrow strips of blue cloth. (See the BATTLESYSTEM rulebook for more on terrain pieces.)

- **Gaming Table.** Of course, you'll also need a place to play. Miniatures games work best on large, flat tables. Common sizes include 5' x 8', 4' x 8', and 4' x 6'. A sheet of sturdy plywood set across two sawhorses makes a good, temporary table—one you can take apart and put away between games.

- **Standard Gaming Tools.** As in any role-playing scenario, you'll need dice, paper, and pencils. You'll also need a ruler to measure movement on the gaming table.

- **Photocopies.** This booklet includes a Campaign Map (center pages). Make one photocopy for each player, including one for the referee. Each player will also need a photocopy of the rosters for troops under his command. (See "The Rosters" below.)





Drungar Campaign Commanders

To conduct the Drungar campaign, you'll need two sides: one group to control the armies of the Minotaur League and another group to control the forces of Thenol. As DM, your job is to referee the miniatures battles, but you can also command units if you'd like.

If you already are running a role-playing campaign that is set in Taladas, you can adjust the story line so PCs assume positions of command. However, since it is likely that most of your player characters would be on the same side (or are simply not eligible to take command of units), you probably will have to assign temporary roles to some players. If no one uses his or her PC in the miniatures campaign, each player should take the role of one of the NPC commanders described in this booklet—either a Thenolite or a League commander.

PC commanders can earn experience points normally during the miniatures campaign. Players who run NPC commanders can earn experience points for their regular PCs, too. When the miniatures campaign is finished (i.e., when the player characters go on to other adventures), the experience earned by an NPC commander is transferred to the player's normal character. This encourages players to handle NPCs wisely and aggressively—even when temporarily fighting for "the other side."

League Player Positions:

Lord Drungar, Commander of
Fortress Drungar
Captain Amshemet
Captain Ronvelt
Captain Orvalis

Thenolite Player Positions:

Lord Rustans
Bishop Halvas
Lord Donhaulic
Lord Taras
Lady Justica

The Rosters

This booklet includes three BATTLESYSTEM™ scenarios on the Drungar Frontier. (See "Drungar Scenarios" for details.) Before starting any scenario, give each player a photocopy of the rosters for his commander, heroes (when appropriate), and units under his command. You'll find the rosters at the back of this booklet.

Players on the same side can compare their forces if they want to. However, League and Thenolite players should keep their forces secret from each other.

The Campaign Map

On the center pages of this booklet, you'll find a map of the Drungar campaign area. The map shows major forts, castles, and towns along the Drungar frontier, as well as the routes connecting these sites. Give a copy of this map to each player and keep another copy for yourself (a referee's copy). During the miniatures campaign, players will use the map to plot the moves of their troops along the vast frontier. As referee, you'll use your copy to compare moves of the two sides and establish the results.

All campaign movement must follow the paths on the map. Each dot on a path represents one *space*. Each castle or fortress represents a *space*, too. (Campaign movement will be explained in full later.)

A "Double-Blind" Campaign

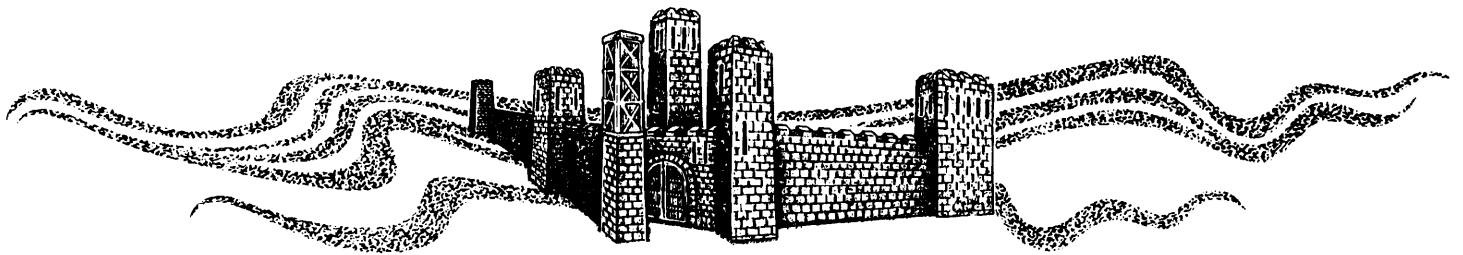
In an actual military campaign, army commanders do not know their enemy's strategy. In fact, they may not even know his location. They must find the enemy, estimate his strength, deduce his plans, and devise strategies of defense and counter-attack.

To simulate this challenge, the Drungar miniatures campaign is played "double-blind." Each side plans its moves in secret, then shares that information with the referee. That means only the referee has a complete picture of both sides' movement and campaign tactics; the commanders themselves are as "blind" as real commanders would be.

Until the two sides actually do battle, players do not use the tabletop or regular BATTLESYSTEM rules. Instead, action takes place on the campaign map (see center-page spread), following the new campaign rules explained in this book. Each side secretly plots and records their moves on their own map, and then shows those moves to the referee. The referee, in turn, plots these on his master map, carefully observing the relation of one side to the other. Players should never be allowed to see this master map.

The referee tells each side the result of their campaign moves: whether they have found the enemy, whether they must fight a battle, whether they must retreat, or whether their forces have been overwhelmed. If the results call for combat, players fight the battle on the tabletop, using normal BATTLESYSTEM rules. When such a conflict is resolved, normal "blind" campaign play resumes.





Campaign Basics

A normal BATTLESYSTEM™ game turn represents a matter of minutes—however long it takes both sides to move a number of yards and complete a single attack. A campaign turn represents *four days*, during which armies can move miles. In a role-playing campaign, players can choose to do just about anything during a four-day span. A miniatures campaign turn is less free-form. Players are restricted to the actions below, which must be performed in the sequence listed:

1) The referee rolls percentile dice to see whether or not any random events occur during the turn.

2) Players write orders for their units. During a turn, each unit can be assigned one of the following orders:

Move: A unit can move from one point (space) to another on the campaign map.

Patrol: A unit can scout an adjacent area, looking for enemy units.

Prepare Defense: The unit can build simple field fortifications. The amount built depends on the time spent at the task.

Attack: The unit makes an assault, sortie, raid, or other attack.

Hasty Attack: This allows the unit to move and make an attack in the same turn.

Besiege: The unit attempts to invest a fort or castle, cutting it off from other enemy units, and possibly batter down the walls.

Defend: The unit awaits to receive an attack.

Hold: The unit does nothing and awaits further orders.

Refit: The unit regains lost troops and recruits new ones.

Stockpile: The unit gathers supplies to withstand a siege.

3) Referee executes the players' orders (except refitting and stockpiling) and determines the results.

4) Battles (if any occur) are fought—on tabletop, using BATTLESYSTEM turns and rules.

5) Defeated armies retreat.

6) Besieged units spend supply points. Besieging units batter walls.

7) Refitting and stockpiling are done.

Steps in the sequence of play are further explained below. (For a convenient summary, see page 48.)

Random Events

Random events include mishaps such as floods and disease, as well as good omens and other pleasant surprises. They may help or hurt one or both sides—providing reinforcements, draining off troops, and even leading to an attack by a third party.

Determined by a roll of the dice, these events are most realistic when tailored to a given campaign. Pages 16-17 include a random events table for the Drungar campaign, plus a complete key for interpreting the entries on the table. When playing your own campaigns later, you can use that table as a model. Most Drungar events are easily adapted to any situation.

The Orders

Orders are written commands for a single unit or group of units. A group of units can receive the same order if:

1) all the units serve under the same commander, and

2) all the units start in the same space on the campaign map.

Each turn, players write orders for their units on a piece of paper and pass the paper to the referee. The orders must be clear and understandable, and specify the unit or commander. For example, an order might state, "Lord Drungar and 3/1 will march from Fortress Drungar to Avedis." (The abbreviation 3/1 stands for "3rd centuria, 1st ordu.") If movement is the order, the player might simply record the move on his own campaign map and show the map to the referee.

Standing Orders

Most orders apply only to one turn. (The unit executes the order in the next turn, and awaits the next command.) A *standing order* remains in effect from turn to turn—until the player cancels it or issues another standing order. Unless it specifically states otherwise, a standing order affects all units under the player's command.

Standing orders help simplify the turn. However, no standing order is official until it is written up and given to the referee. It should be clearly marked as a standing order. Typical standing orders include:

- Units not issued orders during a turn are automatically preparing defenses (instead of holding).

- Units not issued orders are automatically refitting.

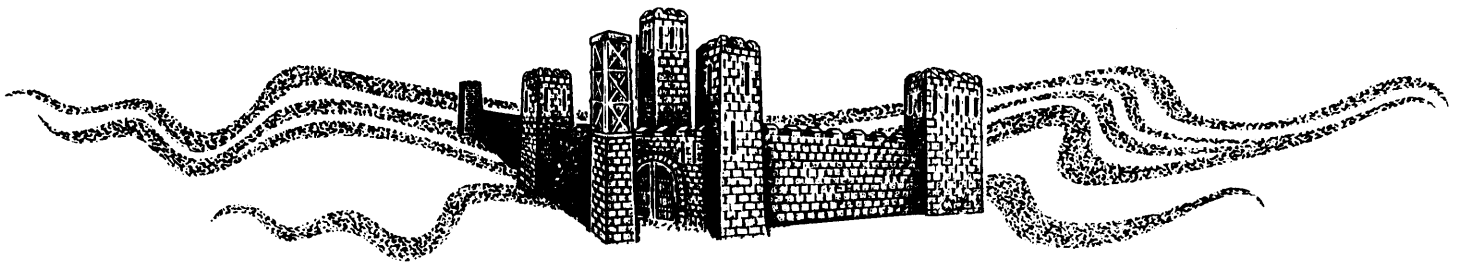
These two examples, you'll notice, only can be used one at a time, because they contradict each other. If a player sends contradictory orders, only the *last* order written is valid.

Standing orders also can be worded to cover specific situations. Here are two examples: "If an enemy unit enters a fort space, the garrison units will immediately defend." "Defeated units will retreat toward the nearest friendly fort." Standing orders can be as specific as the player and referee can manage.

As noted above, a standing order remains in effect until the commander deliberately cancels it or issues another standing order. If a unit with standing orders receives a command to do something else in a given turn, the standing orders are not canceled. Instead, the unit simply ignores the standing orders for one turn.

The "Move" Order

This order allows a unit to move on the campaign map. When written, the order must state which unit is moving, where the unit is headed, and which route it will take to get there (e.g., "1st



Centuria of Minotaurs marches to Fort Valusian by the forest road"). Players should record this movement on their mapsheet, both for themselves and for the referee.

The number of spaces a unit can move each turn depends on its Movement Rating (according to BATTLE-SYSTEM™ rules). (See Table 1.) A "space" is one dot on a path, or a square representing a fortress or similar site. Units must always move along the paths (lines) on the map. Every space is counted; none may be skipped.

Table 1. Movement

Movement Rating (MR)	Max. Spaces/ Campaign Turn
9" or less	1
10"-15"	2
16"-18"	3
19"-24"	4

Spaces on the Drungar Campaign Map take the area's terrain into account. (You'll find more spaces per inch across mountains than across plains, for example.) Map scale (how many miles each inch of map represents) is also an important factor.

When creating a similar map for your own campaigns, use the guidelines in the sidebar below to plot the spaces.

A unit automatically stops moving when any of the following occurs:

- it reaches its destination
- it follows another order
- it enters a space with an enemy-controlled fortification (unless that fortification is besieged by friendly forces)
- it enters a space occupied by an enemy unit, or enters a space that an enemy unit is also moving into.

A moving unit does *not* automatically stop if it enters an area the enemy is patrolling.

Moving units usually are at a disadvantage at the start of a battle. (See "Battles" in the text below for details.) The enemy often has more time to prepare and is in a better position for the fight.

The "Forced March" Order

A unit can increase its total movement by one space in a campaign turn if the player orders a forced march. Such movement is tiring; it lowers the

unit's effectiveness one AD that turn (e.g., from AD 8 to AD 6). No unit can execute a forced march two campaign turns (8 days) in a row.

The "Patrol" Order

This order allows the unit to scout a space—the one it occupies or an adjacent space—for enemy units or movement. The order must name the unit that is scouting, as well as the space being scouted. (The player should mark this on the campaign map for clarity.) For example, "Unit A at Fort Valusian patrols the road to River Keep" is an acceptable order.

A unit on patrol looks for enemy units and reports their location. If the enemy occupies the scouted space, the referee tells the patrol's player—explaining how many enemy troops are present and what general type of units they are. If enemy troops are moving through the space during that turn, the patrol's player also learns which direction they are headed.

If the enemy will reach other units that are friendly to the patrol (in the same turn), the patrol can warn the

Campaign Maps and Movement

To run your own miniatures campaign, you'll need a map like the one in the center of this booklet. A campaign map must be simple and limited; if it's too confusing, players will make mistakes and your job as the referee will be more difficult. This section explains how to create a map that's both easy to use and still represents the most likely movement of soldiers.

First, choose the area your map will cover. Make sure the region has a variety of terrain. It doesn't need every possible type, but it should include a large enough variety to make battles interesting. Copy the general features onto a blank sheet of paper.

Second, mark the location of every major town, fortification, or important site in the area.

Third, draw the roads and trails connecting those points.

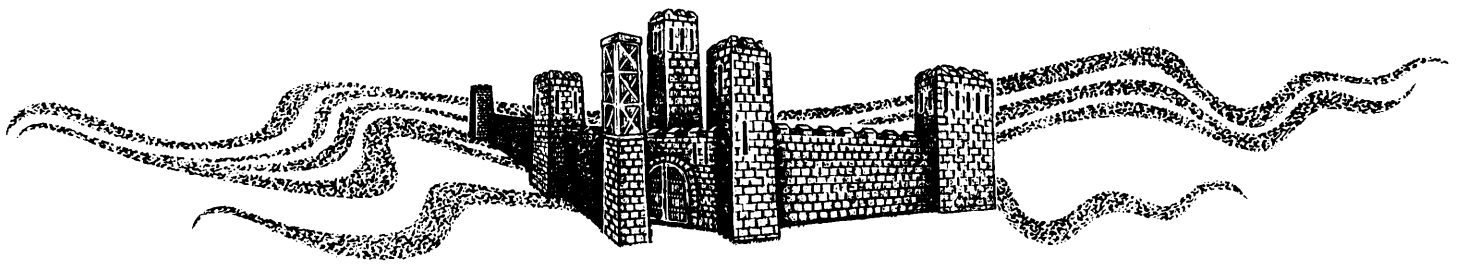
Now you're ready to calculate the number of movement spaces between each point. Follow these steps:

- Calculate the number of actual miles between each point and note it on the path that connects them.
- Calculate the amount of miles crossing each different type of terrain along that path. (See "Time and Movement" in the DMG.)
- Fill in the dots that represent the "spaces" (as explained earlier in this booklet). The distance between two dots—the basic unit—is a four-day march for a dwarf, or 48 movement factors. In clear terrain, that equals 48 miles. If a route crosses other kinds of terrain, you must calculate the number of movement points (spaces) using Table 74, "Terrain Costs for Overland Movement," in the DMG.

For example, let's say that a 35-mile trail connects two villages. The

trail crosses 15 miles of clear terrain, then another 20 of heavy forest. According to the DMG, the clear terrain costs 1/2 movement factor per mile, while heavy forest costs 2 factors per mile. (Table 74 lists a cost of 4, but the trail halves this amount.) Thus, the first 15-mile stretch costs 7 1/2 movement factors (15 x 1/2). The 20-mile stretch of woods costs 40 factors (20 x 2). The total is almost 48. That means the villages are one space apart, so no dot or space is placed between them.

When a movement cost is not easily calculated, round up to the nearest multiple of 48 (48, 96, 144, etc.). For example, if there are 72 movement factors between two villages, then place one dot between them (for two total spaces of movement). When in doubt, err on the side of extra spaces. Compared to adventurers, armies tend to move slowly.



friendly troops *before* the enemy arrives. This gives the friendly units an advantage in setting up for any battle, just as if the alerted units had been issued a Defend order.

More than one unit can be ordered to patrol a space. If an enemy unit has multiple units on patrol, the friendly units can attempt to attack. If the referee thinks the forces are too small (usually 2 or fewer units per side), no battle is fought, but the enemy movement is halted. If he thinks the forces are large enough, a battle is fought. The patrolling force will have a great advantage in setting up for the battle.

For example, the League commander orders 2 units of light cavalry to patrol a river crossing. One unit of Thenolite militia enters the space. The League player decides to attack. However, the referee does not want to fight a miniatures battle with only three units. Therefore, he announces that the cavalry has pinned the militia down near the river. No battle is fought. In another area, the League has 2 infantry units and 3 cavalry units on patrol. A large Thenolite force of 5 infantry and 3 cavalry enters the space, headed for Fort Valusian. The League player decides he must attack to prevent the enemy from capturing his fort. This time the referee decides there are enough units for a small miniatures battle. The Thenolites are walking into a potential ambush.

There is a 1 in 6 chance a patrol will be discovered by the enemy (provided the enemy is in the same area, of course). If this happens and the enemy force is twice as large as patrol, the patrolling unit suffers 50% casualties — or 25% if cavalry — and is routed back to its base. No miniatures battle is fought in this case.

The "Prepare Defense" Order

When given this order, the unit works to make simple field fortifications—sharpened stakes, ramparts, pits, and ditches. See "Field Fortifications" on page 9 for complete details on each.

Because of the need to forage, protect the laborers, scout the local area, and do all the other tasks of an army, no more than half of the figures

present can prepare defenses. Furthermore, no more than one turn can be spent preparing the defenses of a given area. Additional work would not be of any value without the services of an architect/engineer and true construction.

Field fortifications only remain in place as long as friendly units are in the area. If abandoned, or occupied by the enemy, the fieldworks are destroyed.

The prepare defense order is not without its risks. If the army is attacked while some units are building defenses, the laborers may be late or not arrive on the battlefield.

The "Attack" Order

This order allows units to mount an attack against enemy units in the same or an adjacent area. If the enemy units do not retreat from the space, a battle ensues, using regular turns and rules from the BATTLESYSTEM™ game.

When an attack occurs, the referee compares the orders of the two opposing forces. This determines how each side's units are arranged on the gaming table, and whether either side has an advantage in terrain. (See "Battles" for details.)

The "Hasty Attack" Order

With this order, a unit can move one less space than it normally can, and attack at the end of its move. Units that can move only one space in a turn cannot perform a "hasty attack."

A unit that makes a hasty attack suffers a -1 penalty to its morale rating for the duration of the battle. The unit is tired and disorganized from its swift move into combat.

The hasty attack order is most effective when the player knows where the enemy is. Because the attack is quickly planned, the defender gains a large advantage in the setup for the battle.

The "Besiege" Order

Under this order, a unit attempts to block the gates of a fort or castle. When this happens, enemy units (the besieged) must attack the besiegers to

enter or leave the castle.

Besieging units do not have to make an attack, but they can do so if the controlling player wishes. If the attackers have siege equipment, they can use it to batter down the walls of the fortification. The "Siege Rules" section in this booklet (see page 10) summarizes BATTLESYSTEM procedures for such an assault.

The "Defend" Order

This order allows a unit to prepare for an attack. If the attack comes, it gives the defenders an advantage during the setup for the miniatures battle (see "Fighting Battles").

Players who write this order can place 2-4 pieces of terrain on the battlefield as part of their setup, representing their choosing of the battleground. The referee supplies these terrain pieces. The defending player can place the terrain anywhere on the table.

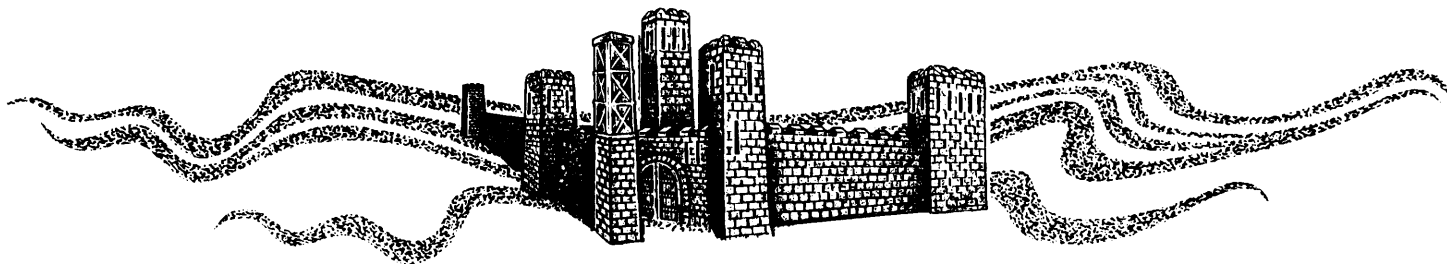
The "Hold" Order

Units that "hold" do nothing. This order is most often used by the referee when a player forgets to give an order and no standing orders apply. Units that are holding have a disadvantage in the table setup if they are attacked.

The "Refit" Order

Units that have suffered losses in combat use this order to flesh out their ranks again. When a unit refits, it slowly regains troops until it comes back to full size. Some of these "new" men are soldiers who fled from the battle. Others are stragglers or new recruits.

Only units that have suffered losses in battle can refit. On the first turn spent refitting, the unit regains $\frac{2}{3}$ of the figures it lost in battle—either due to casualties or routing off the table. Every turn after the first, the unit adds 1-3 additional figures as new recruits. The unit can never exceed its original size. A unit that routed off the battlefield must complete at least 1 turn of refitting before it can take part in a battle again.



The "Stockpile" Order

This order allows a unit to gather supplies into a fort or castle to prevent its inhabitants from starving during a siege. It's a preventative measure; units in a besieged fort or castle can no longer stockpile because it requires them to scour the countryside.

A player who issues this command should roll 1d6 for every 10 figures who are stockpiling. (Round to the nearest multiple of 10; e.g., 11-14 figures count as 10, while 15-19 count as 20.) The result of the die roll (1-6) equals the number of supply points gathered. These points are added to the total number of supply points in the fort, keep, or castle.

Supply points are only used during a siege. (At other times, it is assumed the army is foraging for its supplies.) One supply point will feed 10 figures (100 men) for one turn (4 days). Thus, 200 points could feed 50 figures (500 men) for 40 turns (160 days).

Each fort, keep, and castle starts with a limited number of supply points. These are given by the referee. A fort or keep can have a maximum of 100 points. A castle's maximum is 200.

Units that are busy gathering supplies are vulnerable to attack. If combat occurs, players whose units are stockpiling will find themselves at a disadvantage when setting up the miniatures table.

Fighting Battles

When units from both sides enter the same space on the campaign map, the referee must determine whether a battle occurs. Combat is not automatic; it depends on the orders and strength of the two forces.

An attack does NOT occur when:

- either unit has standing orders to retreat from the enemy. (The unit returns the way it came or moves toward the nearest friendly fort.)
- the smaller unit is on patrol and is not discovered.
- a unit is on patrol and chooses not to attack.
- neither player chooses an attack order.

If a battle does occur, four things must be determined:

- 1) terrain of the battle
- 2) setup areas
- 3) order of setup
- 4) consequences of victory and defeat.

Terrain

As referee, you may use your best judgement to establish the terrain for any campaign battle. Select terrain pieces based on what is available, and on what you think is appropriate. Then set up the gaming table using these pieces. In the Drungar campaign, you may also choose a more random method, as explained below.

The "Random" Terrain Method: Consult the Drungar Area Map on the color mapsheet. Notice the numbers along the top and left edge. By rolling several dice, and using these numbers, you can "zero in on" a specific area that will represent the battlefield's terrain. To determine a row on the map, roll 1d8, followed by 1d6. (The d8 determines which of the eight horizontal bands contains the row; the d6 designates a specific row within that band.) To determine a column, roll 1d4, followed by 1d8. The square in which the row and column intersect represents the upper left-hand corner of your wargaming table.

Each square on the map represents 1 foot on your gaming table (120 square yards in BATTLESYSTEM™ game scale). Starting with the square for the left-hand corner, lay out your table using the Area Map as your guide.

As referee, you can adjust the terrain to suit your needs and the pieces you have available. For example, if you don't have enough woods, or think the woods are too extensive, you can eliminate some from the table arrangement.

Table Setup

The orders each force has been issued determine the setup area and order of setup for a battle.

This section shows four basic table arrangements. You'll find a diagram of each arrangement below, along with a

list of order combinations that dictate the use of each setup. The order to the left of a slash represents "Group A" in the accompanying diagram; an order to the right corresponds to "Group B." Group A always places its forces out first, unless the instructions for a particular setup state otherwise.

While these four tables provide for many different possibilities, they cannot cover every situation. The referee can freely change the setup requirements based on terrain or special conditions.

Table Setup No. 1

Attack/Attack*
 Defend/Hasty Attack
 Defend/Attack
 Defend/Patrol
 Hasty Attack/Attack
 Hasty Attack/Hasty Attack*
 Hold/Patrol
 Patrol/Patrol*
 Patrol/Attack
 Patrol/Hasty Attack
 Prepare Defense/Attack
 Prepare Defense/Hasty Attack
 Prepare Defense/Patrol

* Randomly choose who sets up first.

Table Setup No. 2*

Any/Besiege

* The besieging player decides which of the fortification's gates will be assaulted. (If a garrison is attempting a sally, the controlling player selects a gate from which the sally will issue forth.) When playing a scenario at a small fortification, you can set the entire fortress on the table. Next, place the besieged units inside the fort, minus one unit for every gate not shown. Then place besieging units on the table in the "B" setup area, minus one unit for every gate not on the table. Finally, set outsider attackers on the table (if there are any).

Table Setup No. 3*

Move/Attack
 Move/Hasty Attack
 Move/Patrol
 Refit/Hasty Attack
 Refit/Patrol

* Group B can place its units secretly, if there is concealing terrain.

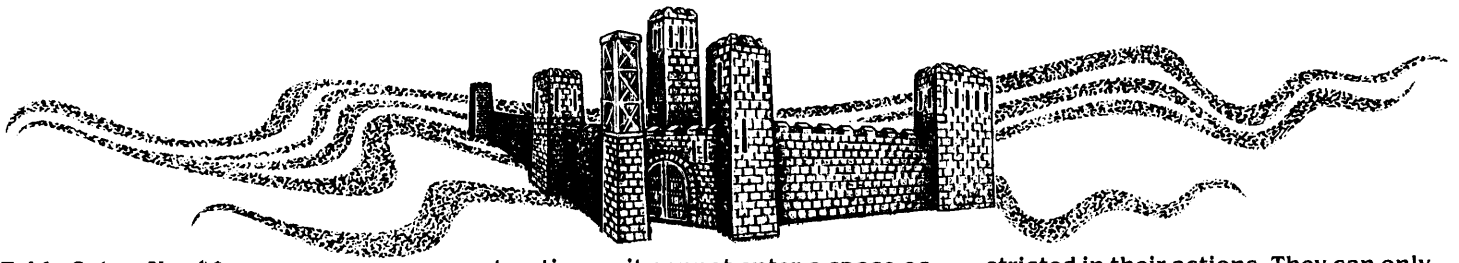


Table Setup No. 4*

- Refit/Attack
- Stockpile/Attack
- Hold/Attack
- Stockpile/Hasty Attack
- Stockpile/Patrol

* Group B sets up within 1 foot of any table edge, after the opponent has set out his forces.

Victory

The rewards of victory are clear: the winner of a battle gains control of the space. However, since the players are the commanders of the opposing armies, they must decide whether to "yield the day" or fight to the last man. Wise commanders always think ahead to the next battle.

Retreat: When an army withdraws, any surviving unit must move back (retreat) toward friendly lines. The re-

treating unit cannot enter a space occupied by an enemy unit—*unless* that enemy unit is on patrol. If all spaces in its path are occupied, the unit cannot retreat.

Units that rout off the board during the course of a battle automatically retreat. Routed units that cannot retreat must surrender to the enemy.

After the battle has ended, players check to see if any units increase or decrease in quality. In addition to a loss in figures, the unit may experience a boost or decline in morale.

Morale Adjustments: A unit's morale is adjusted for the circumstances listed in Table 2. These adjustments are cumulative, unless noted otherwise.

Effects of Routing: In addition to the morale penalty above, units that have routed off the board are re-

stricted in their actions. They can only move or refit in subsequent turns. Once the unit has spent one turn refitting, it can move normally.

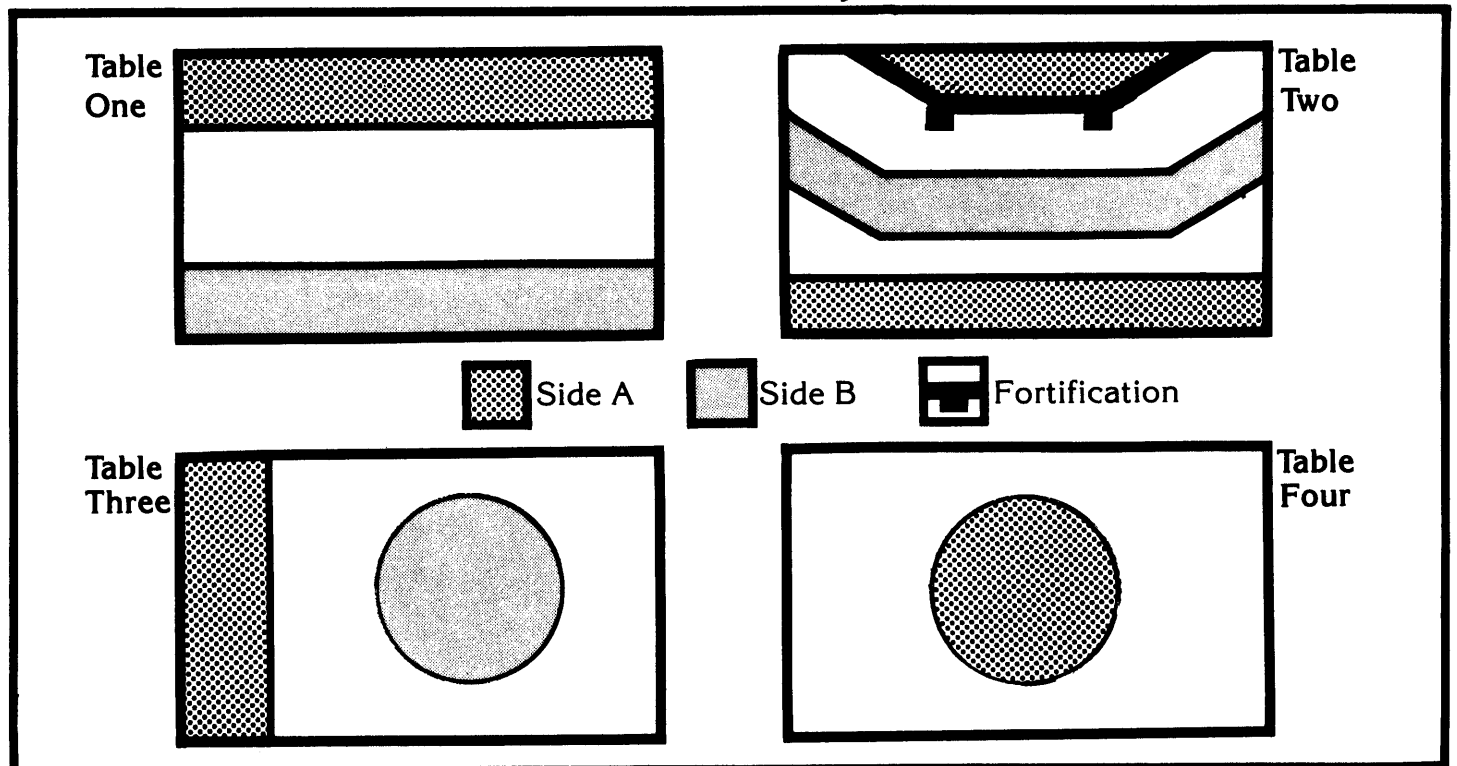
Because of the penalty for routed units, a commander often decides to retreat in good order rather risk being routed off the field. These decisions are left to the players in their role as commanders.

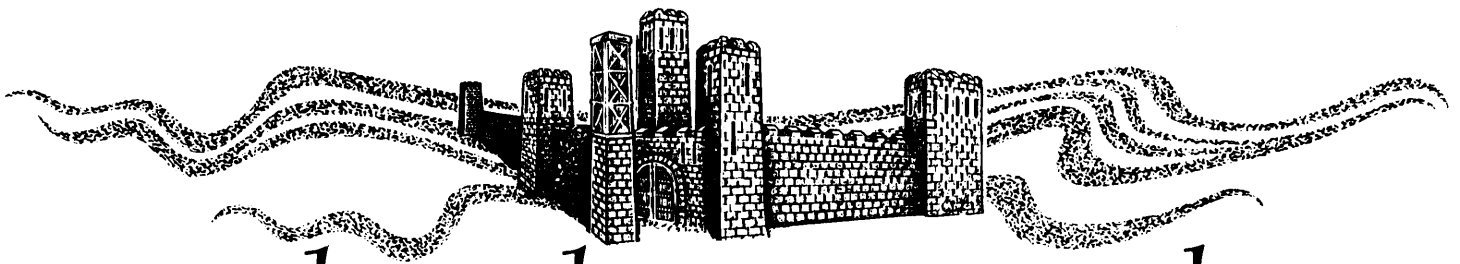
Table 2. Morale Adjustments

- 1 The unit was routed off board*
- 1 The unit was part of an army defeated by a smaller force
- +1 The unit was part of a victorious smaller force
- +2 The unit was part of a victorious force that took a keep or other permanent fortification

* The routed unit cannot gain positive morale adjustments for the battle.

Table Setups





Advanced Campaign Rules

This chapter covers "advanced" rules, which don't apply to many simple campaigns:

- building field fortifications
- sieges
- special troops

Most of these rules do apply to the Drungar campaign, however.

Field Fortifications

During a campaign turn, a unit can improve its position by constructing simple field fortifications (concealment, ditches, pits, ramparts, etc.). Construction takes time, so a unit cannot build these fortifications during the course of a miniatures battle. Instead, it must prepare them before the conflict begins.

Construction Rates

The scale of any field fortification depends on the number of men assigned to build it. One figure (10 men) can prepare the following:

Concealment—2" x 1" area per campaign turn.

Ditch (15' wide x 5' deep, or 1/2" wide in game scale)—3 1/2" long segment per campaign turn.

Low wall (stone or log)—6" long section per campaign turn.

Pit (30' sq. x 10' deep, or 1" sq. in game scale)—one pit per campaign turn.

Rampart (30' wide x 8' high, or 1" wide in game scale)—1" per campaign turn.

Sharpened Stakes (Barrier covering a 1"-wide area in game scale)—10"-long section per campaign turn.

Effects

Each fortification has the following effects:

Concealment hides the location of pits, stakes, and ditches, allowing the player to secretly place such obstacles on the battlefield. Unless the enemy

uses special magic or takes precautions (which are stated to and approved by the referee), the front rank of the enemy unit will blunder into the concealed trap. Each figure in the front rank rolls 1d4 for hits (unmodified by armor).

An enemy unit that is charging must make a morale check. If it passes the check, only the front rank tumbles into the concealed trap. If the unit fails the check, the second rank blunders in, too.

Ditches cost 4" of movement to cross. A unit cannot charge across a ditch.

Low walls also cost 4" of movement to cross. Units behind a low wall gain a -2 AR bonus when defending against missile and melee attacks.

Pits cost 6" of movement to cross. Figures in a pit are effectively at a lower elevation during combat. Units can avoid pits if they expand their frontage to pass around the obstacle.

Ramparts cost 6" of movement to cross. Figures atop a rampart gain a -2 AR bonus when defending against attackers below. In addition, the units below the ramparts suffer a +2 AR penalty against assaults that rain down from the ramparts. Soldiers do not need ladders to cross a rampart.

Sharpened stakes are only effective along a single frontage; in other words, they face a single direction.

Stakes cost 4" of movement per actual 1" moved. Infantry figures experience no other problems unless they are charging. Charging infantry function as if they were normal cavalry when moving through stakes.

Cavalry suffer an AD 6 attack per figure for every 1" of movement through a staked area. If the cavalry figures are charging, they suffer an AD 12 attack and are automatically routed. Cavalry that are routed onto stakes are eliminated.

Infantry and dismounted cavalry can clear stakes at the rate of 1" for every 6" of movement spent at the task.

Incomplete Defenses

As noted above, preparing field fortifications takes time. If an army is attacked while some of its units are executing a "prepare defense" order, two problems arise: the defenses may not be complete, and the laboring units won't be prepared for battle.

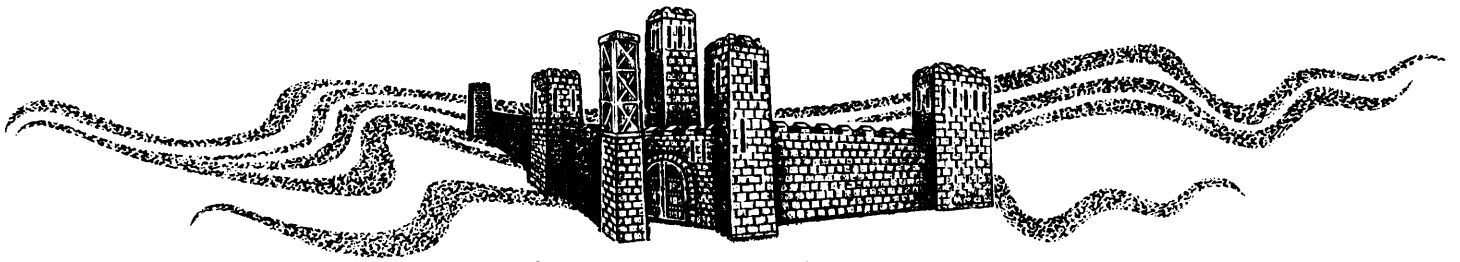
To determine how far construction has progressed, the referee rolls a d6 and multiplies the result by 10. The final number equals the percentage of work that has been completed when the enemy attacks. The referee then gives the appropriate fortification pieces to the defending player, who places the pieces on the battlefield.

When the attack comes, units that received the "prepare defense" order are not placed on the battlefield. Only units that are assigned to guard duty are ready for combat. At the start of each BATTLESYSTEM™ game turn after the first, the defending player rolls a d10 to determine each laboring unit's status. Results are as follows:

- If the die roll equals 1-3, the unit has assembled behind the lines. Its AR is 9, its order is shaken, and the formation is irregular. The unit requires one complete turn to don armor, during which the unit cannot be attacked or move in any way.

- If the die roll equals 10, the unit routed off the battlefield before it ever got a chance to fight. Its men, scattered all over the place, took flight when the enemy appeared.

- If the die roll equals 4-9, the unit is still unprepared; roll again next turn.



Siege Rules

This section has been adapted from BATTLESYSTEM™ rules in the AD&D® *Castle Guide*, a supplement to the DMG.

NOTE: The world "turn" refers to a BATTLESYSTEM game turn, while "campaign turn" is used to denote the four-day turn.

Siege Morale Checks

During a siege, three situations that require morale checks may occur:

- A unit scaling a wall loses a figure to fire, oil, boiling water, or spectacular magic.

- Starvation.
- Surrender.

These special morale checks are in addition to normal checks. Starvation and surrender checks are explained in a section below.

Special Morale Modifiers

A siege is a dreary and depressing task for the besiegers. Most soldiers

quickly become bored with the constant routine of guard duty and manning trenches. The following special morale modifiers apply during a siege.

Table 3. Besiegers' ML Modifiers

- 1 Defending garrison has used magic, while attackers cannot
- 1 Weather is bad
- 1 Enemy units are known to be in adjacent areas
- 2 An enemy relieving force is attacking the besieging force
- +1 Besiegers have magic, defenders do not
- +1 The fortification has been breached
- +2 One or more defending units have surrendered
- 1 Siege enters 6th campaign turn
- 2 Siege enters 16th campaign turn
- 3 Siege enters 21st campaign turn

Table 4. Garrison's ML Modifiers

- 1 Besiegers have magic, while garrison does not
- 1 Besiegers have flying creatures
- 1 Garrison has tried and failed to break out
- 1 Garrison has suffered 50% or

greater casualties on sortie attempt

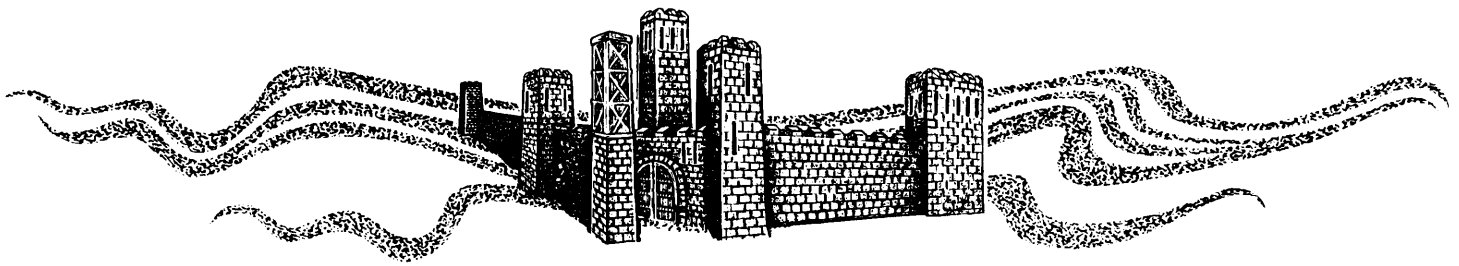
- 3 Undead are present among besiegers
- 3 Undead are present among the defenders
- +1 Friendly forces are in an adjacent area
- +1 Garrison has magic, besiegers do not
- +2 Friendly forces are attacking the besiegers from another area
- +3 Garrison knows besiegers have turned back surrendering units or have slaughtered prisoners
- 1 Siege enters its 7th campaign turn
- 2 Siege enters its 21st campaign turn
- 3 Siege enters its 26th campaign turn

Surrender

Units in a besieged fortification may surrender—whether their commander wants them to or not. A unit always attempts to surrender when:

- 1) its morale is reduced to 0, or
- 2) all units in the garrison are shaken.





In the first case, the besieged unit disintegrates. If at all possible, it escapes over the wall and surrenders to the enemy.

In the second case, the unit may surrender anytime an enemy unit not in melee moves within 1" of it, provided both are on the same level (i.e., one is not on a wall). At that point, a morale check is made. If failed, the unit surrenders.

Any soldiers that are taken prisoner must be marched off the battlefield. One figure is required to guard every five prisoner figures. This is a good task for severely weakened units, which would not be effective on the battlefield.

Starvation

When a fort is besieged, defenders inside the walls must consume supply points. When the points have been expended, the defenders have no more food. (It is always assumed that a fort has a working well.) The chart below shows the effects of starvation on defenders. These effects come into play at the end of each turn, in the order listed.

Table 5. Starvation

Campaign Turn*	Effect
1	-1 on morale
2	Morale check Attrition
3	-1 on morale
4	Morale check Attrition
5	None
6	-1 on morale Attrition Morale check
7	Attrition
8	Morale check -1 on morale
9	Attrition
10	Morale check
11	-1 on morale Attrition
12	Units in good order become shaken, shaken units cannot rally
13	Attrition

Table 5 Notes:

* Turn 1 is the first campaign turn the garrison is without supplies.

-1 on Morale: The morale of each unit in the garrison is decreased by 1.

Attrition: For every size S and size M figure in the garrison, the defender rolls an AD 4 to determine attrition. For every size L figure, the defender rolls an AD 6. Leaders never suffer from attrition. For special rules regarding undead, see "Undead Hordes" on page 14.

After the defending player has determined attrition, he then calculates the total number of hits and applies losses as he sees fit. Leaders and undead figures cannot be used to satisfy losses. AR has no effect on attrition. Attrition losses may trigger morale checks.

Morale Check: When Table 5 calls for a morale check, every unit in the garrison must make one. Note that fortifications affect rout movement; see "Effects of Buildings on Rout" in Chapter 7 of the BATTLESYSTEM™ rulebook.

Gates

Opening and closing gates costs movement. Specifically, passing through a large gate on the turn it is opened costs half the figure's movement. Passing through a small gate (such as a postern gate) costs one quarter of the figure's movement. The unit (or units) is simply delayed while the gate is unbarred and swung open. If the gate was open at the beginning of the turn, there is no movement penalty to pass through it.

Closing a gate costs the same amount of movement as opening it. However, only the last figure to move through the gate must pay this cost.

Grapples

Defending troops can decide to cut grapples instead of completing a normal attack during the BATTLESYSTEM game turn. Defenders make this decision during the enemy's movement, much like pass-through fire.

This action automatically causes an AD 4 attack to every enemy figure using grapples along the defending

unit's frontage. No armor check is allowed. Furthermore, the movement cost for the attackers is increased to 5" per 10' of height climbed. The unit cutting the grapples cannot make a missile or melee attack during the turn, however.

Siege Towers

In the Drungar campaign, no force has the skill to build massive, heavily protected siege towers. At best, the forces can construct towers that are little more than simple scaffolds. These towers have only 6 hits per 1" of height—unless dwarves or gnomes construct them, in which case each tower has 8 hits per 1".

The simple towers in the Drungar campaign are not wheeled. Instead, they are built like sleds, and soldiers must drag or push them into position. If the tower is pulled—i.e., the figures stand in front and are exposed to the enemy—then the tower's movement is 3" per turn. If the tower is pushed—i.e., the figures stand behind and are thus protected—its movement is only 2" per turn.

A siege tower takes an entire campaign turn to build and can be no more than 3" tall. Any unit that has a "hold" order for the turn can build a tower.

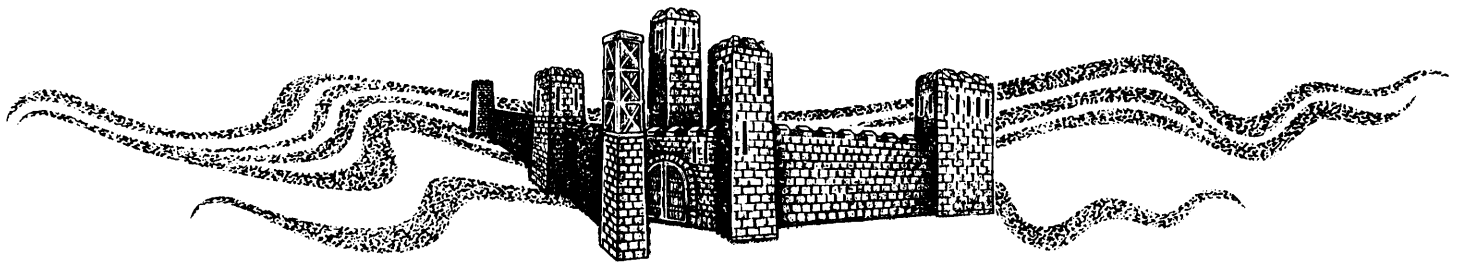
If a tower is set afire, each figure on it suffers an AD 8 attack.

Moats

Moats, whether dry or filled, are a favored feature of most castles. Attackers can't cross them, siege towers seldom can bridge them, and mines beneath them often flood. Before dealing with the castle itself, attackers must overcome the moat.

Dry Moats: The most common way to overcome a dry moat is to fill it in, creating a roadway across it. If the moat is a simple fosse (dry ditch), attackers can fill it with fascines (bundles of branches) and dirt. Ten figures (100 men) are needed to fill a 1" x 1" x 1" space each campaign turn.

Filling a moat is dangerous, because the castle's defenders naturally fire arrows at the workers. Only a few of the ten figures in a work crew are actually exposed to danger, however. Most



work in it. Galleries can be no larger than 4" square. The larger the gallery, the greater the damage to the wall.

Excavation rates are as follows:

Table 6. Mining Rates

Tunnel Excavation

- Dwarves—3" per campaign turn per figure.
- Others—2" per campaign turn per figure. (Excludes undead.)

Gallery Excavation

- Dwarves—1" square per 3 figures per campaign turn.
- Others—1" square per four figures per campaign turn. (Excludes undead.)

Flooding: If the tunnel runs beneath a body of water (a moat, for example), the rate of excavation slows to half the normal speed. Workers advance more slowly because they must add extra bracing to the tunnel and haul out water. In addition, there is a 20% chance per campaign turn that the tunnel will collapse and flood. If this happens, all sections beneath the moat (or water) are blocked and must be dug again.

Planned Collapse: Once the mine and gallery have been dug, the gallery can be collapsed. To do so, the miners remove the wooden supports—usually with fire. (Gunpowder is not available in the Drungar campaign.) To execute the collapse, the besieging player declares an attack on the fortress. One figure is required to set fire to the supports. After 1-3 regular BATTLESYSTEM™ game turns, the referee determines the result of the effort by rolling 1d10 on the table below.

Table 7. Gallery Collapse

Die Roll	Result
1-2	Supports don't burn; no effect. Supports can be fired again this campaign turn.
3	Supports burn but the gallery doesn't collapse. One campaign turn is required to prepare the gallery again.
4-5	Gallery collapses but no damage is caused. Mine fails.
6-10	Gallery collapses. The wall is damaged.

To determine the number of hits caused by a successful collapse, roll 8d8 for every 1" section of gallery under the fortification. (Gallery sections not under walls or buildings are useless.) Add up all the hits, then figure the damage from the center point of the gallery and extend it to both sides. Damage to the wall above cannot extend past the area covered by the mine, however.

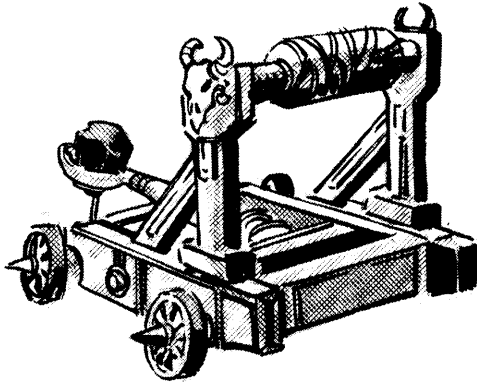
The number of hits a wall can withstand before it topples depends on its material and thickness. A 1" section of earthen wall has 40 hits. A 1" section of stone wall up to 20' thick has 60 hits. A 1" section more than 20' thick has 80 hits. (See "Hits of Building Features" in the BATTLESYSTEM™ rules, Chapter 7.)

Example: The League player digs a mine under a 15-foot stone wall of River Keep. (The wall has 60 hits per inch.) The gallery is 3" long and 1" wide, directly under a 5" section of wall. The mine successfully collapses, causing 24d8 hits (8d8 x 3" of gallery). The besieger rolls the dice; the total hits equal 99. That means a 1" section of the wall is breached (60 hits) below the gallery, and an adjacent 1" section is severely weakened (with the remaining 39 hits).

Battles in Mines

Defenders can tell when the attackers have begun mining. The work—particularly the start of the tunnel—is visible on the surface. Upon seeing this activity, the defender may choose to countermine.

To manage countermining in a game, the referee should prepare a map of the fortification and give a copy to each player. The players then mark the locations of their mines and return the maps to the referee. If the mine and the countermine cross, the referee rolls a d6. If the result is 1-3, the mines miss one another (one goes over the other). If the result is 4-6, the two tunnels meet, and an underground battle occurs. (Since there are so few figures, this is best done with AD&D® rules.) The victorious side can collapse their opponents' tunnel before reinforcements arrive.



work in relative safety, gathering branches, digging the soil, and hauling fill to the ditch. The crew will suffer 1-6 hits over the course of the campaign turn. (No AR saves are made for these hits.)

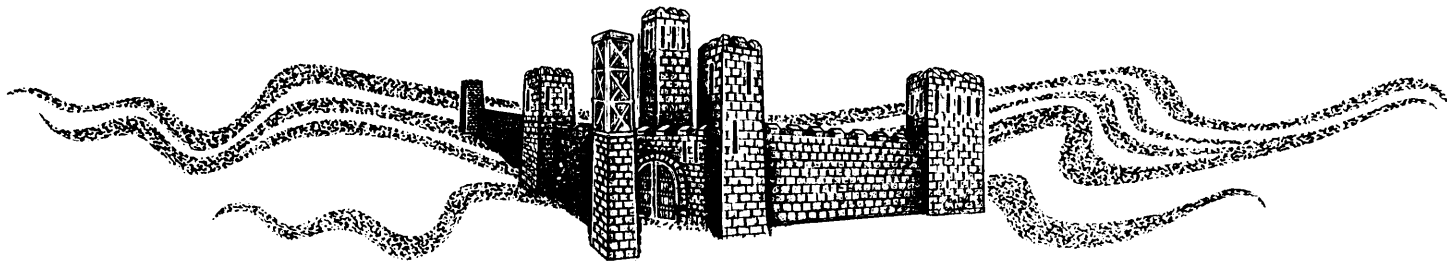
Wet Moats: A moat filled with water presents even more of a challenge. First, two dams must be built, usually with rock. Building one dam takes as much time and effort—and presents the same risk—as filling a fosse (see above). After two dams have been built, the water between them can be drained away. Most often this is done by digging a ditch to drain the section (see the excavation rates under "Prepare Defenses"). Attackers can work on the ditch at the same time they work on the dams. Once drained, the moat can be filled as described above.

Mining

Units that besiege a castle frequently mine (tunnel) under the fortification's walls in hopes of collapsing them. Any unit can mine, except the undead. (This task requires independent judgement, which undead cannot muster.)

A mine has two parts: a tunnel and a gallery. The tunnel reaches under the wall. The gallery (an open chamber) is dug beneath the wall. When the gallery is collapsed, the wall overhead may suffer damage.

A tunnel can be no more than 1" (10 yards) wide, so only one figure can



Siege Engines

The following weapons are available for use during sieges. The statistics listed below apply to regular BATTLE-SYSTEM™ turns, *not* four-day campaign turns.

Table 8.

Catapult, hvy: AD 2d12, Hits 15, Range 18" / 36", Accuracy 50%, Crew 6, Rate 3, Move 3"

Catapult, lgt: AD 2d10, Hits 10, Range 15" / 30", Accuracy 60%, Crew 4, Rate 2, Move 4"

Espringal: AD 2d6, Hits 8, Range 18", Accuracy 40%, Crew 3, Rate 3, Move 3"

Trebuchet: AD 3d12, Hits 20, Range 24" / 48", Accuracy 45%, Crew 8, Rate 4, Move Nil

Although catapults can be useful on the battlefield, they are more effective for battering down fortifications. This isn't speedy, however; it takes a long time to destroy a wall this way. Although units can fire catapults at walls during BATTLESYSTEM™ turns, it

is faster and easier to use campaign turns to measure their progress.

The amount of damage a siege engine can cause during a campaign turn is determined by the table below. (An explanation follows.)

Table 9.

Weapon	Base	+	-
Catapult, hvy	131	2d10	3d6
Catapult, lgt	213*	2d6	3d6
Espringal	58	1d10	2d6
Trebuchet	105	3d6	1d6

* The higher value is caused by the combination of greater accuracy and rate of fire over all other siege engines.

To determine how many hits a siege engine's target suffers in a campaign turn, follow these steps:

- Roll for the accuracy of the siege engine, using the percentages listed under Table 8.

- Consult Table 9. If the strike is accurate, add the base to the result of the positive (+) dice rolls. If the strike is not accurate, subtract the total of the negative (-) dice rolls from the base.

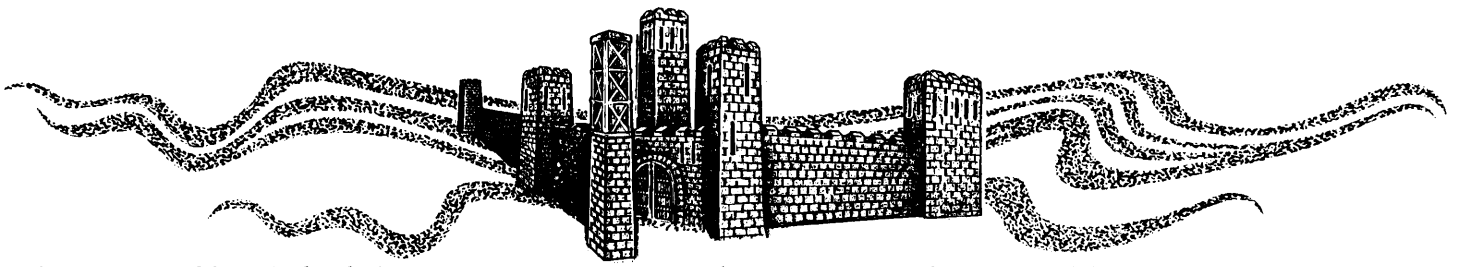
- The adjusted value is the total number of hits the fortification receives.

The attacking player can choose any section of the castle wall as the target, provided all damaged areas are adjacent to each other.

Example: A trebuchet pounds at the outer walls of Fortress Drungar for an entire campaign turn. Trebuchets have a 45% accuracy level (see above). The player rolls a 38 when checking for accuracy; 38 is less than 45, so the weapon is accurate.

The base number of hits is 105 (as shown above). The player rolls 3d6 for additional hits, and the result is 9. Hence, the trebuchet causes 114 hits of damage this turn (105 + 9 = 114). This is enough to destroy a 1" section of the outer wall (which takes 60 hits per inch) and seriously damage another section. If another siege engine were firing at the same time, the player could have added its damage to that already caused.

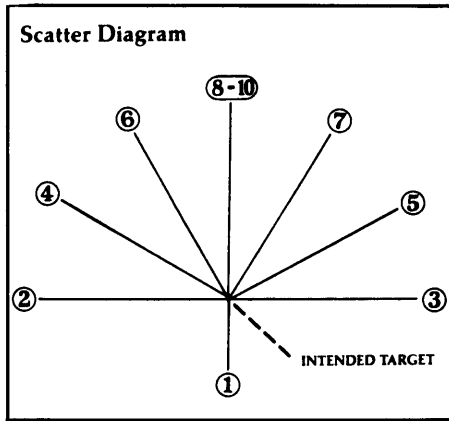
Trebuchets: Trebuchets are not part of a siege train. Instead, they are built in the field as needed. Any besieging



unit can assemble a trebuchet, provided the unit is assigned to the task for two campaign turns.

Trebuchets are difficult to move and aim well. The machine can only be fired at targets within 5 degrees of the center line (on either side).

Scatter: During *campaign* turns, it isn't necessary to determine whether a catapult strikes its target or not. The odds of hitting and scattering are taken into account with the damage done. During a BATTLESYSTEM™ turn, however, it is important to figure out where a missed shot lands. Each time a siege engine scatters, roll one die and consult the diagram below.



Once the direction of the shot is known, roll again to determine the number of inches the shot has scattered. For the first shot against the target, roll 3d6 to find the distance scattered. For all subsequent shots at the same target, roll 2d6 to determine the distance.

If the wayward shot happens to hit a potential target, determine the result. If the new target is a unit, calculate damage normally. If the new target is a wall or other structure, ignore the results of the hit. Random hits do not cause enough significant damage to structures to be worth recording.

It is possible for a shot to scatter and still hit the desired target. For example, assume that a shot is fired at the center of a unit which stands 12" wide and 3" deep. Let's say the shot scatters 5" to the right. Although the stone has missed the center of the unit, it still lands at the outer edge of

the men. Because it has struck a unit (rather than a building), damage is determined normally.

Rams: Siege rams differ from improvised rams that might be used on the battlefield. Instead of a simple log, a siege ram is an elaborate wheeled shed with the battering ram slung and shod for use.

A siege ram causes 1 AD of damage for each figure working the weapon. One to eight figures can be assigned to work the ram.

Eight figures are required to move a ram. It moves at the same rate as a siege tower. The task is safer than moving a siege tower, however; figures can move the ram while under the protection of its galleries.

Table 10. Rams

Hits	MV	AD per Figure		
		Stone	Metal	Wood
18	3"	4	6	8

Breached Walls and Gates

When a wall or gate is breached, the opening is *not* considered clear terrain. Instead, the wreckage of a gate is an obstacle (like a fence or ditch) for game purposes. A breached wall becomes "rough/rocky" terrain for purposes of movement and combat; it is not a "favored terrain."

Special Troops

In this campaign, both sides have a number of special troops. Although the BATTLESYSTEM book describes some of them, additional detail and new units are provided here.

Unit Commanders

Both the Legions of the League and the Lords' Companies of Thenol are regular units, organized and disciplined. This gives them better command and control on the battlefield.

Every regular unit has an integral commander. This commander is represented by one figure in the unit. The command figure is not a hero. It represents a group of 10 men (or creatures),

comprising the commander and his staff. This figure cannot employ "heroic combat." Nor can the command figure be singled out for an attack. Because of this figure, the unit is "in command" as long as it remains in good or shaken order.

It is strongly recommended that players use command figures in any scenario involving regular troops.

Undead Hordes

Players should use all rules in the BATTLESYSTEM book that relate to undead, especially the rules about command. These restrictions are necessary; without them undead troops would overrun the battlefield.

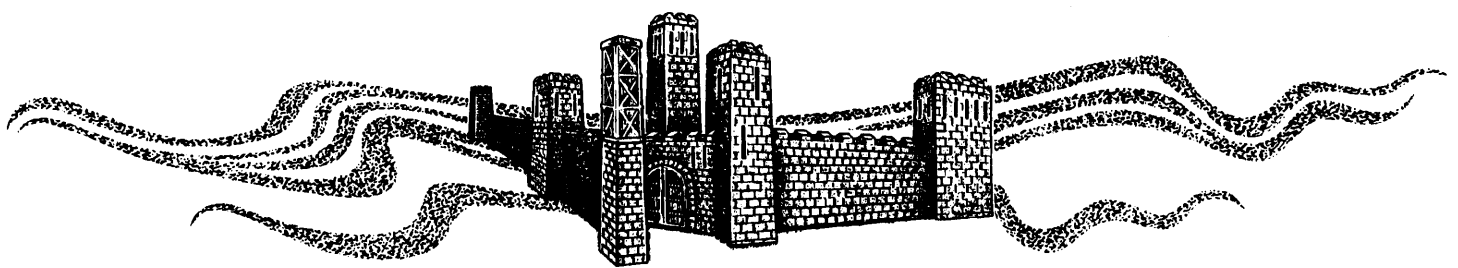
In addition to the normal BATTLESYSTEM rules, the following limitations apply to the undead hordes of Hith in this campaign.

Preparing Defenses: Undead can only be used to dig ditches and pits. All other activities require too much judgement on the part of the worker. Furthermore, each undead figure works at half the normal rate. Every work team (a group of undead assigned to the same task in the same location) must be supervised by a priest. The numerical limits for commanding undead still apply to the priest.

Siege Equipment: An artillery piece cannot be manned entirely by undead. It is, again, a task that requires too much judgement. Undead can be used on a crew for the manual labor—raising the counterweight, working the winches, etc. At least one artillery figure and a priest commander must be part of every crew, however.

Siege Towers: Undead can move artillery and push siege towers; in fact, they're well-suited to the job. The task does not require an artillery figure, but it does require a priest commander. If the commander is killed, the undead will continue to follow their orders until another priest can reach them and give new commands. This can lead to disaster in some situations.

Ladders and Grapples: In general, undead creatures cannot use siege ladders. Grapples are entirely too complicated. Though undead can climb a ladder and fight, the difficulty lies in commanding them. Figures at



the bottom, who have been ordered to climb the ladder and attack, will try to do so even if it means scrambling over creatures at the top of the ladder who have been stalled by defenders. This only makes the undead easy prey for the defenders. An undead unit can use a ladder if there is no opposition at the top of the wall.

Tunneling and Mining: Undead cannot tunnel and mine effectively; the initiative and judgement required to prevent cave-ins is beyond them. Supervision would be necessary on a one-to-one scale, making the labor savings pointless, since supervisors cannot work.

Besieged Undead: Any undead but skeletons are dangerous partners for a besieged garrison. Once the supply of fresh meat is exhausted, the undead will be drawn to other living creatures to satisfy their hideous appetites. When checking for attrition, undead figures roll an AD 4 for hits. However, attrition losses are never applied to the undead figures.

Refitting: Undead units do not automatically regain losses on a refit order. Instead, how fast they refit depends on the number and level of priests present, as shown in the table below.

Table 11. Refitting Undead

Level of Priest*	Figures/Turn
5th	2
6th	5
7th	6
8th	10
9th	11
10th	12
11th	18
12th	24

* The priest must be able to cast an *animate dead* spell.

Refitting undead assumes that an adequate supply of bodies is on hand. The rates in Table 11 assume the army was victorious and is in possession of the battlefield (where there will be many bodies). Defeated units and those in areas where previous battles have been waged can only refit at half the rate listed here. Alternatively, the DM may rule that no bodies are available for raising undead troops, espe-

cially if the army is in an area where no battles have occurred.

Unlike other units, undead units can be increased beyond their original size. However, no single unit can exceed the command limit of its officer/priest.

Minotaurs

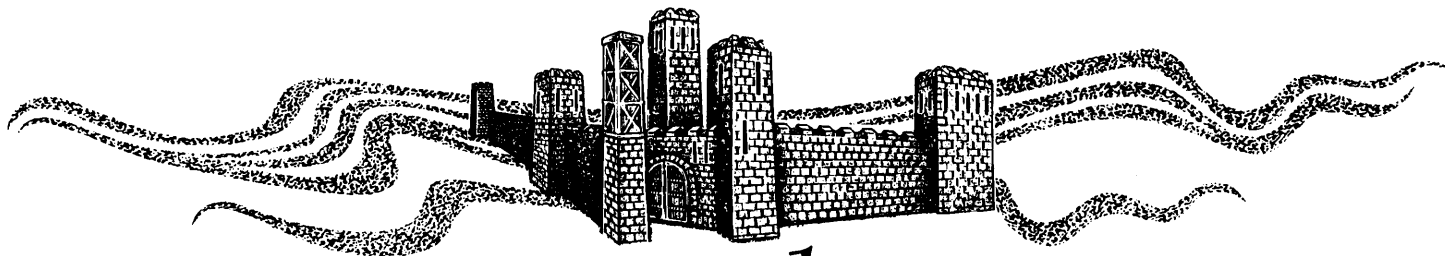
As the shock troops of the League, the minotaurs are a powerful and frightening force. Minotaurs gain a +3 modifier to their morale when engaged in melee. The +3 bonus also applies in these situations: 1) when the minotaur unit is making a charge initiation check (that will carry it into melee) and 2) when the unit is about to be contacted by a charging unit. Once they have entered into combat, minotaur units are extremely hard to break.

Because of the known ferocity and tenacity of minotaurs, units charged by minotaurs suffer a -2 penalty when making their morale check.

If a minotaur unit is routed, all friendly units within 12" of it must make an immediate morale check. The check is made every turn in which the minotaur unit fails to rally. (The army's regular troops become concerned when their elite force is broken.)

Under normal conditions, only a minotaur leader can command a minotaur unit. Humans, dwarves, and other races can take command only after all minotaur leaders have been slain. Nonminotaur commanders never gain a Charisma bonus, and they exercise only half their normal command diameter (CD) when leading minotaurs.





Drungar Random Events

At the beginning of each campaign turn, the referee secretly rolls percentile dice to see if any random events occur for either side. A random event will not occur every turn. When one does occur, it can either help or hurt players. For example, random events may provide reinforcements, drain off troops, change commanders, or even trigger attacks by third parties. Some events are known to all sides. Others are known only to one, and a few may come as complete surprises.

The table below lists all random events in the Drungar campaign. Each event is explained in text following the table.

Table 12. Random Events Table

Die Roll	Event
1-3	Bad omens
4-6	Change in command
7-9	Disease
10-12	Fanaticism
13-15	Festival day
16-18	Flood
19-21	Good foraging
22-24	Good omens
25-27	Lack of supplies
28-30	Marauders
31-33	Peasant revolt
34-36	Rain
37-39	Reinforcements
40-42	Rotten supplies
43-45	Rumors
46-48	Troop withdrawal
49-100	No event

Explanation of Random Events

Most random events affect only one side (Thenol or the League). Unless otherwise indicated, roll a d6 after an event has been determined. If the result is 1 to 3, the League is affected. If it's 4 to 6, Thenol is affected.

Bad Omens: A wandering holy man has seen bad luck in the flights of

birds overhead. Randomly select one commander from the affected side. His troops suffer a -1 penalty to their morale this turn.

Change In Command: Someone has been pulling strings to get their son reassigned. Roll a d6. The army leader on the affected side must remove one nonplayer commander and replace him with a novice commander. The replacement is a fighter of 5th to 8th level (1d4+4). Determine his other statistics normally.

Disease: A terrible disease has afflicted the men (or horses) of a given commander's unit. Randomly determine which unit on the affected side suffers the effect. If the unit is undead, there is no effect. If the unit is infantry, it loses 2-5 (1d4+1) figures for the duration of the campaign turn. The morale of all units in the same area as the afflicted unit suffer a -1 morale penalty. If the unit is cavalry, it cannot move or fight for that turn due to a rare horse disease. However, there is no morale penalty in this case.

Fanaticism: This event only affects Thenol. An inspired prophet has roused the fanatics of Hith. Their morale increases by one. All fanatic units must receive orders to attack or perform a hasty attack this turn.

Festival Day: It's time for the Feast of the Dead, a day to honor those who have fallen in battle. (The referee may substitute another festival.) Roll 1d6. If the result is 1-4, the League is affected; 5-6, Thenol is affected. All units move one less space this turn, but their morale rises 1 point. This event can happen only once per army.

Flood: Heavy rains have raised the waters! No unit can cross the river this turn.

Good Foraging: The peasants come forward with hidden supplies for the

affected army. All units that are stockpiling this turn gain twice the usual amount of supply points.

Good Omens: The affected army's priests have the good sense to read "the signs" favorably; the army's men are encouraged. All units in the army have their morale raised by one.

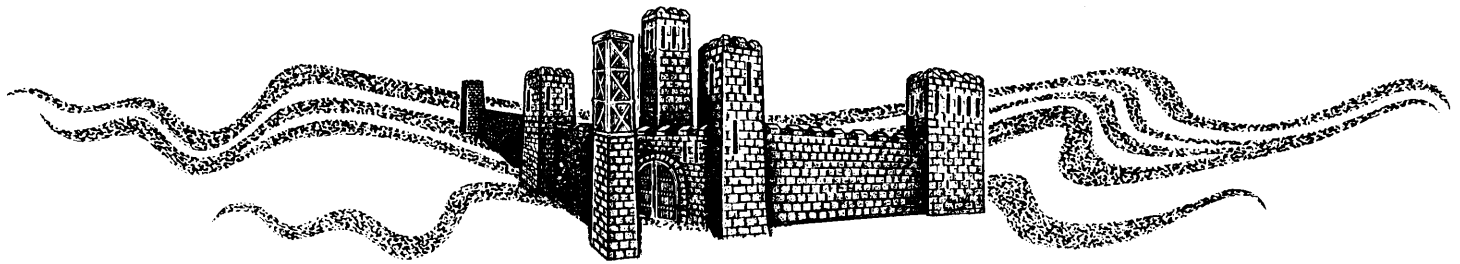
Lack of Supplies: The foraging is poor; the peasants must be holding out on the affected army! All units stockpiling this turn find half the normal amount of supplies.

Marauders: A wandering group of bandits (or monsters) is raiding the affected army's territory. Unless the army deals with them quickly, the marauders may become a serious problem.

The referee chooses an unoccupied area in which the marauders appear. Each turn, the marauders move one space, in a direction randomly determined by the referee. The player knows of their arrival on the scene, but is unaware of their later movements. No unit that is friendly to the affected army can move through the marauder's space; instead the unit must attack.

If the bandits enter a space containing a fortification with no garrison,





they immediately capture the fortification and stop moving. If the enemy enters the marauder's space, the marauders are automatically enlisted and added to the enemy's force. ("Enemy" refers to Thenolites if the bandits are ravaging the League, and vice versa.)

If the marauders are defeated in battle, they are removed from play.

Roll a d6 and consult the table below to determine the type of marauder:

Table 13. Marauders

Die	League	Thenol
Roll		
1	Hobgoblins	Sylvanaes
2	Huldrefolk	Huldrefolk
3	Marak	Marak
4	Bandit	Gnomoi
5	Bandits	Bandits
6	Bandits	Bandits

BATTLESYSTEM™ game information for these marauders is located at the back of this booklet.

Peasant Revolt: Enemy agents have roused the local citizens to take arms against their proper lords. Roll one die; on a 1-2 the League is affected, on a 3-6 Thenol is affected. The referee selects one area (without a fortification) to rebel. Units cannot enter or move through that space until the revolt is quelled. To quell the revolt, any unit of ten or more figures must attack the space.

Rain: Torrential downpours have turned the ground into a sea of mud. All movement is reduced by one space for the turn. Siege trains cannot move. (Affects both sides.)

Reinforcements: The affected army's "great and wise leader" has decided to send extra troops.

Roll a d6 as usual to determine which side is affected. Then roll percentile dice and consult the table below to determine which type of reinforcement arrives. League soldiers—both infantry and cavalry—appear as units of ten figures (100 men). Thenol's reinforcements appear in groups of 8-13 (1d6 + 7) figures (except scouts). At the end of this book,

you'll find complete BATTLESYSTEM game information for these units.

Table 14. Reinforcements

Die	League
Roll	Reinforcements
01-07	Auxiliary archers
08-17	Auxiliary infantry
18-25	Auxiliary slingers
26	Dwarven engineers*
27-31	Dwarven infantry
32-35	Heavy cavalry
36	Huldrefolk
37-43	Light archers
44-50	Light cavalry
51-60	Light infantry
61-65	Light slingers
66-70	Medium cavalry
71-77	Medium human infantry
78-82	Minotaur infantry
83-85	Siege train*
86-92	Silvaneas
93-95	Wizards*
96-100	Other (DM's choice)

Die	Thenolite
Roll	Reinforcements
01-05	Bakali
06-20	Fanatics
21-25	Heavy cavalry
26-30	Heavy infantry
31-40	Hobgoblins
41-45	Light archers
46-50	Light cavalry
51-55	Light crossbowmen
56-60	Medium cavalry
61-75	Militia
76-78	Priests*
79-80	Scouts
81-82	Siege train*
83-87	Undead archers
88-90	Undead cavalry
91-99	Undead infantry
100	Other (DM's choice)

Asterisks in Table 14 indicate special units. Special reinforcements include:

Dwarven engineers: One to three individuals arrive. They improve the strength of fortifications by 10 points. Their presence adds 1 point to all mining and countermine attempts. A unit can construct a trebuchet in one campaign turn with an engineer present.

Priests: One to four priests are assigned to the army. They range from 5th to 8th level (1d4 + 3).

Siege train: One to three siege engines (catapults, rams, siege towers) with crews are dispatched to the army.

Wizards: One to three wizards of 5th to 8th level are assigned to the army.

As referee, you must apply this event carefully. Do not give out reinforcements if you feel this will unbalance the campaign. Alternatively, you can give out a weaker reinforcement than the one listed. In any case, do not allow the dice to rule your game.

Rotten Supplies: Hot weather and poor administration have ruined many of the supplies gathered by the affected army. Randomly select one permanent fortification from that side and reduce its stockpiled supplies by half.

Rumors: "The enemy is just over the horizon! No, he's fleeing in disarray! The emperor has been overthrown!"

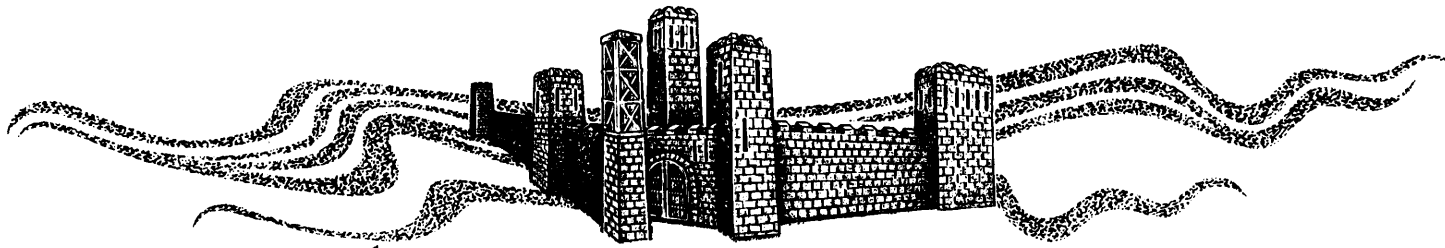
Roll a d6 as usual to determine which army is affected by this event. Then randomly select one player commander from that side. Wild rumors are circulating among his men. All units on patrol report finding enemy troops. Roll 2d6 to determine the number of enemies that each unit reports, regardless of actual numbers.

All units serving under the player commander have unstable morale. Just before any battle, roll a d6. If the result is 1-3, the morale of all units is drops 1 point. If the result is 4-6, their morale rises 1 point.

Troop Withdrawal: Roll a d6 as usual and tell the affected army, "You have incurred the notice of your superiors. They are pleased (dissatisfied) with your performance and to show their mood, they recall a unit of your troops."

Randomly pick one player commander from the affected side. One of his units is removed from the game. Elite units, undead, siege equipment, and heavy infantry are never withdrawn.

As referee, you must use this event with care. Be sure not to penalize players or obviously unbalance a force. Ignore this event if you think it will cause more harm than good.



Guide To Fortress Drungar

This section describes many of the features found in and around Fortress Drungar. The guide does not list and describe every room of the fortress. Instead, it focuses on Drungar's defenses.

The chapter is divided into two parts. The first covers fixed features of the castle, both physical and magical. These things remain unchanged from day to day, or require no special plans to be put into effect. Refer to the large color map as you read. The numbers in the text match those on "Fortress Drungar" in the upper right-hand corner of the map.

The second part of this chapter describes the plans Lord Drungar has made for the defense of his castle. All of these plans hinge on the actions of commanders and troops; in other words, only the enemy's actions will trigger them. As the referee, you may use these plans if you choose to role-play any attack or if NPC army commanders are involved in the siege. You may share these plans with players if you feel it's appropriate or if it would improve the game's balance.

Drungar's Fixed Defenses

1. Main Gates

Fortress Drungar has three main gates—two in the northeast corner and one in the southeast corner. All three are protected in the same fashion. Because no fosse or moat surrounds the castle, a drawbridge isn't used. Instead, each gate has a pair of defenses, one at each face of the wall.

On the outer face, an attacker must first pass a *glyph of warding*. The glyph lies in a band across the front of the archway, leaving only a narrow 3-foot gap on the left side. If any creature or character of evil alignment crosses the glyph, it will discharge, causing 11d4 points of damage (AD 6d4 in BATTLESYSTEM™ game terms). In times of peace, guards are stationed beyond the glyph to warn guests, ensuring that no one acciden-

tally triggers the glyph.

A pair of heavy oaken doors, 15 feet wide and 20 feet high, lie beyond the glyph. (One figure can pass through this arch at a time.) A smaller door, which is the night gate, is built into the left half of each door.

All doors are heavily barred and *fire-trapped*. This trap causes 1d4 + 11 points of damage (AD 6 in BATTLESYSTEM game terms). If the pass phrase "Good health to the emperor" is spoken as the gate is opened, the trap will not discharge.

Once through the gate, attackers enter an arched passage thirty feet long. Six arrow slits line each side of the passage. The slits are set 10 feet off the ground. One figure of archers can fire through the arrow slits at a time.

The passage is also defended from above. Three murder holes (large trap doors) lie overhead. While archers fire through the arrow slits, another figure can drop rocks through the murder holes. These rocks cause AD 6 points of damage, with normal armor checks allowed. Boiling oil and acid are not part of the castle's defenses. However, cauldrons of boiling water can be used if advance preparations are made. The cauldrons inflict AD 8 points of damage, and no armor checks are allowed. However, they can only be used once during an attack.

A portcullis at the far end of the passage can block the attackers' progress. Usually, the portcullis is kept raised over the mouth of the arch, allowing travelers and friendly troops to enter freely. When the fortress is under attack, the portcullis is lowered. If, for any reason, the portcullis has not been let down, a figure can lower it in one step. Raising it with the winch takes one turn. Normal characters cannot lift the portcullis manually, but creatures with giant strength (21 or greater) can raise it in a turn.

Figures can fire through the portcullis, but all shots are reduced by 1 AD (or have a -4 penalty to their chance to hit). Only one rank can fire through the portcullis at a time. The structure can

withstand 10 hits before collapsing.

Twenty soldiers (2 figures) man the main gates. These men are considered "in command" when attacking, but not during movement.

2. Sally Gates

Defenders surge out of these two gates to attack Drungar's besiegers. The sally gates are located on the west side of the fortress. They are smaller than the main gates, and have different defenses.

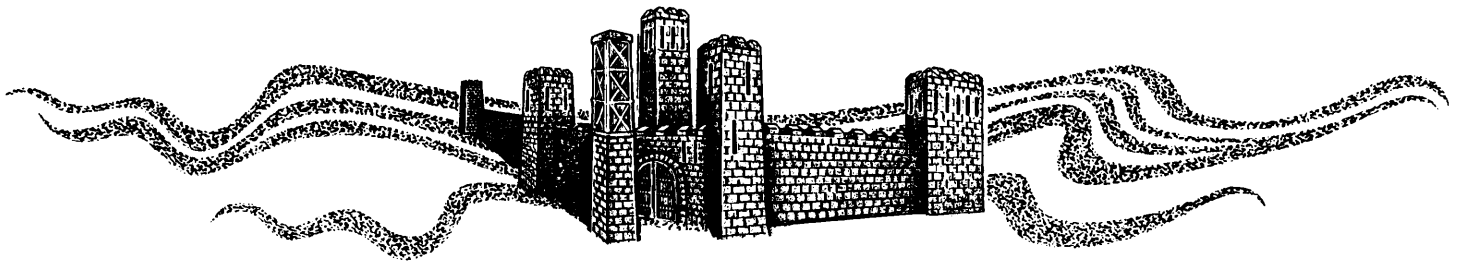
The outermost sally gate measures 10 feet wide and is made of iron-bound oak. It is fastened from the inside by a bar, which projects from eastern tower. Only characters who are inside the tower can withdraw the bar. The gate can withstand 20 hits.

Like other gates throughout the castle, the sally gates are *fire-trapped*. They will cause 1d4 + 11 points of damage (AD 6) if opened without the pass phrase: "In strength, victory!". Each gate includes a smaller night gate, which is not trapped. No guards are posted outside, because the sally gates are not opened for everyday traffic.

A narrow yard, 30 feet across, lies between the two sally gates. This yard is used to assemble troops for sallies and to pen attackers who may have broken through the first gate. The yard is not trapped, since this would interfere with friendly units who are assembling here. However, archers can line the walls and towers on both sides and rain their arrows down on any attackers.

The second (innermost) sally gate lies at the end of the yard. It is identical to the first gate. During peace, it is normally left open. When closed, a bar is thrust across it. The bar slides out of a hole in the adjoining blockhouse, and fits into a socket on the far side of the gate. Like the first sally gate, this one is *fire-trapped*. The password—"In strength, victory!"—is the same.

Forty soldiers (four figures) man the sally gates and the adjacent towers. In times of war, more men may be sta-



tioned here. A commander is always present.

3. Interior Gates

A number of smaller gates are scattered throughout the fortress. While they vary in size and position, they have the following characteristics in common.

Each interior gate takes 10 hits. All are barred from the inside. However, most interior gates are left open to speed movement within the fortress. The gates to the inner ward are an exception, however; these remain closed at all times, and are only opened with the approval of the officer on duty.

Because of the risk of accident, interior gates are not protected by *fire traps*. However, each gate is protected by a *glyph of warding* that discharges if an undead creature crosses it. Each glyph causes 11d4 points of damage (AD 6d4 for BATTLESYSTEM™ game use).

Ten sentries (one BATTLESYSTEM game figure) man every interior gate. Sentry duty is rotated among the different units, and each unit assigned to the task for one week. When on sentry duty, figures are considered to be in command for the purpose of attacking. They are not considered to be in command for movement, however. Of course, if a commander is present, the figure is automatically in command.

4. Grand Batteries

Several of the large buildings in the fortress are equipped with catapults, ballistae, and espringals of various sizes. Mounted on pivoting platforms, these siege engines can be turned to face any direction.

Each grand battery consists of:

- 1 trebuchet
- 2 light catapults
- 1 ballista or espringal

The grand batteries are only manned when enemy forces are in sight. Each engine has its own crew.

The grand batteries are used to batter attacking forces. Since the installations are permanent, the artilleryists have had ample opportunity to measure distances and fire ranging shots. Thus, the accuracy for each weapon is increased by 10%.

Arsenals: An arsenal for each grand battery's siege engines is located in the level directly below the roof. A trap door connects the two levels. A simple gantry crane stands over the trap, allowing defenders to hoist ammunition and supplies to the tower roof.

The arsenal is well stocked; each battery has an ample supply of missiles. While the majority of missiles are simple rocks or bolts, the arsenal also includes a number of special projectiles—from pitch balls to slime pots.

Pitch Balls: These are weighted bundles of pitch-soaked straw. They remain sealed in barrels until needed. Defenders fire the balls at wooden towers and other siege engines. The pitch balls cause only an AD 6 of damage, but they will set the target afire—and subsequently cause AD 6 of damage each turn—until the flames are extinguished. Each battery holds enough pitch balls for 20 rounds of fire. Defenders can make additional balls with a day's notice.

Bombshells: These are wooden hemispheres, fastened together with leather hinges and bound shut. Each shell is magically *fire-trapped* and will split on impact. The resulting explosion causes AD 4d6 hits to the target.

Bombshells are dangerous to defenders as well as attackers. On any shot, there is a 5% chance that the shell will accidentally break in the launch, damaging the crew and catapult instead of the target. Each battery has 2-12 of these missiles.

Slime Pots: These are large clay urns with lids that have been clamped on. The urns are filled with green slime. The pots are lightweight; as projectiles, they have only half the range of normal missiles.

Regardless of how it is propelled, each urn causes the following damage when it meets its mark: AD 4d8 to living targets, AD 1d4 to wooden targets, and AD 3d12 to metal targets. Furthermore, the slime sticks to its target, causing additional damage each turn until it is destroyed by fire, frost, or is cured. After one day, the slime is killed by exposure to sunlight.

Each battery has 2 to 8 of these missiles on hand.

Spare Parts: In addition to missiles, each arsenal also holds spare parts for

the grand battery's engines, as well as ropes, cables, buckets of grease, and tools.

Explosions: Stocked as they are, with exotic and dangerous shells, the arsenals have the potential to cause great damage if an errant explosion should occur there. Aware of this, the artilleryists take great care storing the shells and protecting them from accidental harm. Each hit to the grand battery's large building has a 1% chance of triggering an explosion. The chance increases to 10% if a fire attack (*fireball*, etc.) strikes the building. If a fire attack should erupt in the armory itself, the chance of an explosion is 25%.

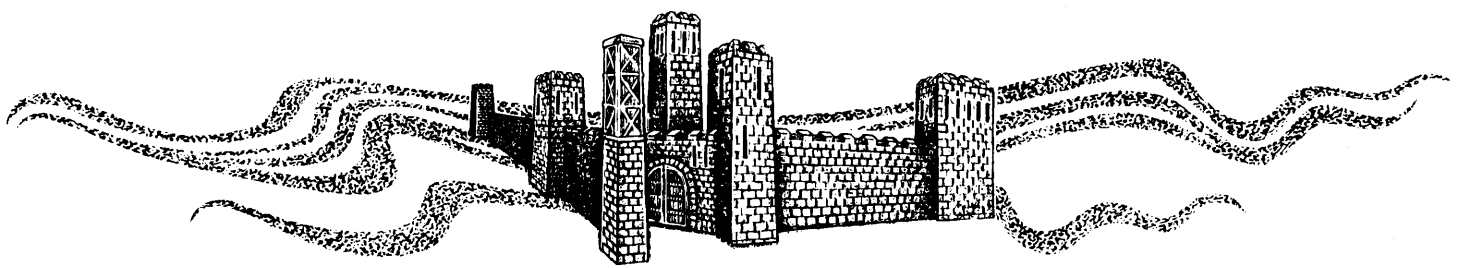
If an explosion does occur, all special projectiles in the arsenal are destroyed. Everyone in the arsenal suffers 8d8 points of damage (AD 4d12). Those one level below and one level above (on the roof) suffer 4d6 points of damage (AD 2d6). The siege engines also suffer AD 2d6 hits; as a result, they may be rendered inoperable. After an explosion has occurred, the surviving crews and machines can be made ready to fire in six turns. It takes that long to help the injured, clear away rubble, and reposition the engines. The machines can only fire stones, but there will be plenty of these on hand, given the circumstances.

5. The Little Batteries

Lesser siege engines are mounted on many of the smaller roofs, forming the "little batteries." These engines include light catapults, ballistae, and espringals. Their primary use is to attack advancing enemy troops, not enemy siege equipment. Larger targets such as siege engines are left to the grand batteries.

The type and number of engines in the smaller batteries varies according to the space available. The first weapon placed is always a ballista or espringal. If more space is available, light catapults are installed.

The floor (level) beneath the battery is stocked with bolts and stones for the machines atop the tower. Little batteries do not boast any of the arcane missiles found in the large batteries, however.



6. Stables

These massive barns house over 100 animals each. The ground level contains nothing but horse stalls and storage. The floor above holds grain and some fodder, although most of the hay is kept in stacks outside.

Because the stables are filled with inflammable materials, the roofs are covered in ceramic tile. This helps prevent fire if the enemy shoots incendiaries into the fortress.

7. Barracks Blocks

The center of the fortress includes a number of barracks—enough to house the troops under Lord Drungar's command.

Each barracks block is actually a pair of long, single-storied buildings. A narrow alley runs between the two buildings. All the doors face this alley, and small windows are built into the opposite wall. The buildings are roofed with a combination of wooden shingles and clay tiles.

Each building can house 200 men. Since most of the legionnaires are assigned to duty elsewhere, the barracks are rarely filled to capacity.

8. Lord Drungar's Quarters

Lord Drungar resides in this complex of buildings, along with his close companions, high-ranking officers, and elite bodyguard. The buildings also may shelter guests of the legion or important travellers.

Central to the complex is the tower. Three stories high, this stone structure looms over the rest of the compound. The tower is given over to living quarters, guard rooms, a special armory, and a private kitchen for the Lord and his guest. The kitchen is seldom used, since the legion's commander prefers to take his meals from the common mess. It is qualities like these that strengthen the loyalties of his men.

The bathhouse and old officer's headquarters are attached to the central tower. The bathhouse is still in use, with separate sections for legionnaires, human officers, and minotaurs. The old headquarters now provides space for the tribunal, the le-

gion's court of justice. It also doubles as a planning room in times of war, where Lord Drungar hears reports and meets with junior officers.

Drungar's Defensive Plans

The following defensive plans are based on the assumption that Lord Drungar, his heroes, and the units under his command are present in the fortress.

Wall Assault

The following plans come into play if the besiegers attempt to storm an undamaged portion of the walls.

Once the direction of the attack has been determined, and the League knows for sure it is not a feint, then Valthienen the wizard and Dianthus Markonen will be dispatched to the scene. Lord Drungar also will order troops to carry kettles of hot coals to that section of the wall.

Upon arriving at the wall, Valthienen will make himself invisible, although this slows his movement to half its normal rate. His first concern: finding and neutralizing any enemy spellcasters. *Feeblemind* is his spell of choice for the task.

If no spellcasters are present (or all have been dealt with), Valthienen will cast his *solid fog* at the maximum range. This helps prevent the enemy from bringing up reinforcements quickly.

Dianthus's task will be to oversee the command of all units manning the wall. She'll place missile units on the flanks, and position infantry in the middle. Once Lord Drungar has determined the attack is not a feint, he'll send in his elite minotaurs to stiffen the defense.

Breached Wall

The tactics for dealing with a breach are very similar to those used for a wall assault. However, the defenders must not only drive the enemy from the walls, but also find some way to close the breach.

When a breach has occurred, Lord Drungar won't delay in sending his two aides or his elite unit to the scene, unless the breach is only one of several.

Valthienen's task will be the same as described above: find and neutralize any spellcasters. Dianthus and the troops under her command must deal with the attackers. If the enemy is too strong to be driven back, Dianthus will try to contain them until more aid arrives.

Once any enemy's spellcasters have been eliminated, Valthienen's next task will be closing the breach. A *wall of stone* is the most common solution. If he does not have this spell, he will use *solid fog* to slow the enemy's advance. Then he can cast a *fabricate* spell, using it to fashion caltrops from the rubble near the fog.

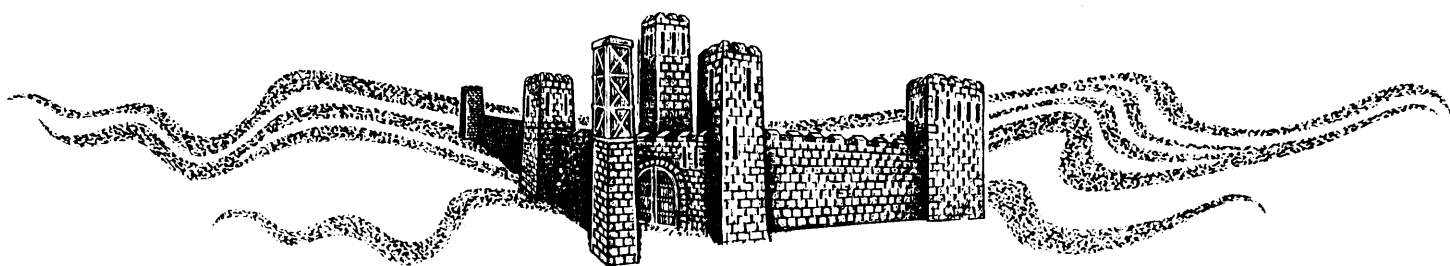
Breached Gates

If any of the gates are breached—through mishap or misfortune—defenders put the following plans into effect.

Rather than counter-attacking the broken gate immediately, the defenders will allow the enemy to advance a unit into the outer courtyard. Only then will Valthienen the wizard, invisible on one of the walls, begin casting his spells. First, he'll create a *wall of stone* across the broken gate. As soon as this is accomplished, he'll concentrate his attacks on any spellcasters he can identify.

Meanwhile, archers on the inner walls will fire on the trapped attackers. New units will move into the gate area itself, attempting to retake the gatehouse if this has been captured. The units will be under the direct command of Dianthus Markonen. To assist them, Valthienen will place a *web* across the gate entrance, outside the fortress. This should slow the arrival of enemy reinforcements.

If the attackers manage to beat off this attack, Valthienen will fall back after using his spells to eliminate as much opposition as possible. Dianthus also will withdraw her men if the risks become too great. Thereafter, the defenders will rely on the strength of the inner walls for protection.



Drungar Scenarios

Fortress Drungar, with its massive walls and sprawling grounds, looks as though it has stood forever on its gloomy hill. From atop the towers of cracked granite and stacked stone, red-robed sentries scan the horizon for signs of danger. Peasants toil on rocky fields in the shadow of the castle walls. Wheeling lines of cavalry raise clouds of dust as they practice their maneuvers nearby. Under the stronghold's shield of protection, the Drungar Frontier must surely be safe from the threat of Thenol.

It has not always been so. For all their mossy age, the walls of Fortress Drungar are young—a new addition in the continual warfare along the frontiers of the League and Thenol. Not long ago, there was only wilderness where the fortress now stands.

This section presents three scenarios for use with the BATTLESYSTEM™ rules. Rosters for the forces involved are located at the back of this book. The first two scenarios are set-piece battles that do not require the campaign rules. Each battle relates to an event in the history of the Drungar frontier. The third scenario sets up the full campaign game, using both the BATTLESYSTEM rules and the new campaign material presented in this book.

Scenario One: The Advance of XIV Legion

Background

It was a cold, rainy day in spring when the steady tramp of marching feet was first heard along the River Lenika. Deer turned their ears at the sound and quickly took cover in the forest. A column of men, horses, and minotaurs was pushing its way through the thick brush and woods along the river. Their progress was painfully slow. They were the men of Lord Drungar's legion.

Following the commands of the emperor, the Second Field Army (of which Lord Drungar is a part) began to move southward, pushing the frontiers of the empire into new territories.

To date, it has been a relatively peaceful campaign. A few independent villages have been subjugated, but no major opposition has challenged the legion's might. Still, Lord Drungar is a cautious and prudent man. Each day he sends out scouts. Each night they return with reports of what lies ahead. This day he has sent them out and now he awaits their return.

Suddenly the scouts come galloping back. Enemy forces have been seen; they are advancing on the river. The legion is about to meet the enemy.

Setup and Terrain

The map below shows the arrangement of terrain for the battle. Lord Drungar's forces are placed in column along the river. However, the player can position up to two units in irregu-

lar formation anywhere within 6" of a unit in regular formation. The location of units placed in woods should be noted secretly.

The Thenolites start in areas A, B, and C. Each commander must start all his forces in the same area.

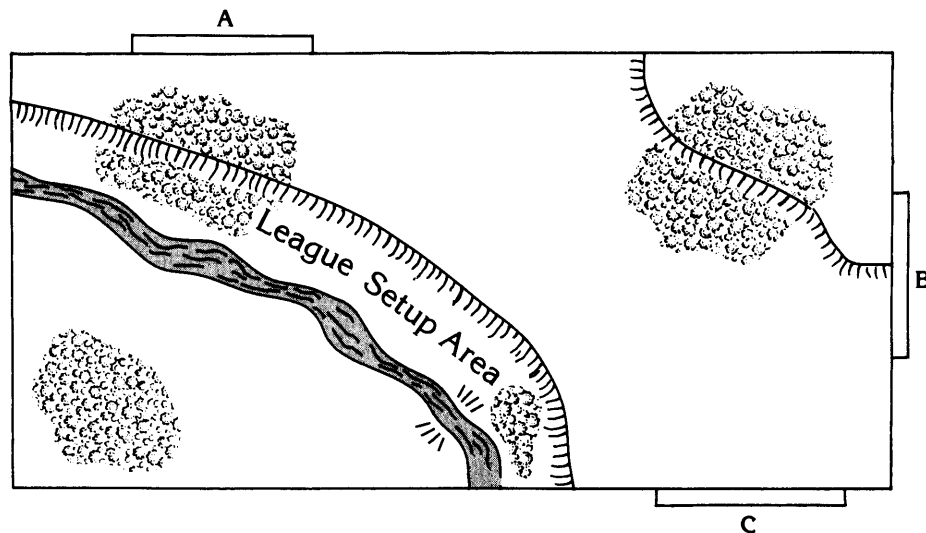
The Forces

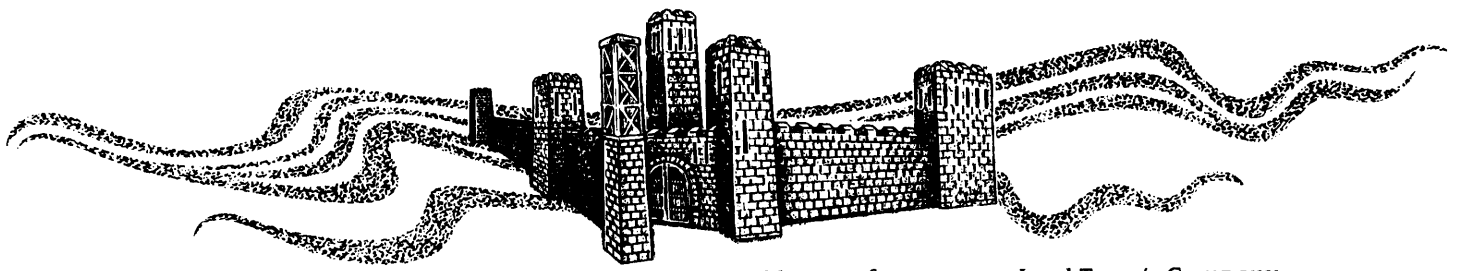
Two Legion commanders are present in this scenario: Lord Drungar and Captain Ronvelt. Together they command the following units:

- Lord Drungar's Guard
- 3rd Centuria of the 1st Ordu
- 4th Centuria of the 1st Ordu
- 4th Centuria of the 2nd Ordu
- 1st Centuria of the Red Shields
- 3rd Centuria of the Red Shields
- 2nd Centuria of the 12th
- Vexillatione
- Woodsmen Auxiliaries
- 1 unit of Bashi Baras

Opposing them are Lord Donhaulic, Lord Taras, and Lady Justica. No heroes accompany these commanders.

Scenario One





The forces accompanying each are:

Lord Donhaulic's Company
 Heavy Infantry
 Light Archers
 Light Infantry
 Lord Taras's Company
 Heavy Infantry
 Light Cavalry
 Medium Cavalry
 Lady Justica's Company
 Heavy Infantry
 Light Archers
 Light Infantry

Special Rules

The quarrelsome Thenolite lords have not chosen a supreme commander for their army. Therefore, the Thenolite commanders can only command and rally units of their own company.

This lack of cooperation extends to the units themselves. Units of different companies can never move closer than 3" to each other. If forced by retreat or rout to move within this distance of another company's unit, the morale of all units in the moving retreating side is lowered by 2 for the rest of the battle. The unit has shamed the entire company in front of all rivals.

Victory

The League players win if they secure two of the three Thenolite entry areas or have a 2-to-1 ratio of units remaining on the board.

For the Thenolites, the game ends when all League forces are eliminated or driven from the board. However, only the Thenolite commander who has suffered the fewest losses is the winner. There is no group victory for Thenol's forces.

Scenario Two: The Building of Fortress Drungar

Background

Regardless of the outcome of the first battles, the emperor is determined to claim these new territories

for his own. Supported by new forces, Lord Drungar has begun to set and secure a new frontier.

Already the most important task is underway. Using League artisans, Lord Drungar is now building a base, a fortress from which to operate. He has chosen the site of this fortress carefully.

The Thenolites have recognized the importance of this base, too. They do not wish to see it completed. Determined to stop the League, they have assembled their army for an attack.

Setup

The battle takes place around the incomplete Castle Drungar. Using the 3-D pieces, build Fort Drungar as shown on the large color map. (See "Fortress Drungar Under Construction" in the lower right-hand corner.) The surrounding terrain is shown on the diagram below, as well as on the color mapsheet. Lay out as much of the terrain as your table requires. You may simplify the terrain to match your available pieces.

After setting up the terrain and fort, position the Thenolite forces. These can be placed anywhere on the table, but not closer than 36" to the walls of the fort.

After the Thenolite units are placed, set up the League units. These must be in the fort or within 6" of its walls.

Forces

The League commanders present are Lord Drungar, Captain Amsheiment, and Captain Orvalis. Together they command the following units:

Lord Drungar's Guard
 4th Centuria of the 1st Ordu
 1st Centuria of the 2nd Ordu
 3rd Centuria of the 2nd Ordu
 Penal Centuria of the 2nd Ordu
 1st Centuria of the Red Shields
 2 units of Bashi-Baras

The Thenolite commanders are Bishop Halvas, Lady Justica, and Lord Taras. They have the following forces under their command:

Bishop Halvas
 Followers of Hith
 2 Units of Skeleton Infantry

Lord Taras's Company
 Heavy Infantry
 Light Crossbowmen
 Light Cavalry
 Medium Cavalry
 Lady Justica's Company
 Heavy Infantry
 Light Archers
 Militia

Victory

Thenol's forces must seize and hold the fortress to win. If they fail, the League wins the battle.

Scenario Three: The Grand Campaign

Background

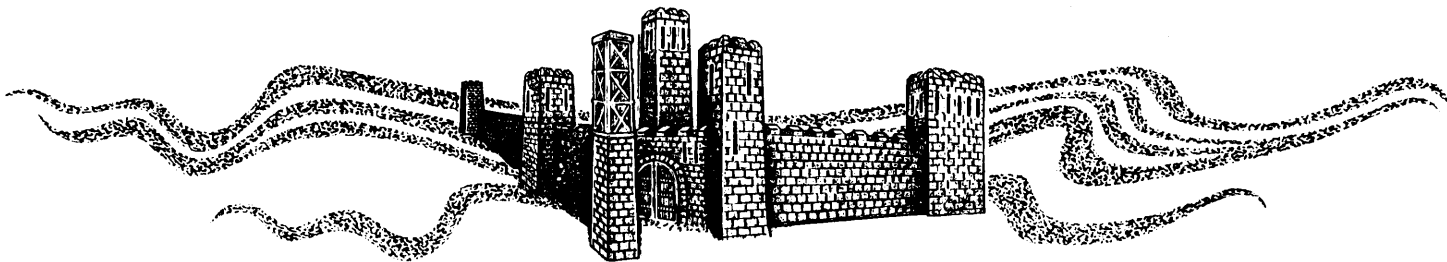
Fortress Drungar has been completed. The legions of the League have secured the Conquered Lands, building a line of forts along the frontier. These stand watch over the stone keeps of Thenol just across the border. Peace, of a sort, has reigned here for several years, and the emperor has withdrawn many of the legions he sent to this land.

Now, Thenol has decided it is time to strike. Mustering the companies of the Lords and the undead hordes of Hith, the evil forces are ready to once again challenge the power of Fortress Drungar.

Setup, Terrain, and Forces

This scenario uses all the forces and rules presented in this book. The referee should make copies of the campaign map (found in the center of this book) for the players on both sides. With this map, both sides secretly note the location of their forces.

The League players may divide their units among the different commanders however they wish. There is no restriction to the number of units that can be placed under a single commander. However, heroes cannot be reassigned from one commander to another.



Once the forces are assigned, the League players can place their units. At least one unit must be assigned to every fort and castle. Other units can be placed in League territory as desired. The location of each unit should be noted on paper or on a copy of the campaign map.

The Thenolite players cannot reassign units. Each commander has a specified command. These units can only be commanded by that commander. All Thenolite forces begin in the commander's home castle or keep.

Victory

To win, Thenol's commanders must crush the League before reinforcements can arrive. The Thenolites can do this by accomplishing one of four conditions:

- Capture Fortress Drungar.
- Capture and hold all other League frontier forts.
- Reduce the League forces to fewer units than can garrison the forts and castles the League controls.

- Capture all castles and keeps of the other Thenolite commanders.

The forces of Thenol cannot gain a joint victory, however; only one Thenolite commander can win the campaign. If the Thenolite forces accomplish any of the first three goals above, the commander with the most figures remaining is the victor of the campaign. He has managed to conserve his forces while getting the others to fight for him. Any commander who captures all his rival's castles automatically wins.

The League wins the game if one of these three situations occurs:

- Thenolites fail to accomplish their goal before reinforcements arrive.
- Three enemy fortifications (keeps or castles, not captured League forts) are taken.
- Total Thenolite forces are reduced to fewer units than those of the League.

Special Rules

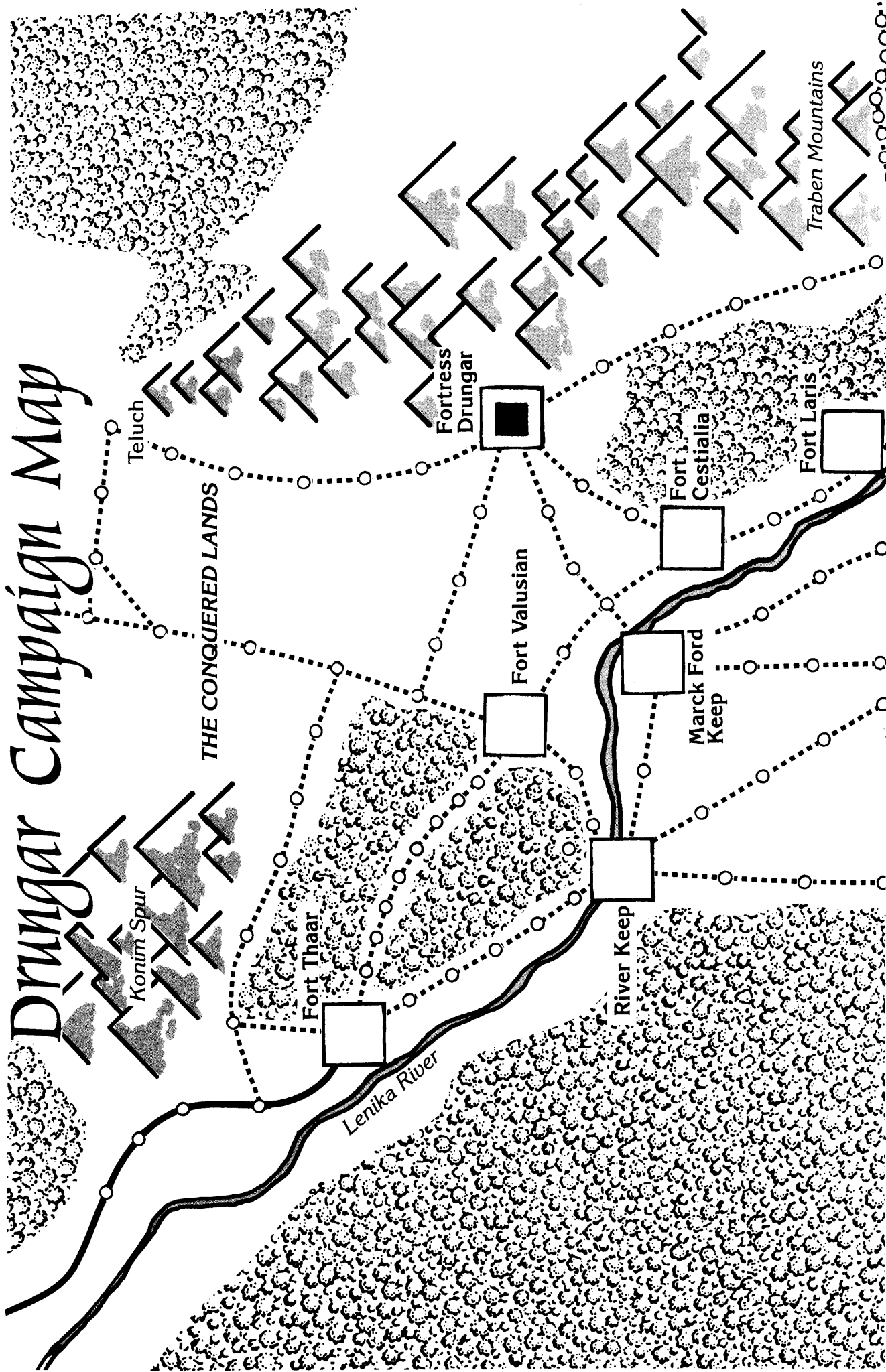
Thenol's players cannot reassign units during the course of the campaign. Each commander or a hero must lead his assigned units. League players can reassign units as they choose.

If a Thenolite castle or keep is captured, all units serving that keep's commander suffer a -4 morale penalty until the fortification is recaptured. If another Thenolite commander liberates the fortification, he can claim it for his own. If he does, the original owner's units suffer a -2 morale penalty.

The "Frontier Fort" shown on the large color mapsheet represents the League's forts along the border. These are simple defenses, and they do not have the major defensive works of the main fortress. Thenolite castles can be designed by the referee or players as desired.



Drungar Campaign Map



Teluch

THE CONQUERED LANDS

Konim Spur

Fort Thaar

Fortress Drungar

Fort Valusian

Fort Cestialia

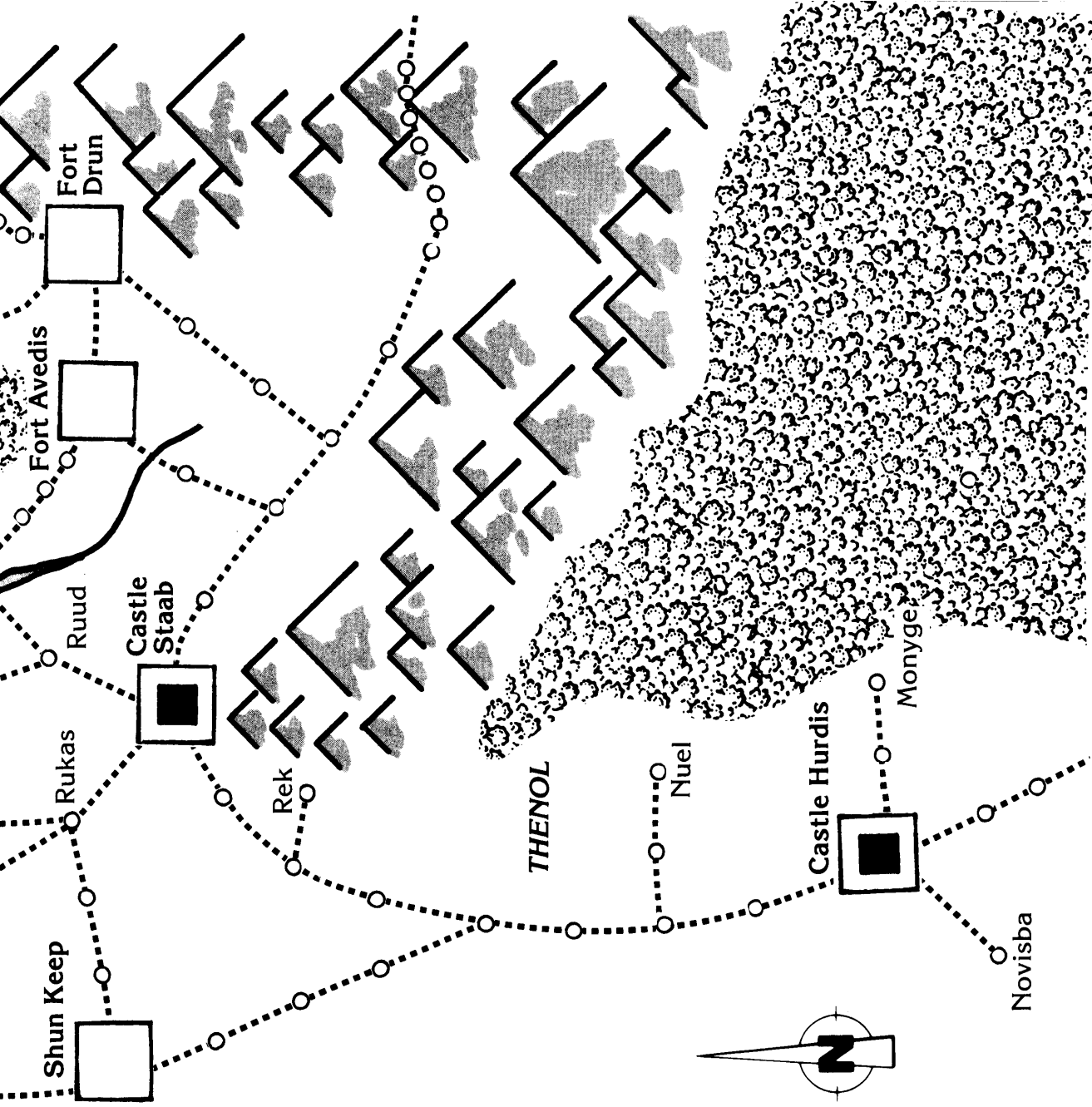
Fort Laris

Traben Mountains

Marck Ford Keep

River Keep

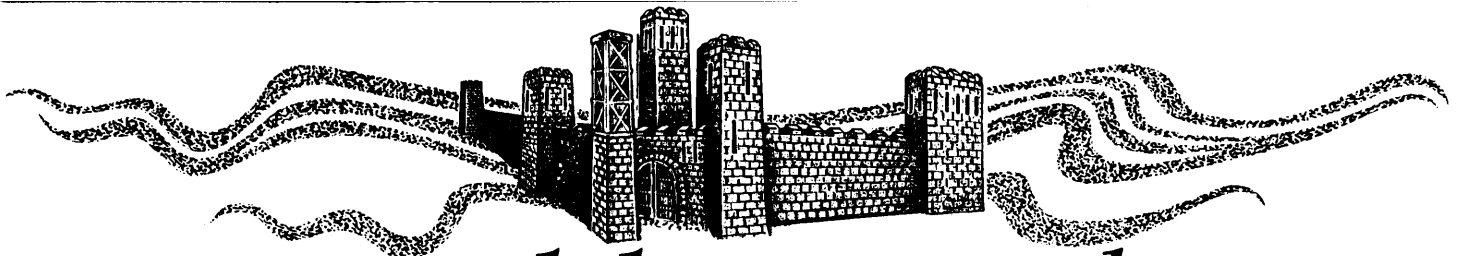
Lenika River



Key

- Road
- Trail
- Fort
- Castle

1" = approx. 80 miles



Expanded Magic Rules

The original BATTLESYSTEM™ rules cover some of the spells available to wizards and priests during combat. However, the rulebook's list is far from complete. Spellcasters have a much broader range of spells available to them, and many of these have useful BATTLESYSTEM game effects.

Furthermore, magical items are not considered at all in the BATTLESYSTEM rulebook. Many commanders and heroes defending and attacking the castles on the Drungar Frontier have magical devices. Again, some of these items have useful BATTLESYSTEM game applications.

This section provides necessary BATTLESYSTEM game information for the spells and magical items that appear here in the *Castles* boxed set. Not every spell or magical item is detailed—only those which call for additional information during BATTLESYSTEM game combat. For example, *charm person* is not listed here. The spell affects only a small number of targets (commonly a hero or commander), so it does not require special BATTLESYSTEM game definition. An *ice storm*, on the other hand, does call for a further information, and you'll find it listed in this section.

Spells and magical items are described in separate sections. For convenience, the entries are arranged alphabetically, not according to level. Only the information needed for BATTLESYSTEM rules is presented here. (The *Player's Handbook* contains the complete spell descriptions.) Turn references, measurements, and effects listed here are meant for use with BATTLESYSTEM game scales. However, references to "level" as in "1 inch/level," are in role-playing measurements. (In other words, "level" refers to experience level, as in "9th level wizard.")

Overall, a spell may not conform exactly to the AD&D® 2nd Edition role-playing rules. The changes here reflect the differences of scale and effect on the battlefield.

Saving Checks

Many of the spells presented here, particularly illusions, are dependent on saving throws. While some spells in BATTLESYSTEM rules format can dispense with saving throws and simply cause "hits," others have effects that do not result in damage. For these spells, use the table listed below. The figure's "saving check" is rolled in the same manner as an armor check (i.e., with a d10).

Table 15.

Hits/ Figure	Saving Roll
1/2	10
1	9
2	8
3	7
4	6
5	4
6	3

Individual commanders and heroes do not use this table. They should roll their saving throws according to normal AD&D rules.

Spells

Spell level is not listed below. The level in BATTLESYSTEM game terms is identical to the spell's level in AD&D game terms.

Advanced Illusion

Range: 6" + 1" /level

Duration: 1 turn

Area of Effect: 1" + 1" per 2 levels

All units sighting an advanced illusion must make a saving check with an additional -2 penalty to the die roll. One check is made for the entire unit. If the unit believes the illusion, the men will react appropriately.

Animate Dead

Range: 1"

Duration: Permanent

Area of Effect: 2"

This spell can animate either two figures representing 1/2-hit creatures, or 1 figure representing 1-hit creatures.

Augury

Range: 0

Duration: Instantaneous

Area of Effect: Special

If the spell is successful, and the priest is within 2" of his army commander, a -1 bonus is gained on the initiative for the next turn.

Bigby's Clenched Fist

Range: 1/2" /level

Duration: 2 turns

Area of Effect: Special

If used against troops, the fist causes a AD 6 hits of damage each turn. No armor checks are made. The fist causes AD 6 hits of damage to wooden structures and AD 4 hits to soft stone.

Bind

Range: 3"

Duration: 1 movement step

Area of Effect: 2" + 1" /6 levels

A rope laid out in advance and commanded to bind counts as a special obstacle for movement. However, it is not seen on the battlefield until it is activated.

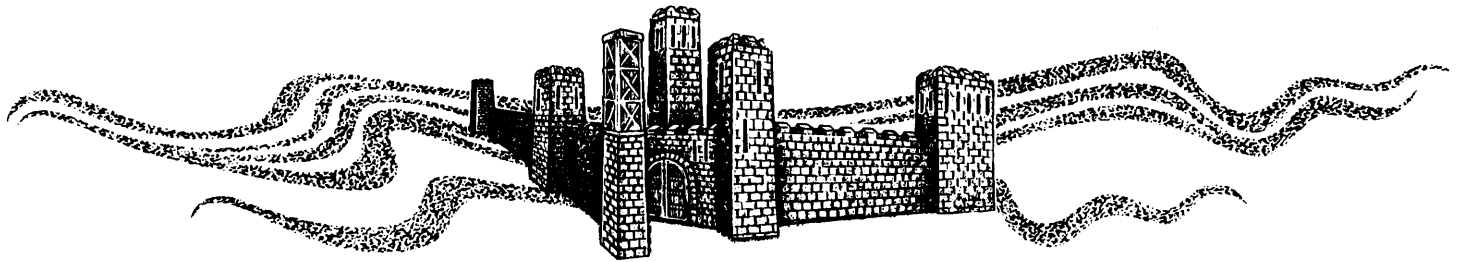
Blade Barrier

Range: 3"

Duration: 3 turns

Area of Effect: up to 2" x 2"

When this spell is cast, make a saving check for any figure in the area. If successful, the figure is placed outside the area of effect, unharmed. If the check is failed, or if the figure at-



tempts to move through the area, the figure suffers 3d12 hits (no armor check is made).

Chaos

Range: 1/2" /level
Duration: Instantaneous
Area of Effect: 2" cube

This spell causes 2d10 hits to the unit. Those affected are confused and are no longer effective in the battle.

Confuse Tongues (reversed tongues)

Range: 0
Duration: 1 turn
Area of Effect: 3" radius

All units within the area of effect (all or part of it) are automatically out of command until the same phase of the next turn.

Conjure Elemental

Range: 6"
Duration: 1 turn/level
Area of Effect: Special

The elemental conjured has the following BATTLESYSTEM statistics: AD 10, AR 6, Hits 4. Elementals do not make morale checks. Each type of elemental moves at the rate shown below.

Air: MV 36"
Earth: MV 6"
Fire: MV 12"
Water: MV 6", Sw 18"

The air elemental can create a whirlwind in a 1" cube. The whirlwind automatically causes 1 hit to all figures. It also causes an additional AD 6 of damage to creatures who are not killed outright. It takes one turn for the whirlwind to form and dissipate (during which the elemental can do nothing else). The whirlwind only lasts for a single movement step.

Control Winds

Range: 0
Duration: 1 turn/level
Area of Effect: 1" /level radius

Once cast, the spell comes into effect at the beginning of the next turn. At 19 mph, missiles fired into the

spell's area of effect have an additional -3 modifier to their chance to hit. At 32 mph, missiles cannot be fired into or through the area of effect. At 55 mph, flying creatures cannot enter the area, and at 73 mph all figures in the area suffer an AD 4 of hits. Note that an eye (area of calm) with a 1" radius surrounds the caster.

Darkness, 15' radius

Range: 1" /level
Duration: 2 turns
Area of Effect: 1" circle

Figures in the magical darkness cannot attack and are automatically considered out of command.

Death Fog

Range: 3"
Duration: 1 turn
Area of Effect: 1" cu./3 levels

Each figure suffers AD 4 hits for every inch of acidic death fog through which it moves. Armor checks are not made for these hits. Furthermore, each inch of the fog costs the unit 3" of movement.

Demishadow Monsters

Range: 3"
Duration: 1 turn
Area of Effect: Special

This spell creates one figure of semi-real monsters with these statistics: AD 4, AR 7, MV 12", Hits 1.

Emotion

Range: 1" /level
Duration: Special
Area of Effect: Special

When this spell is cast, the targeted unit must make a saving check. If the check is successful, the spell has no effect. If the check is failed, the result depends on the effect chosen by the caster, as explained below.

Courage: A +1 bonus is applied to the attack rolls of the affected unit.

Fear: The affected unit makes an immediate morale check.

Hate: The affected unit makes an immediate discipline check. A failed check causes the unit to charge the nearest enemy unit.

Hope: The affected unit's morale is improved by +1.

Hopelessness: The movement of the affected unit is reduced by 50% for the turn.

The effect remains in play as long as the caster does not move, attack, or cast spells, and as long as the targeted unit stays within the spell's range.

Entangle

Range: 8"
Duration: 1 turn
Area of Effect: 1" cube

Figures in the spell's area of effect can make a saving check. If successful, a figure loses 6" of movement. If unsuccessful, the figure cannot move for the turn.

Fire Trap

Range: Touch
Duration: Until discharged
Area of Effect: 1"

When discharged, the trap causes AD 6 hits of damage (no armor check). This spell is particularly useful on castle gates.

Flame Arrow

Range: 3" + 1" /level
Duration: 1 step
Area of Effect: Special

The spellcaster can equip one figure of archers for every 5 levels he or she possesses.

Flaming Sphere

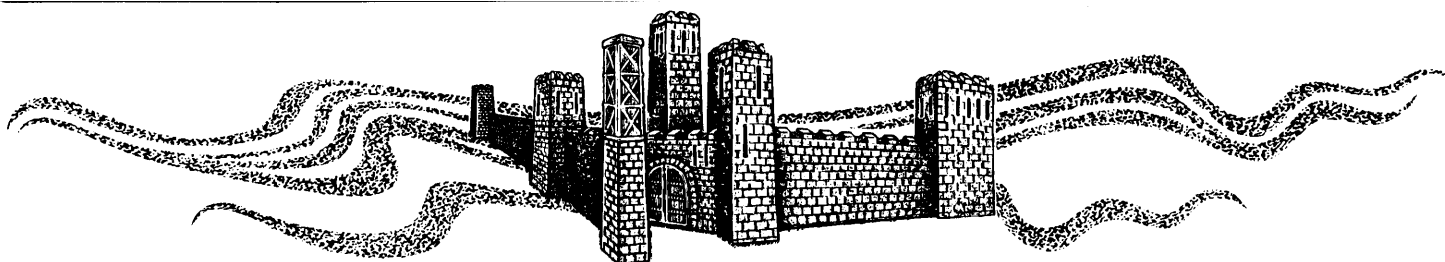
Range: 1"
Duration: 1 step
Area of Effect: 1" x 10" path

The sphere created by this spell moves during the wizard's movement step, up to 10". All figures in the sphere's path suffer AD 4 hits of fire damage (no armor check).

Glyph of Warding

Range: Touch
Duration: Until discharged
Area of Effect: Special

The placement and size of a *glyph of warding* is a special circumstance, re-



quiring advance preparation and DM involvement. Typical uses in BATTLE-SYSTEM™ scenarios include placement on gates, drawbridges, doors, and battlements. In the field, a *glyph of warding* is sometimes placed along the front of a prepared position, creating a magical land mine.

A glyph of warding causes AD 4 hits for every 2 levels of the caster. Figures affected by the glyph make saving checks for each hit, using the procedure described for armor checks.

Grease

Range: 1"
Duration: 1 turn
Area of Effect: 1" square

Items in the area of effect become impossible to use. Figures cannot attack, catapults are impossible to work, grappling hooks and ropes cannot be ascended, and siege ladders cannot be climbed.

Hallucinatory Terrain

Range: 2" /level
Duration: 1 day
Area of Effect: 1" cube/level

This spell must be cast before the battle begins. When it's cast, the responsible player can specify the type of terrain to be placed on the table within the spell's area of effect. These arrangements should be made secretly, so opponents won't know what is illusion and what is real.

Hypnotic Pattern

Range: 3"
Duration: Special
Area of Effect: 1"

This spell can affect a figure of up to 2 hits. When the spell is cast, the target makes a saving check. If failed, the figure cannot move or attack unless it is attacked. The spell remains in effect until the wizard performs some other action or is attacked, in which case the hypnotic pattern vanishes at the end of the current step.

Ice Storm

Range: 1" /level
Duration: Special
Area of Effect: Special

The hailstone version of this spell has a 1" radius of attack and causes 2d10 hits to each figure in the area. The effect is instantaneous.

If the sleet storm is used, the area of effect has a 3" radius. Figures in or entering the area pay twice the normal movement costs (1" of clear terrain costs 2" of movement). Units cannot choose to retreat into the area of the sleet storm. The AD of all figures in the area is reduced by one (AD 6 becomes AD 4). This form of the spell lasts 1 turn.

Improved Phantasmal Force

Range: 3" + 1" /level
Duration: Special
Area of Effect: 1" x 1/2" base, + 1/2" sq./2 levels

A caster can use this spell to create an illusionary rank of troops or creatures within the area of effect. For example, a fifth level caster could create an illusion 1" square. Units sighting the illusion automatically believe it is real unless there is sufficient evidence or suspicion to warrant otherwise. If the illusion is suspect, the unit is allowed a saving check to disbelieve. If there is solid evidence (e.g., a figure walks through the area), the disbelief is automatic.

The wizard can maintain the illusion and still move at half speed. If he takes any other action or moves out of range, the illusion disappears at the end of the step.

Massmorph

Range: 1" /level
Duration: Special
Area of Effect: 1" cube/3 levels

This spell can be used in advance of a battle. Figures within the area of effect can be replaced by forest terrain. If only part of a unit is *massmorphed*, it is automatically out of command when restored (unless the parent unit is on hand). The parent unit cannot consider *massmorphed* figures when calculating unit totals for morale checks, etc.

The caster must be within 2" of the *massmorphed* figures to cancel the spell.

Melf's Minute Meteors

Range: 7" + 1" /level
Duration: Instantaneous
Area of Effect: 1 figure

On the battlefield, this spell causes AD 8 hits. No armor check is made.

Part Water

Range: 2" /level
Duration: 1 turn/level
Area of Effect: Special

The area of effect is 3" wide. The length is 2" for every level of the caster, while the depth is 1 yard for every level of the caster. For example, a 10th level caster could part a 1" deep moat to a distance of 20" long (2" x 10) and 3" wide.

The spell causes AD 10 hits to water elementals (no armor check).

Plant Growth

Range: Special
Duration: Permanent
Area of Effect: Special

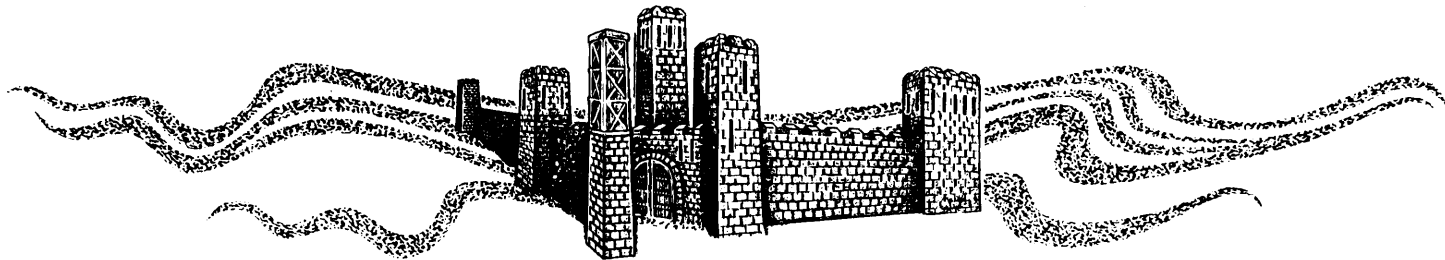
The duration and area of effect vary for wizards and priests. Wizards have a range of 1" /level and an area of effect of 1" sq./3 levels. Priests have a range of 16" and an area of effect of 2" sq./3 levels. The thick undergrowth caused by this spell costs a figure its entire movement rate per 1" of overgrown area moved. This spell cannot be used on clear terrain.

Pyrotechnics

Range: 12"
Duration: Special
Area of Effect: Special

If the caster creates fireworks with this spell, all units within 12" of the source and facing it must make a saving check. Units that fail suffer three effects: 1) they can only move 50% of their normal rate; 2) their AD is reduced by 1; and 3) the AD of all attackers increased by 1.

If the caster chooses to create smoke instead, the smoke fills an area with a 1" radius. All figures within it are out of command.



Rainbow Pattern

Range: 1"
Duration: Special
Area of Effect: 1" cube

This spell affects one figure of up to 2 hits. The figure is allowed to make a saving check to avoid the effects. If the check is failed, the figure is entranced.

If the wizard takes no other action, he can move the rainbow pattern up to 10" in a turn. An affected figure will follow this movement. If the spell leads the figure into danger, the figure is allowed a second saving check.

Repel Insects

Range: 0
Duration: 1 turn/level
Area of Effect: $1/2$ " radius

With this spell, the priest can clear a path through magical *insect swarms* and the like. The effect is centered on the caster, however, so he must accompany any figures that move through the insect-filled area.

Scare

Range: 3" + 1" /level
Duration: Instantaneous
Area of Effect: 1" diameter

If *scare* is cast on a lone figure of 2 hits or less, that figure cannot move or attack for the duration of the turn.

If this spell is cast on a figure that is part of a larger unit, the unit must make an immediate morale check and suffer any appropriate consequences.

Screen

Range: 0
Duration: 1 hour/level
Area of Effect: 1" cube/level

This spell can be used to hide troop movements on the battlefield, although screening troops in sight of the enemy is cause for an immediate saving check with a +2 modifier.

Shadow Magic

Range: 5" + 1" /level
Duration: Special
Area of Effect: Special

When cast, the target (which depends on the spell mimicked) makes a saving check. If the check fails, apply the results of the other spell. If the check succeeds, the spell has no appreciable effect on the targeted unit or figure.

Shadow Monsters

Range: 3"
Duration: 1 turn
Area of Effect: 1" sq.

This spell creates one figure of monsters with the following statistics: AD 4, AR 8, Hits $1/2$, ML —, MV 12".

Slow

Range: 9" + 1" /level
Duration: 2 turns
Area of Effect: $1/2$ " sq.

All figures in the area of the *slow* spell can make a saving check with a -2 penalty. If the check is failed, the figure only can move at 50% its normal movement and fire at half its normal rate of fire. Furthermore, its AR increases by 2, and its AD decreases by one level (from AD 8 to AD 6, for example). Melee with a magically slowed figure is not simultaneous. Creatures that have not been slowed attack and apply damage first.

Solid Fog

Range: 3"
Duration: 2 turns
Area of Effect: $1/2$ " cube/level

The fog blocks all sighting in or through it. Moving through the fog costs all of a unit's movement per $1/2$ " moved. Missiles cannot be fired into or through the fog.

Summon Swarm

Range: 6"
Duration: Special
Area of Effect: 1" sq.

The swarm, although smaller in area than the actual area of effect, causes

AD 6 hits (no armor check) to any who enter or pass through the area. Figures in the swarm that do not move or attack only suffer AD 4 hits. The swarm remains until the caster takes any other action or the swarm is attacked by fire (one figure with torches, *fireball*, etc.). If so attacked, the swarm is immediately destroyed.

Transmute Rock to Mud

Range: 1" /level (wizard); 16" (priest)
Duration: Special
Area of Effect: 1" x $1/2$ " sq./level

This spell creates a muddy morass, 10' deep. Unless they can fly (or escape otherwise), creatures less than 10' tall sink into the mud and suffocate. Victims are allowed a saving check to escape the area of effect, provided solid ground is immediately adjacent. If the area beneath the figure is completely transmuted, the saving check has a -2 penalty. If the ground is only partially transmuted, the saving check gains a +1 bonus.

Creatures that can move through the mud treat it as a special obstacle (6" per 1" of mud).

Transmute Water to Dust (wizard)

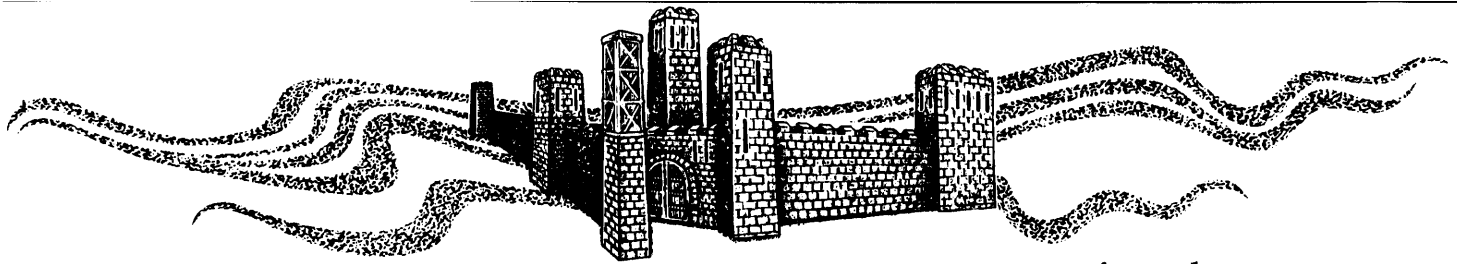
Range: 6"
Duration: Permanent
Area of Effect: 1" cube/3 levels

This spell can drain sections of damned moat both quickly and effectively—especially when combined with a *wall of stone*.

Vampiric Touch

Range: 0
Duration: One attack
Area of Effect: The caster

This spell boosts the caster's hits. The AD used is that closest to wizard's role-playing level, rounded up. (For example, a 9th level wizard would use an AD of 10.) The target is allowed to make armor checks against the hits. If damage is caused, these hits are added to the wizard's total, although the additional hits can never exceed the wizard's normal number of hits or the hits of the target. Thus a 1-hit wiz-



ard could never gain more than 1 additional hit from the spell; nor could a 3-hit wizard ever gain more than 1 additional hit from a figure with only 1 hit.

Because this spell causes damage, a wizard cannot use it against friendly troops to gain extra hits. The spell is not effective against undead.

Wall of Stone

Range: 1/2" /level

Duration: Permanent

Area of Effect: 1" sq./4 levels

The wall created has an area of 1" sq. per four levels. If tipped over, the wall causes an AD 10 of hits (no armor check) to all figures in the area of effect. Because the wall is so thin, it has only 20 hits for siege purposes.

Wall of Force

Range: 3"

Duration: 2 turns

Area of Effect: 1/2" sq./4 levels

This spell can also be used to form a 1" diameter dome, enough to protect a single man-sized figure.

Warp Wood

Range: 1" /level

Duration: Permanent

Area of Effect: Special

This spell can accomplish the following:

Warp arrows, preventing 1 step of missile fire: 1 figure/2 levels

Warp bows, preventing any missile fire: 1 figure/3 levels

Warp handles, reducing AD by 1: 1 figure/3 levels

In addition, the spell can be used on gates and siege engines. To these it causes AD 6 hits per 5 levels of the caster.

Web

Range: 1" /2 levels

Duration: 2 turns/level

Area of Effect: 3" x 1/2" rectangle

This spell can create a magical web less than or up to the dimensions given under "area of effect" above. Each figure in the area of effect must make a saving check. If successful,

the figure is unharmed, and is considered to be standing on the far side of the web from the caster. If the check failed, the figure is trapped in the web.

Upon entering a web created by this spell, figures of 1 hit or less are trapped. Figures of 2 to 3 hits spend all their movement to pass through the web. Figures of 4 or more hits spend half their movement to pass through it. The web is destroyed after a figure passes through it successfully.

Missiles cannot be fired through a magical web. If the web is set ablaze, each figure within it suffers an AD 6 attack.

Magical Items

Wand of Lightning

This item casts a *lightning bolt* as explained in the BATTLESYSTEM rules. It has a range of 10".

Armor of Command

The armor increases the commander's CD to his level +8" and grants him a +2 morale modifier for rallying troops.

Censer Controlling Air Elementals

This device summons an air elemental of AD 12, AR 6, Hits 6, MV 36". The censer can create a whirlwind 1" square and 2" tall.

Dust of Tracelessness

During BATTLESYSTEM play, this dust can conceal the movements of a unit from spying patrols. One pinch of dust can hide the passage of a single figure for one turn.

Eversmoking Bottle

This bottle can be catapulted effectively, provided it is not destroyed on impact (check against a "crushing blow" with a +2 modifier to the die roll). A character also can throw the bottle. Once unstoppered, the bottle releases a 1" cube of smoke on the first step. Thereafter the smoke increases in volume by 1" every other step.

Oil of Acid Resistance

The item produces enough oil to protect two figures and two heroes for up to one hour. If the characters suffer an acid attack, the first such attack is ignored.

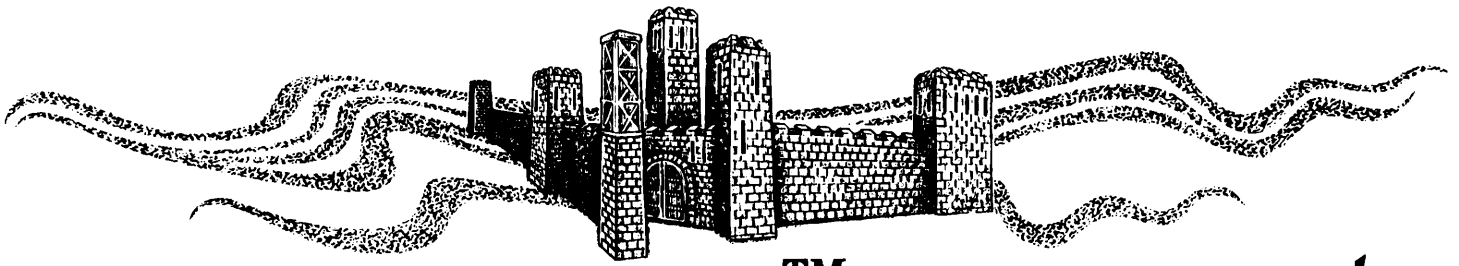
Potion of Animal Control

This potion can be used to control one figure of the appropriate creature type.

Wand of Fear

This wand has the same effect as the *fear* spell described in the BATTLESYSTEM rules.





BATTLESYSTEM™ Game Errata

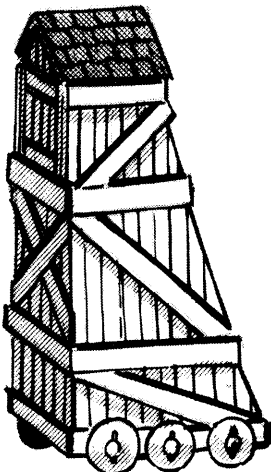
Since the publication of the Second Edition BATTLESYSTEM™ rules, the following errata and updates have been compiled.

Creatures with Special Attack Dice

Some creatures make attacks requiring more than one die roll (AD 2d12, for example). To determine the hits for such attacks, follow these steps: roll each die individually, determine the hits caused by each die, and then add the total hits together. It is possible for a single attack to cause more than 4 hits. (The method in the BATTLESYSTEM rulebook is incorrect.)

Example One: An adult copper dragon (AD 3d10) breathes on a unit of goblins. Three ten-sided dice are rolled, with results of 7, 1, and 6. According to the combat conversion table, these rolls cause hits of 2, 0, 2. The unit suffers a total of 4 hits from the attack.

Example Two: A shot fired from a trebuchet hits its target, causing AD 3d12 hits. The die rolls are 11, 8, and 5. The hits caused by each roll are 3, 2, and 1, for a total of 6 hits.



New Morale Modifier

-2 for each additional morale check required

When a unit would be required to make more than one morale check in a given step, it still only makes a single morale check. If additional checks are called for, *each one* becomes a -2 penalty to the check instead.

Example: A unit of light infantry (ML 11) loses its first figure to a *fireball* blast. Each of these events—first loss of a figure and loss of a figure due to magic—would trigger a morale check. Only one check is made, but the unit checks at a ML 9, due to the -2 penalty for the second required check. A 7 is rolled and the unit becomes shaken.

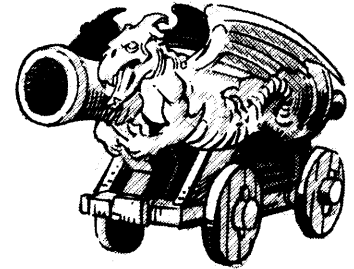
Movement of Units in Contact

If a unit contacts the enemy, the unit cannot change facing during that turn after any figure has come into base-to-base contact with an enemy piece.

Example: A unit of axemen begins the move 6" from a small band of enemy goblins. During their unit's move, the axemen expand their frontage and close to contact with the goblins. Although the unit's frontage exceeds that of the goblins (and though the unit has movement remaining), it cannot perform a wraparound maneuver this turn. To do so would require figures to change their facing; since the unit has just made contact with the goblins this turn, the move is not allowed. During the next turn, the unit can perform wraparound movement, however.

If a unit *begins* the move in contact with the enemy, figures that are not in contact with an enemy piece can change their facing.

A figure in contact with an enemy



piece can only change its facing under two conditions: if the unit is forced to rout, or if the player elects to use flight movement.

Charge Movement

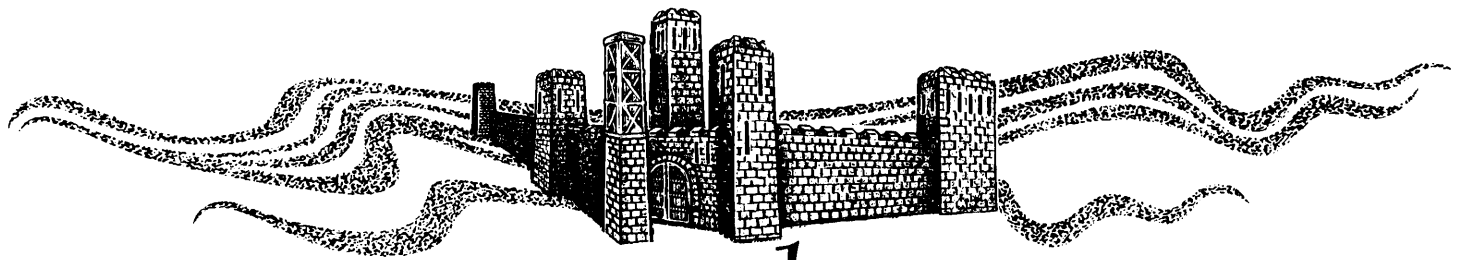
A unit opting to charge is not allowed free "wheeling" or changes in frontage or facing. It must still pay all movement costs for these maneuvers. These adjustments cannot exceed 3" of the unit's movement.

Charisma Modifier

The Charisma Bonus Table below was accidentally omitted from the BATTLESYSTEM rulebook. This table is used when a player creates a unit's heroes and commanders. The table determines what morale modifier the commander has, if any. This morale modifier is applied to the morale check of any unit within the hero's command radius. He cannot voluntarily withhold this modifier; it is a factor of his presence.

Table 16.
Commander's Charisma Bonus

Charisma	Morale Mod.
19+	+3
17-18	+2
15-16	+1
7-14	0
5-6	-1
3-4	-2
2 or less	-3



League Commanders & Heroes

Each listing below includes both role-playing and BATTLE-SYSTEM™ game statistics, since the characters may be used in either situation. In addition to the commanders listed here, each unit has a command figure as part of its unit. See the rules on command figures for an explanation of how this figure is handled.

Spells and magical items marked with an asterisk (*) are further explained under "Expanded Magic Rules."

Lord Drungar and Heroes

LORD DRUNGAR

15th level fighter
 Race: Minotaur
 Alignment: Lawful Good

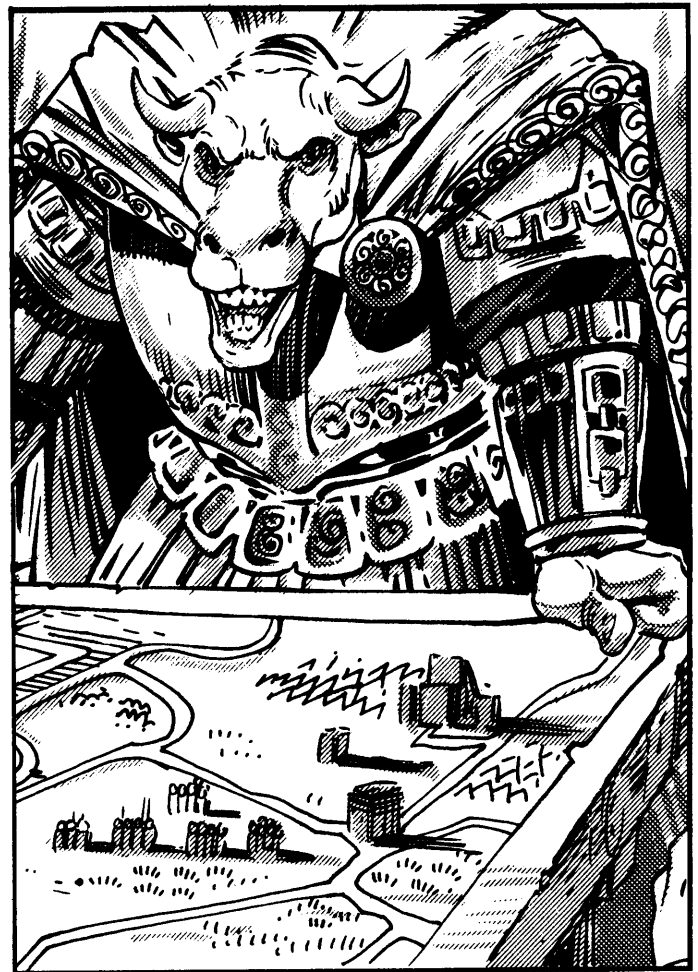
Ability Scores				BATTLESYSTEM Statistics			
Str	14	Int	14	AD	12	CD	25"
Dex	14	Wis	13	AR	3	ML	+2
Con	11	Cha	18	Hits	8	MV	12"
AC:	-3	hp:	72				

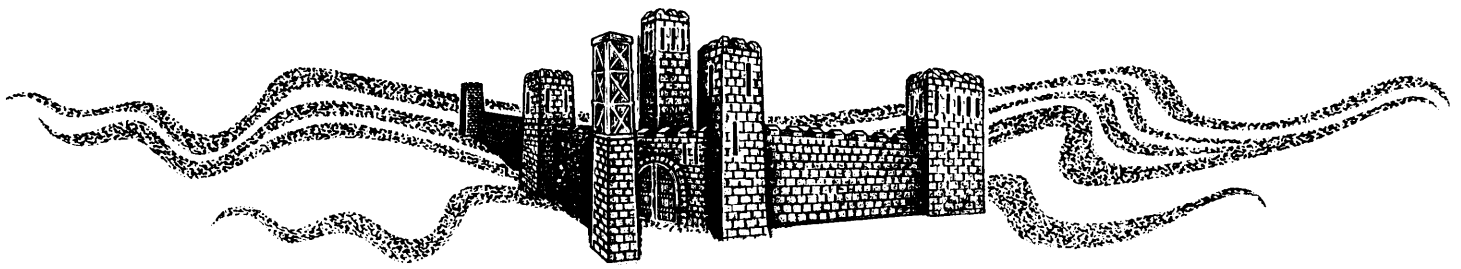
Magical Items

- *Full plate +3*. This fine suit of minotaur-fitted armor was a personal gift from the emperor, given on the occasion of Lord Drungar's triumph over the Silvanaes many years ago.
- *Sword of the Champion Kurash (+1, detect magic, detect gems, detect large traps, detect invisibility, speaks Kothian and dwarfish, Int 15, Ego 7, Lawful Good)*. Kurash, who had ventured into the depths of the earth, compelled the dwarves of the Odderring to forge this weapon for his use. The dwarves cleverly tricked him, and imbued the sword with the power of righteous justice. Thus, as he had compelled them, the sword compelled Kurash; he became a champion of the downtrodden in the arena. Since the Kurash's death, the sword has been passed down through the generations of the Drungar line.
- *Water of Sargonas (elixir of youth)*. This potion was a wedding-gift from Lady Havass, Lord Drungar's mother-in-law.
- *The Sleeping Eye (amulet of proof against detection and location)*. Sensing his righteous character, Mislaxa presented this mysterious gift to Lord Drungar in hopes that it would protect him from the servants of Hith.

Background

A respected nobleman, well seasoned in military campaigns, Lord Drungar has served the emperor loyally for 30 years. He is one of the League's finest field commanders, and has spent most of his career expanding the borders of the Conquered Lands. Furthermore, Drungar has no political ambition—or at least none that he has declared—a characteristic which puts him in the emperor's favor.





VALTHIENEN

11th Level Mage

Race: Human

Alignment: Chaotic Good

Ability Scores				BATTLESYSTEM™ Statistics			
Str	9	Int	16	AD	4	CD	7"
Dex	17	Wis	8	AR	8	ML	0
Con	10	Cha	14	Hits	4	MV	12"
AC	7	hp	24				

Magical Items

- Valthienen has made or found three scrolls.

Scroll 1: *burning hands, rope trick, death fog**, *transmute dust to water**

Scroll 2: *Bigby's clenched fist, fabricate**, *vampiric touch**, *flaming sphere**

Scroll 3: *explosive runes**, *magic jar, screen**

- *Dragon Tongue (wand of lightning)**. This wand was recovered by Valthienen in his youth from an ancient Auric ruin.

Spellbook

First Level: *armor**, *burning hands*, *chill touch*, *comprehend languages*, *detect magic*, *enlarge**, *feather fall*, *friends*, *jump*, *message*, *read magic*

Second Level: *hypnotic pattern**, *invisibility*, *knock*, *locate object*, *misdirection*, *pyrotechnics**, *rope trick*, *shatter*, *summon swarm**, *web**, *wizard lock*

Third Level: *clairvoyance*, *dispel magic*, *feign death*, *flame arrow**, *gust of wind*, *illusionary script*, *invisibility 10' r.*, *lightning bolt*, *Melf's minute meteors**, *protection from evil 10' r.*, *slow**

Fourth Level: *fire trap**, *hallucinatory terrain**, *improved invisibility*, *massmorph**, *minor globe of invulnerability*, *Otiluke's resilient sphere*, *plant growth**, *Rary's mnemonic enhancer*, *shadow monsters**, *solid fog**, *vacancy*

Fifth Level: *airy water*, *animate dead**, *demishadow monsters**, *fabricate**, *feblemind*, *monster summoning III*, *passwall*, *shadow magic**, *summon shadow*, *wall of stone**

Background

Valthienen has served Lord Drungar for almost 10 years. Nothing beyond respect for Drungar binds the wizard to this service, and Lord Drungar knows the wizard could leave at any time. Still, by serving as the legion's chief war wizard, Valthienen's thirst for adventure is more than filled. Besides that, the pay is good.

DIANTHUS MARKONEN

8th Level Fighter

Race: Human

Alignment: Neutral

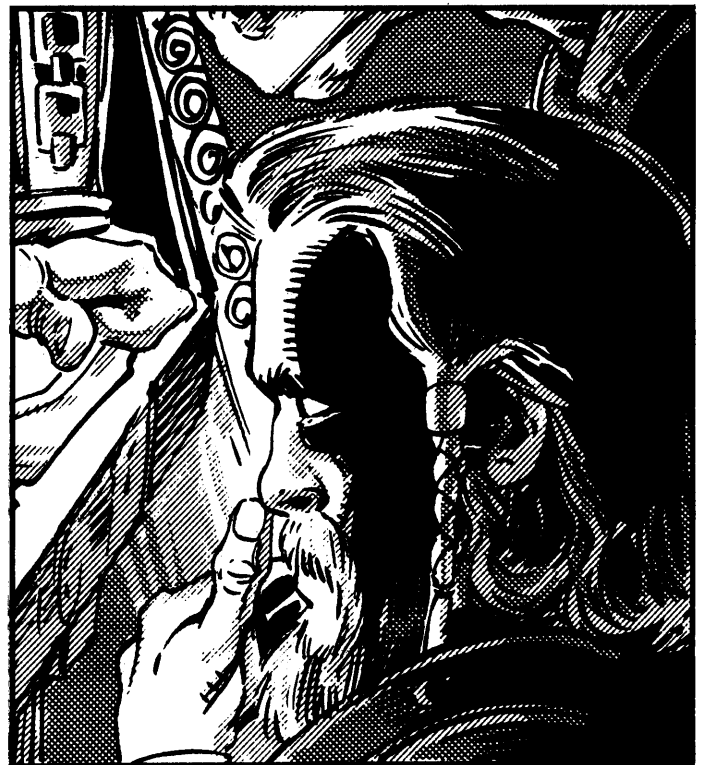
Ability Scores				BATTLESYSTEM Statistics			
Str	13	Int	13	AD	10	CD	8"
Dex	14	Wis	17	AR	7	ML	0
Con	14	Cha	14	Hits	4	MV	12"
AC	4	hp	39				

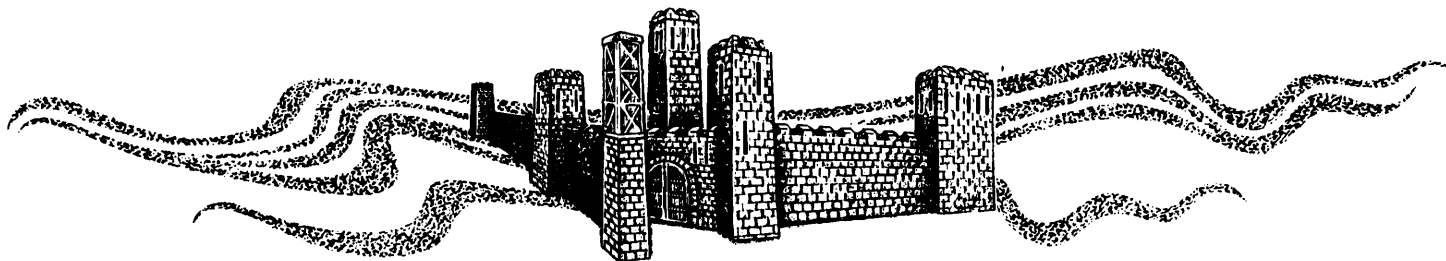
Magical Items

- *Elixir of Han-Yagas (potion of animal control: avian)**
- *Dust of tracelessness**

Background

Dianthus is Lord Drungar's closest advisor and confidante on military matters. She has a quick mind for the practicalities of campaigning and, as a human, knows the concerns of the men better than her minotaur lord. She is quick-tempered and sharp-tongued, but is well aware of social position and rank.





Amshenent and Heroes

CAPTAIN AMSHENENT

12th Level Fighter

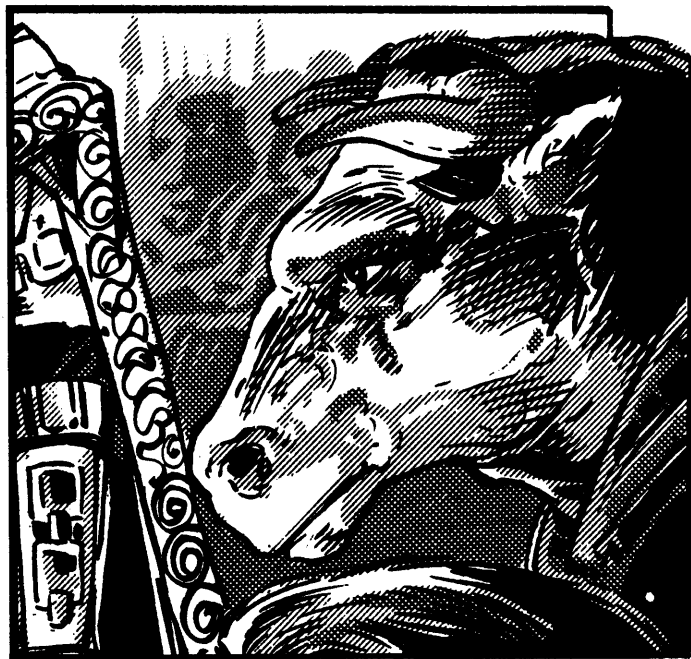
Race: Minotaur

Alignment: Lawful Neutral

Ability Scores				BATTLESYSTEM™ Statistics			
Str	13	Int	8	AD	10	CD	12"
Dex	14	Wis	7	AR	5	ML	0
Con	11	Cha	13	Hits	6	MV	12"
AC	1	hp	52				

Magical Items

- *Heurlinga's Sword* (+1, +3 vs. regenerating creatures). This ancient weapon was crafted by the Scorned Dwarves and wielded by Heurlinga Dark-Slayer. Amshenent acquired it when he claimed the possessions of a foe, whom he had defeated in the Imperial Arena.



- *Maaraka's Gleaming Armor (armor of command)**. This gleaming suit of golden armor was a gift to Amshenent from his father—a family heirloom that has passed from generation to generation. Unfortunately, Amshenent has foolishly squandered away many of its charges; now only 4 remain.

- *Sargonna's Blessing (scroll of protection from poison)*. Amshenent's wife presented this scroll to him before he left for the current campaign.

Background

A bumbling incompetent, Captain Amshenent owes his rank to his family's titles and politicking. He has no talent for soldiering. He is slothful, disrespectful, arrogant, and slow-witted. He is not cowardly, however, or at least he has yet to show it.

SIR HARROCKS

9th Level Fighter

Race: Human

Alignment: Neutral Good

Ability Scores				BATTLESYSTEM Statistics			
Str	11	Int	15	AD	10	CD	12"
Dex	8	Wis	12	AR	6	ML	+1
Con	14	Cha	16	Hits	5	MV	12"
AC	2	hp	64				

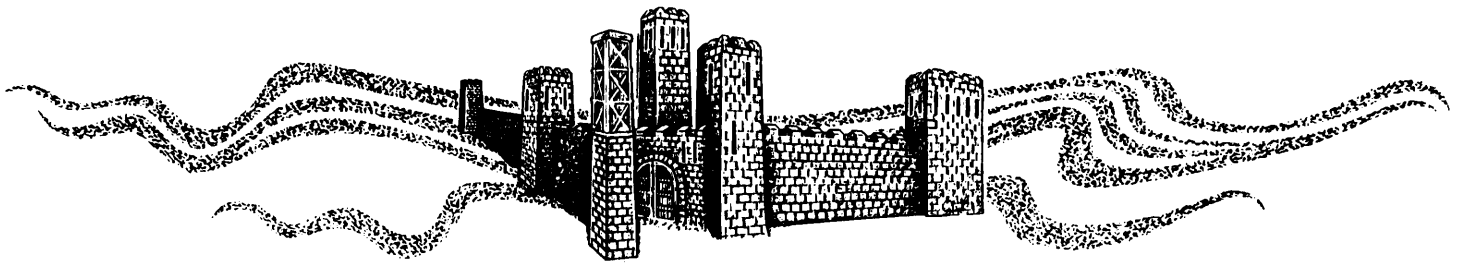
Magical Items

- *Gnomoi Balm (oil of acid resistance)**. Sir Harrocks bought this marvelous oil from a traveling minoi merchant.

- *Sargon Ale (potion of invulnerability)**. Harrocks earned this magical elixir by serving as champion for a merchant of Vinlan.

Background

Aide to an incompetent captain, Sir Harrocks doesn't like his position, and he lets others know it quite clearly. Lord Drungar gave him the post to counter-balance Captain Amshenent's weaknesses. A skilled tactician, Harrocks's energy and drive provide the men with an example that Amshenent himself cannot offer.



Ronvelt and Heroes

CAPTAIN RONVELT

13th Level Fighter
Race: Human
Alignment: Lawful Good

Ability Scores			BATTLESYSTEM™ Statistics				
Str	15	Int	13	AD	10	CD	13"
Dex	15	Wis	12	AR	6	ML	0
Con	9	Cha	13	Hits	7	MV	12"
AC	2	hp	58				

Magical Items

- *Bloodkeen (+1 sword)*. Ronvelt paid a wizard an exorbitant sum to make this magical weapon. It is Ronvelt's most prized possession.
- *+1 Trident*. Captain Ronvelt found this trident during his term of service with a coastal garrison. Because it is such an unusual weapon, he almost never uses it. He hopes someday to sell it to a Champion for use in the arena.

Background

An old campaigner, Ronvelt gained his command the old-fashioned way—by rising through the ranks and proving himself at every turn. He is the senior human commander of the legion, second only to Dianthus when it comes to advising Lord Drungar. Ronvelt is not particularly brilliant or wise, but he is very experienced, having served in the legions for over 40 years.



REGIN ALL-STRONG

9th Level Fighter
Race: Dwarf (Flanawar)
Alignment: Neutral

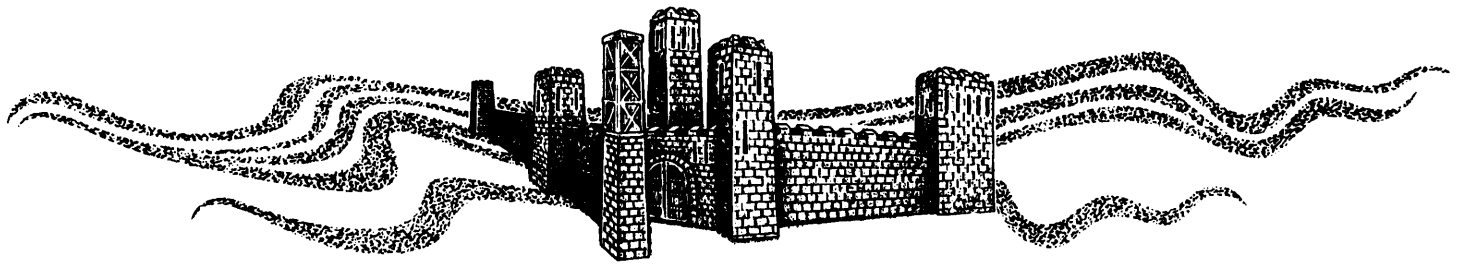
Ability Scores				BATTLESYSTEM Statistics			
Str	18(97)	Int	6	AD	10	CD	9"
Dex	12	Wis	14	AR	6	ML	0
Con	14	Cha	12	Hits	5	MV	6"
AC	2	hp	49				

Magical Items

- *Eye-biter (+1 spear)*. This magical weapon was taken by Regin from the body of an enemy, following one of the many adventures of this warlike dwarf.
- *Water of Surety (potion of clairvoyance)*. This is another item taken by Regin in his travels. In this case, the potion originally belonged to one of the perpetually suspicious Marak kender.

Background

This strapping little dwarf is a cool-headed but boorish commander. Unlettered and barely civilized, he was elected by his fellows from the ranks to be their commander. Since this was the only condition by which the dwarves would serve, Lord Drungar let it stand. Regin is a rough-and-tumble fellow. He and Ronvelt are the hardest workers of Drungar's army.



Orvalis and Heroes

CAPTAIN ORVALIS

12th Level Ranger

Race: Human

Alignment: Chaotic Good

Ability Scores			BATTLESYSTEM™ Statistics				
Str	16	Int	12	AD	12	CD	10"
Dex	13	Wis	14	AR	8	ML	0
Con	16	Cha	9	Hits	6	MV	12"
AC	7	hp	84				

Magical Items

• *Quicktongue (+1 sword)*. This weapon was a reward from Lord Drungar to Orvalis for heroics in a previous campaign.

Spells Commonly Used

*Entangle**, *pass without trace*, *charm person or mammal*, *messenger*, *speak with animals*, *warp wood**

Background

Captain Orvalis joined the legions for altruistic reasons. Seeing the strength of evil in the world, he saw his best chance to combat it by allying himself with Thenol's strongest rival. Orvalis does not always agree with the means or ends of the League, but he chooses it over other alternatives.

THAL-HAMAR

11th Level Priest of Qu'uan (Kiri-Jolith)

Race: Human (Uigan)

Alignment: Lawful Good

Ability Scores				BATTLESYSTEM Statistics			
Str	10	Int	7	AD	8	CD	6"
Dex	16	Wis	14	AR	6	ML	0
Con	13	Cha	10	Hits	4	MV	12"
AC	2	hp	42				

Granted Power: *Bless* one weapon (five arrows) per level, +1 to THACO and damage, requires one night preparation, lasts until sundown of the next day. Thal-Hamar can provide five figures with one volley of +1 arrows or one figure with +1 swords.

Spell Spheres: All, Combat, Divination, Guardian, Protection, Creation (minor access only)

Spells Commonly Memorized for Battle

First level: *Bless* (x3), *detect magic*, *shillelagh*, *protection from evil* (x2)

Second level: *Augury**, *chant*, *silence 15' r.*, *resist fire/resist cold*

Third level: *Prayer* (x2), *glyph of warding**, *dispel magic*

Fourth level: *Divination*, *confuse tongues**, *repel insects**

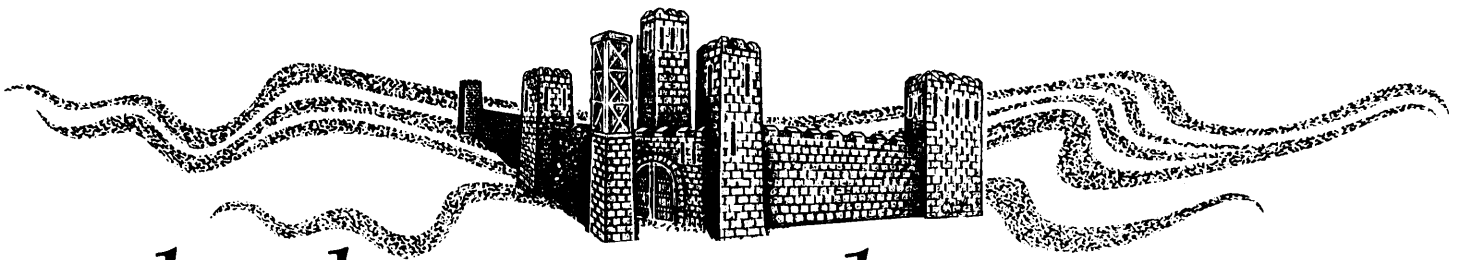
Fifth level: *Flame strike*, *insect plague*

Sixth level: *Blade barrier**

Background

Thal-Hamar, a wanderer by nature, is a close companion of Captain Orvalis and cheerfully serves under him. He senses the ranger's good nature. He also finds Orvalis better company than the city dwellers. Thal-Hamar is clearly a foreigner, with his wild, horse barbarian ways. Many find this unsettling, but his soldiers have come to respect his abilities in battle.





Thenolite Commanders & Heroes

Each listing below includes both role-playing and BATTLESYSTEM™ game statistics, since the characters may be used in either situation. In addition to the commanders listed here, each unit has a command figure as part of its unit. See the rules on command figures for an explanation of how this figure is handled.

Spells and magical items marked with an asterisk (*) are further explained under "Expanded Magic Rules."

Rustan and His Heroes

LORD RUSTAN

15th Level Fighter

Race: Human

Alignment: Lawful Evil

Ability Scores				BATTLESYSTEM Statistics			
Str	14	Int	16	AD	12	CD	14"
Dex	10	Wis	7	AR	3	ML	0
Con	14	Cha	8	Hits	8	MV	12"
AC	-4	hp	70				

Magical Items

- *Sword and Lance of Hewarth (+1 sword, +1 lance).* Rustan came into possession of these weapons when, using trumped-up charges, he seized the estates of his nephew.

- *Glaedrunshan Armor (+2 full plate).* This is one of the legendary armors of the Glaedrun, personal bodyguards of the ancient emperor of Aurim. Rustan has no true idea of the armor's history, and it has been in his family for generations.



- *Hith's Shield (+3 shield).* The priests of Hith presented this large shield to Lord Rustan as a binding gift between Rustan and the Temple of Hith.

Background

Lord Rustan is the most powerful and respected nobleman of all the Great Lords in northern Thenol. His reputation for political savvy and cunning makes others dread even his shadow. His volatile temper compounds the image; he often explodes at the slightest provocation. Rustan is feared and obeyed by nearly all. Only the truly devious Count Malarchus poses a dangerous threat to him, and the Count has lately been more preoccupied with the priesthood than the Senate.

FILLI LONGNOSE

9th Level Bard

Race: Half-elf (Silvanaes/Hoor)

Alignment: Neutral Evil

Ability Scores				BATTLESYSTEM Statistics			
Str	13	Int	12	AD	6	CD	8"
Dex	17	Wis	16	AR	6	ML	+1
Con	14	Cha	15	Hits	3	MV	12"
AC	2	hp	42				

Climb Walls	Detect Noise	Pick Pockets	Read Languages
20%	10%	40%	75%

(All abilities are adjusted for studded leather)

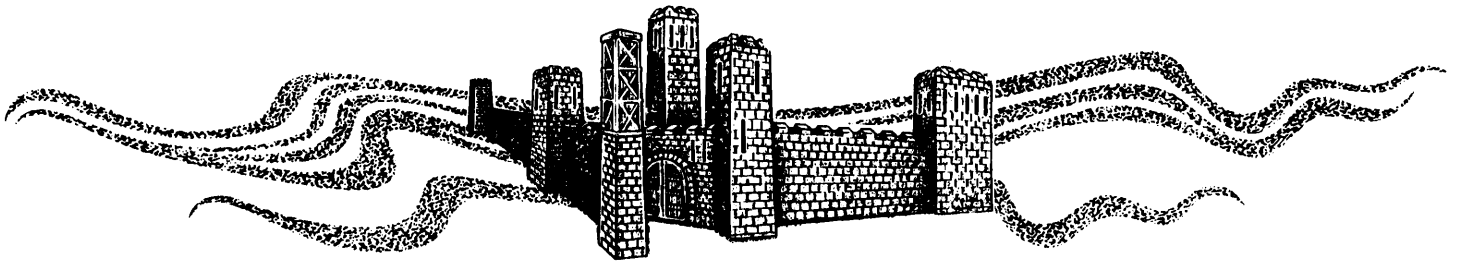
+2 bonus to morale of all friendly figures within 3" if the bard moves half or less during his turn and the unit is not in contact with the enemy. Morale bonus takes effect at the beginning of the next turn and lasts one full BATTLESYSTEM turn.

Magical Items

- *Eversmoking Bottle**

Background

Filli appears to be a good-natured and pleasant fellow. This is a facade; in truth he is callow and self-serving. He is a bard because he has the talent, and because he does not care to work. Composing songs and rhymes is a good way to avoid hard labor. Lord Rustan has dragged Filli along on this campaign to provide entertainment, and Filli does not appreciate it. Still, he knows who butters his bread, and is careful not to bite the hand that holds the butter knife.



Halvas and His Heroes

BISHOP HALVAS

14th Level Priest of Hith
Race: Human
Alignment: Lawful Evil

Ability Scores			BATTLESYSTEM™ Statistics				
Str	12	Int	9	AD	8	CD	10"
Dex	13	Wis	14	AR	7	ML	+1
Con	12	Cha	15	Hits	5	MV	12"
AC	5	hp	48				

Granted power: *Animate Dead* three times per day

Spell Spheres: Divination, Guardian, Summoning, Sun (minor access)

Spells Commonly Memorized for Battle

First Level: *bless* (x2), *curse* (x2), *darkness* (x2), *detect magic* (x2)

Second Level: *augury** (x2), *find traps*, *silence 15' r.* (x2), *wyvern watch*

Third Level: *continual darkness* (x3), *glyph of warding** (x2), *speak with dead*

Fourth Level: *abjure*, *confuse tongues** (x2), *divination* (x2)

Fifth Level: *dispel good* (x2), *true seeing*

Sixth Level: *blade barrier**, *wall of thorns*

Seventh Level: *creeping doom*

Magical Items

- *Armor of the Faith* (+2 studded leather). This armor was presented to Halvas upon his attaining the rank of bishop.

- Scroll, two spells—*light*, *protection from good* 10'r.

- Scroll, six spells—*undetectable lie*, *part water**, *control winds**, *create food and water*, *summon insects*, *conjure fire elemental**

Background

Venial, self-serving, back-stabbing, weak-willed—Bishop Halvas boasts all the qualities required to be a truly despicable servant of Hith. He toadies, passes blame, and ducks responsibility with the best. At the same time, he is protective of his own turf and greedy for more power, particularly at the expense of the Great Lords. Not surprisingly, there is no love lost between him and other commanders of the army. However, since he reports direct to Bishop Trandamere, they will do little to challenge him.

ANGAR

7th Level Priest of Hith
Race: Human
Alignment: Chaotic Evil

Ability Scores			BATTLESYSTEM Statistics				
Str	9	Int	11	AD	6	CD	4"
Dex	7	Wis	18	AR	6	ML	0
Con	14	Cha	13	Hits	3	MV	12"
AC	5	hp	31				

Granted power: Same as Bishop Halvas

Spell Spheres: Same as Bishop Halvas

Spells Commonly Memorized for Battle

First Level: *bless* (x2), *curse* (x2), *detect snares and pits*

Second Level: *augury** (x2), *silence 15' r.* (x2), *speak with animals*

Third Level: *continual darkness* (x2), *glyph of warding**

Fourth Level: *animal summoning I*, *divination*

Magical Items

- *Hith's Tears* (potion of delusion). This potion was given to Angar so that he might spread confusion among his enemies.

Background

Spurned all his life as feeble, clumsy, and dull, Halvas has dedicated himself to serving the church. The bishop uses Angar for his advice and piety, and gives him nothing in return.

FLANDUS THE PROPHET

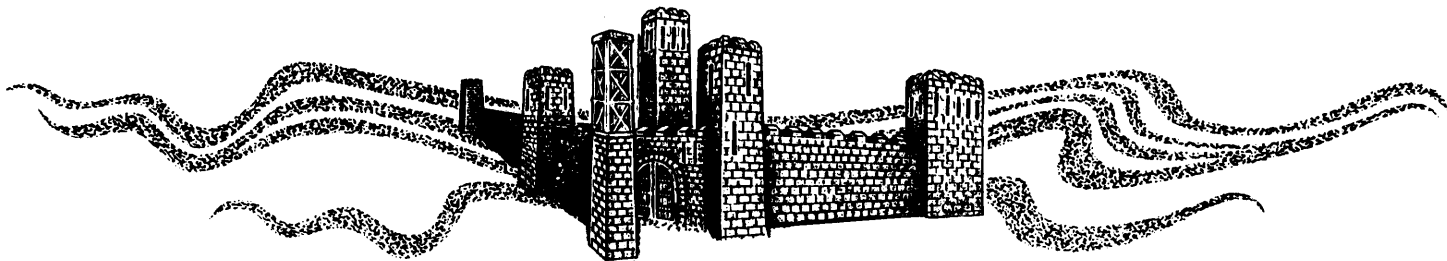
0 Level Human
Alignment: Chaotic Evil

BATTLESYSTEM Statistics			
AD	4	CD	12"
AR	10	ML	0
Hits	1	MV	12"
AC	10	hp	2

Background

Flandus is the only commander the fanatics will heed. He can inspire the mob to act even though he lacks any special powers. If not within his radius, the fanatics always are considered out of command. Flandus cannot command any other unit.

Because he is a prophet, and has the dedication of the fanatics, Flandus also is notoriously intolerant and inflexible. He will not heed commands he does not care to follow, and he has been known to hold back his brethren should he feel the least bit slighted by another officer.



Donhaulic and Heroes

LORD DONHAULIC

13th Level Fighter

Race: Human

Alignment: Neutral Evil

Ability Scores			BATTLESYSTEM™ Statistics				
Str	9	Int	11	AD	10	CD	13"
Dex	12	Wis	10	AR	5	ML	0
Con	15	Cha	12	Hits	7	MV	12"
AC	1	hp	64				

Magical Items

- *Snydl (+1 morningstar)*. This fine weapon was stolen by Donhaulic's father from the Flanawar dwarves during a daring raid into their territory. Now his son has claimed it as his birthright.
- *+1 plate mail*.
- *Gauntlets of dexterity*. Lord Donhaulic took these off the body of an unfortunate thief who failed in his attempts to pilfer Donhaulic's treasury.

Background

Unexceptional in all things, Lord Donhaulic's most noteworthy characteristic is his pigheadedness. While it often works against him, it is the only characteristic that has enabled a man of such mediocrity to reach the heights he has.

ALFRIC THE TALL

8th Level Fighter

Race: Human

Alignment: Neutral Evil

Ability Scores			BATTLESYSTEM Statistics				
Str	13	Int	13	AD	10	CD	7"
Dex	12	Wis	12	AR	5	ML	0
Con	11	Cha	8	Hits	4	MV	12"
AC	1	hp	44				

Magical Items

- *Flanawar Steel (+1 plate armor)*. This exceptionally fine suit of armor was purchased from a travelling merchant who didn't realize what he had.

Background

Alfric, brother of Felice, is a family disappointment. He has never bothered to develop his talents and seems to show no interest in a career other than spending the family fortune.

FELICE THE TALL

11th Level Wizard

Race: Human

Alignment: Lawful Evil

Ability Scores			BATTLESYSTEM Statistics				
Str	8	Int	17	AD	4	CD	8"
Dex	15	Wis	16	AR	9	ML	+1
Con	14	Cha	15	Hits	4	MV	12"
AC	9	hp	26				

Magical Items

- *Censer Controlling Air Elementals*. Felice prizes this item above all others. She will use it only with great reluctance.
- *Wand of Fear**. This small wand, carved with the fearsome head of Hith on the end, is one of Felice's favored weapons. Twenty-eight charges remain in it.
- *Oil of Elemental Invulnerability (Atr)*. This little concoction is an extra precaution prepared by Felice in case things should ever go wrong with her censer. It won't protect her totally, but it will give her a slight edge.

Spellbook

First Level: *friends, grease*, hypnotism, identify, jump, light, Nystul's magic aura, protection from evil, read magic, spook, Tenser's floating disc, unseen servant, ventriloquism, wizard mark*

Second Level: *alter self, bind*, continual light, darkness 15' r.*, ESP*, flaming sphere*, forget, hypnotic pattern*, improved phantasmal force*, knock, levitate, magic mouth, ray of enfeeblement, scare**

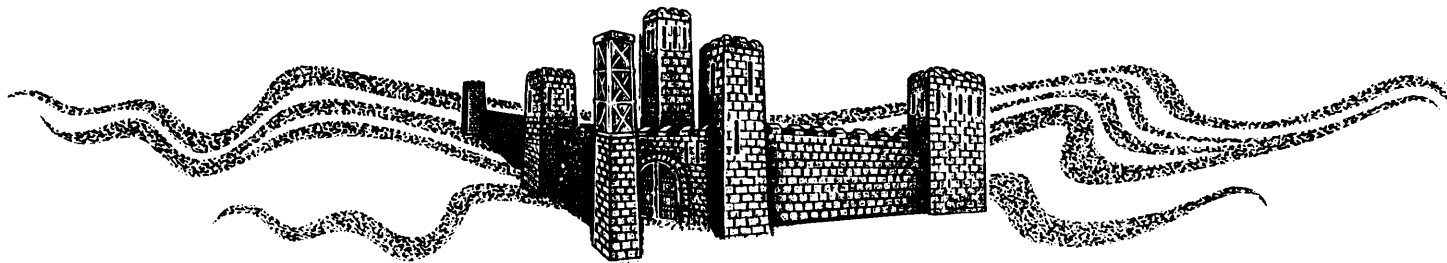
Third Level: *dispel magic, explosive runes*, feign death, gust of wind, haste, illusionary script, item, monster summoning I, nondetection, protection from normal missiles, suggestion, vampiric touch*, wrathform*

Fourth Level: *charm monster, detect scrying, emotion*, fear, hallucinatory terrain*, ice storm*, magic mirror, monster summoning II, Otiluke's resilient sphere, phantasmal killer, rainbow pattern*, shadow monsters, vacancy, wall of fire*

Fifth Level: *advanced illusion*, Bigby's interposing hand, chaos*, contact other plane, demishadow monsters, dream, fabricate, magic jar, passwall, summon shadow, telekinesis, transmute rock to mud*, wall of force**

Background

Cultured, graceful, and seductive, she is utterly treacherous. Only her brother and herself matter to Felice; wise people stay out of her way. She is cunning enough to get what she wants without taking blame for her actions. Indeed, her presence on the campaign was her own doing (to support her brother), although others think it was their choice to include her.



Taras and Hero

LORD TARAS

11th Level Fighter
Race: Human
Alignment: Neutral

Ability Scores				BATTLESYSTEM™ Statistics			
Str	14	Int	12	AD	10	CD	12"
Dex	14	Wis	16	AR	5	ML	0
Con	13	Cha	14	Hits	6	MV	12"
AC	1	hp	53				

Magical Items

- The battle axe and armor of Rolfort the Bald (+1 battle-axe, +1 plate mail)

Background

Lord Taras is a hard-headed and practical man with few illusions about life. He never fights for a cause and has no strong loyalty to any place or people. Indeed, should the campaign go badly, he could quite easily become the captain of a mercenary company.

JERVUS O'CONNEL

6th/7th Level Fighter/Thief
Race: Half-elf (huldrefolk)
Alignment: Neutral Evil

Ability Scores				BATTLESYSTEM Statistics			
Str	17	Int	15	AD	8	CD	9"
Dex	15	Wis	13	AR	6	ML	0
Con	15	Cha	14	Hits	3	MV	12'
AC	3	hp	39				

Pick Pockets	Open Locks	Find Traps	Move Silently	Hide/Shad.	Detect Noise	Climb Walls
70%	50%	15%	35%	20%	10%	30%

All abilities are adjusted for elven chain.
Backstab x 3

Background

Jervis shares his lord's opinions on life and loyalty. He tempers this with his peculiar huldrefolk sensibilities. As a result, he seems thoughtless, flighty, and unconcerned with anything. This also makes him very difficult to command.

Justica and Hero

LADY JUSTICA

10th Level Fighter
Race: Human
Alignment: Lawful Neutral

Ability Scores				BATTLESYSTEM Statistics			
Str	15	Int	10	AD	10	CD	14"
Dex	11	Wis	14	AR	5	ML	+1
Con	14	Cha	16	Hits	5	MV	12"
AC	0	hp	52				

Magical Items

- +4 ring mail

Background

Lady Justica serves on this campaign out of duty to Thenol and nothing more. She has no liking for the other commanders and little faith or desire to actually go to war. Nonetheless, duty is duty and so she does what she must.

AELF MANDESSON

7th Level Fighter
Race: Human
Alignment: Neutral

Ability Scores				BATTLESYSTEM Statistics			
Str	16	Int	13	AD	10	CD	7"
Dex	15	Wis	13	AR	6	ML	0
Con	13	Cha	9	Hits	4	MV	12"
AC	3	hp	42				

Background

Aelf is a carefree fellow, content to be most anywhere at any station in life. For him this campaign is just another adventure. Besides, it gives him reason to stay near Lady Justica, whom he has been courting (with only limited success) for quite some time.

League Rosters

Lord Drumgor's Guard
Minotaurs (Hvy. Infantry) 12 fig.

AR	6	Notes <u>Regulars, +3</u>	<u>Longsword 12</u>
Hits	3	<u>to morale</u>	_____
ML/CD	16	<u>when in</u>	_____
MV	12"	<u>melee</u>	Range / /

2nd Centuria / 1st Order
Minotaurs (Hvy. Infantry) 12 fig.

AR	6	Notes <u>Regulars, +3</u>	<u>Longsword 12</u>
Hits	3	<u>to morale</u>	_____
ML/CD	16	<u>when in</u>	_____
MV	12"	<u>melee</u>	Range / /

3rd Centuria / 1st Order
Quarries (Med. Infantry) 12 fig.

AR	7	Notes <u>Regulars.</u>	<u>Battleaxe 6</u>
Hits	1	<u>Favored terrain:</u>	<u>Wachhammer</u>
ML/CD	13	<u>Rocky</u>	<u>6/4</u>
MV	6"	_____	Range / /

4th Centuria / 1st Order
Humans (Lt. Archers) 15 fig.

AR	9	Notes <u>Regulars</u>	<u>Longbow 6*</u>
Hits	1	_____	<u>Shortsword 6</u>
ML/CD	13	_____	_____
MV	12"	_____	Range 4 8 17

1st Centuria / 2nd Order
Humans (Med. Infantry) 12 fig.

AR	7	Notes <u>Regulars</u>	<u>Spear 6*</u>
Hits	1	_____	<u>Longsword 6/8</u>
ML/CD	12	_____	_____
MV	9"	_____	Range 1 2 13

2nd Centuria / 2nd Order
Humans (Med. Infantry) 12 fig.

AR	7	Notes <u>Regulars</u>	<u>Spear 6*</u>
Hits	1	_____	<u>Longsword 6/8</u>
ML/CD	12	_____	_____
MV	9"	_____	Range 1 2 13

League Rosters

3rd Centuria / 2nd Order
Humans (Lt. Archers) 15 fig.

AR	9	Notes <u>Regulars</u>	<u>Longbow 6*</u> <u>Shortsword 6</u>
Hits	1		
ML/CD	13		
MV	12"		
Range			

4th Centuria / 2nd Order
Humans (Lt. Infantry) 15 fig.

AR	8	Notes <u>Regulars</u>	<u>Spear 6*</u> <u>Longsword 6/8</u>
Hits	1		
ML/CD	10		
MV	12"		
Range			

Penal Centuria / 2nd Order
Humans (Lt. Infantry) 12 fig.

AR	8	Notes <u>Regulars</u>	<u>Spear 6*</u> <u>Longsword 6/8</u>
Hits	1		
ML/CD	10		
MV	12"		
Range			

1st Centuria / Red Shields
Humans (Elite Hy. Cavalry) 10 fig.

AR	5	Notes <u>Regulars</u>	<u>Hy. lance,</u> <u>[10/12]</u> <u>Longsword 10</u>
Hits	2		
ML/CD	15		
MV	15"		
Range			

2nd Centuria / Red Shields
Humans (Med. Cavalry) 15 fig.

AR	7	Notes <u>Regulars</u>	<u>Med. lance [10]</u> <u>Longsword 10</u>
Hits	2		
ML/CD	13		
MV	18"		
Range			

3rd Centuria / Red Shields
Humans (Lt. Cavalry) 15 fig.

AR	9	Notes <u>Regulars</u>	<u>Lt. lance [8]</u> <u>Longsword 8/10</u>
Hits	2		
ML/CD	13		
MV	24"		
Range			

League Rosters

2nd Centuria / 12th Vigilantia
Humans (Lt. Cavalry) 10 fig.

AR	9	Notes	
Hits	2	Regulars	Lt. lance [8]
ML/CD	13		Longsword 8/10
MV	24"		Range
			/ /

Bashi - Baras
Humans (Lt. Infantry) 15 fig.

AR	8	Notes	
Hits	1	Irregular	Longsword 6/8
ML/CD	9		
MV	12"		Range
			/ /

Bashi - Baras
Humans (Lt. Infantry) 15 fig.

AR	8	Notes	
Hits	1	Irregular	Longsword 6/8
ML/CD	9		
MV	12"		Range
			/ /

Hillmen Auxillaries
Humans (Lt. Archers) 15 fig.

AR	9	Notes	
Hits	1	Irregulars	Shortbow 6*
ML/CD	9		Shortsword 6
MV	12"		Range
			5 / 10 / 15

Woodmen Auxillaries
Humans (Lt. Slingers) 15 fig.

AR	9	Notes	
Hits	1	Irregulars	Sling 4*
ML/CD	9		Shortsword 6
MV	12"		Range
			4 / 8 / 16

AR	—	Notes	
Hits	—		
ML/CD	—		
MV	—		Range
			/ /

Thenolite Rosters

Lord Haman's Guard
Humans (Hvy. Infantry) 20 fig.

AR	7	Notes <u>Regulars</u>	<u>Longsword 6/8</u>
Hits	1		
ML/CD	12		
MV	6"		Range / /

Lord Haman's Knights
Humans (Med. Cavalry) 18 fig.

AR	7	Notes <u>Regulars</u>	<u>Med. lance 10</u>
Hits	2		<u>Hvy. Mace 10</u>
ML/CD	13		
MV	18"		Range / /

Lord Haman's Squires
Humans (Lt. Cavalry) 20 fig.

AR	8	Notes <u>Regulars</u>	<u>Lt. lance 18</u>
Hits	2		<u>Longsword 8/10</u>
ML/CD	14		<u>Javelin 6*</u>
MV	24"		Range 2 1 4 1 6

Sanatics of Hith (Haman's comm.)
Humans (Lt. Infantry) 20 fig.

AR	10	Notes <u>Irregulars</u>	<u>Spear 6</u>
Hits	1		<u>Shortsword 6</u>
ML/CD	11		
MV	12"		Range / /

Lord Jaras's Guard
Humans (Hvy. Infantry) 20 fig.

AR	7	Notes <u>Regulars</u>	<u>Longsword 6/8</u>
Hits	1		
ML/CD	12		
MV	6"		Range / /

Lord Jaras's Garrison
Humans (Lt. Crossbowmen) 18 fig.

AR	8	Notes <u>Regulars</u>	<u>Lt. Crossbow 6*</u>
Hits	1		<u>Shortsword 6</u>
ML/CD	13		
MV	12"		Range 6 1 1 2 1 1 7

Lord Jaras's Knights
Humans (Hvy. Cavalry) 18 fig.

AR	6	Notes <u>Regulars</u>	<u>Hvy. lance,</u>
Hits	2		<u>12+8</u>
ML/CD	13		<u>Longsword 12+8</u>
MV	15"		Range / /

Lord Jaras's Squires
Humans (Med. Cavalry) 20 fig.

AR	7	Notes <u>Regulars</u>	<u>Med lance 10</u>
Hits	2		<u>Hvy. Mace 10</u>
ML/CD	13		
MV	18"		Range / /

Thenolite Rosters

Lord Taras's Yeomen
Humans (Lt. Cavalry) 20 fig.

AR	8	Notes	<i>Regulars</i>
Hits	2		
ML/CD	14		
MV	24"		
			<i>Lt. lance [8]</i>
			<i>Longswords 8/10</i>
			<i>Javelin 6*</i>
			Range
			2 4 6

Lord Penthaulic's Guard
Humans (Hvy. Infantry) 18 fig.

AR	7	Notes	<i>Regulars</i>
Hits	1		
ML/CD	12		
MV	6'		
			<i>Longswords 6/8</i>
			Range
			/ /

Lord Penthaulic's Knights
Humans (Med. Cavalry) 20 fig.

AR	7	Notes	<i>Regulars</i>
Hits	2		
ML/CD	13		
MV	18"		
			<i>Med. lance [10]</i>
			<i>Hvy. Mace 10</i>
			Range
			/ /

Lord Penthaulic's Yeomen
Humans (Lt. Archers) 9 fig.

AR	8	Notes	<i>Regulars</i>
Hits	1		
ML/CD	13		
MV	12"		
			<i>Short bow 6*</i>
			<i>Shortsword 6</i>
			Range
			5 10 15

Lord Penthaulic's Levy
Humans (Lt. Infantry) 20 fig.

AR	9	Notes	<i>Irregulars</i>
Hits	1		
ML/CD	11		
MV	12"		
			<i>Glaive 6/8</i>
			Range
			/ /

Lady Justica's Guard
Humans (Hvy. Infantry) 20 fig.

AR	7	Notes	<i>Regulars</i>
Hits	1		
ML/CD	12		
MV	6"		
			<i>Longswords 6/8</i>
			Range
			/ /

Lady Justica's Yeomen
Humans (Lt. Archers) 9 fig.

AR	8	Notes	<i>Regulars</i>
Hits	1		
ML/CD	13		
MV	12"		
			<i>Short bow 6*</i>
			<i>Shortsword 6</i>
			Range
			5 10 15

Lady Justica's Militia
Humans (Lt. Infantry) 20 fig.

AR	9	Notes	<i>Irregulars</i>
Hits	1		
ML/CD	11		
MV	12"		
			<i>Glaive 6/8</i>
			Range
			/ /

Thenolite Rosters

Temple Guard of Bishop Ardath
Skeletons (Infantry) 20 fig.

AR	<u>8</u>	Notes <u>Irregular, never</u>	<u>Assorted</u>
Hits	<u>1</u>	<u>check morale,</u>	<u>weapons 6</u>
ML/CD	<u>-</u>	<u>1/2 damage</u>	_____
MV	<u>12"</u>	<u>from edged</u>	Range
		<u>weapons</u>	/ /

Slayers of Hith (Bishop's comm.)
Skeletons (Infantry) 20 fig.

AR	<u>8</u>	Notes <u>Irregular, never</u>	<u>Assorted</u>
Hits	<u>1</u>	<u>check morale,</u>	<u>weapons 6</u>
ML/CD	<u>-</u>	<u>1/2 damage</u>	_____
MV	<u>12"</u>	<u>from edged</u>	Range
		<u>weapons</u>	/ /

Wrath of Hith (Bishop's comm.)
Skeletons (Archers) 18 fig.

AR	<u>8</u>	Notes <u>Irregulars, never</u>	<u>Shortbow 6*</u>
Hits	<u>1</u>	<u>check ML, can't</u>	<u>Assorted</u>
ML/CD	<u>-</u>	<u>use pass-thru</u>	<u>weapons 6</u>
MV	<u>12"</u>	<u>fire, 1/2 dmg from</u>	Range
		<u>edged weapons</u>	<u>5 / 10 / 15</u>

Fanatics of Hith (Bishop's comm.)
Humans (Lt. Infantry) 20 fig.

AR	<u>10</u>	Notes <u>Irregulars</u>	<u>Spear 6</u>
Hits	<u>1</u>	_____	<u>Shortsword 6</u>
ML/CD	<u>11</u>	_____	_____
MV	<u>12"</u>	_____	Range
		_____	/ /

Heldrefolk
Elves (Lt. Skirmishers)

AR	<u>8</u>	Notes <u>Irregulars</u>	<u>Longbow 6*</u>
Hits	<u>1</u>	<u> favored terrain</u>	<u>Longsword 8</u>
ML/CD	<u>12</u>	<u>woods,</u>	_____
MV	<u>12"</u>	<u>70% undetectable</u>	Range
		<u>in woods</u>	<u>7 / 14 / 21</u>

Silvanas
Elves (Lt. Infantry)

AR	<u>7</u>	Notes <u>Regulars,</u>	<u>Longsword 8</u>
Hits	<u>1</u>	<u> favored</u>	_____
ML/CD	<u>13</u>	<u>terrain</u>	_____
MV	<u>12"</u>	<u>woods</u>	Range
		_____	/ /

Bakali
Lizardmen (Med. Infantry)

AR	<u>7</u>	Notes <u>Irreg., favored</u>	_____
Hits	<u>2</u>	<u>terrain swamp,</u>	_____
ML/CD	<u>10*</u>	<u>ML 12 if within</u>	_____
MV	<u>6"</u>	<u>6" of water,</u>	Range
		<u>fasting discipline</u>	/ /
		<u>checks required</u>	

Steamwall Hobgoblins
(Lt. Infantry)

AR	<u>9</u>	Notes <u>Irregulars,</u>	<u>Spear 6</u>
Hits	<u>1</u>	<u>hated foe</u>	_____
ML/CD	<u>10</u>	<u>elves</u>	_____
MV	<u>9"</u>	_____	Range
		_____	/ /

Thenolite Rosters

Swampers Scouts
Humans (Lt. Infantry)

AR	7	Notes <i>Irregulars, will not march with undead units, hated for bakali</i>	<i>Longsword</i> <i>6/8</i>
Hits	1		
ML/CD	13		
MV	12"		
			Range / /

Horsemen of Hith
Skeleton cavalry

AR	8	Notes <i>Irregulars, cause horror, 1/2 damage from edged weapons</i>	<i>Assorted weapons 10</i>
Hits	2		
ML/CD	-		
MV	18"		
			Range / /

Marak
Kender (Lt. Skirmishers)

AR	8	Notes <i>Can force discipline check due to taunts of any unit within 6"</i>	<i>Hoopaii 6*</i> <i>Shortsword 6</i>
Hits	1		
ML/CD	12		
MV	9"		
			Range 8 / 16 / 24

Amomoi (Airship)
One appears, 2"x3"

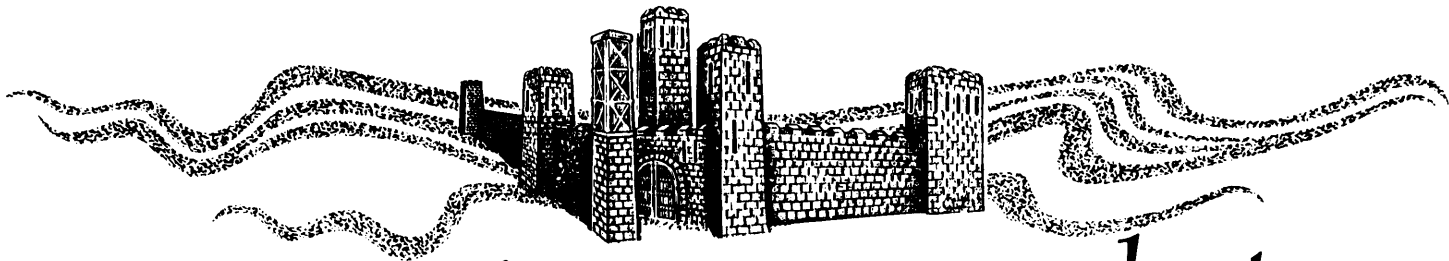
AR	9	Notes <i>Moves in any direction, including up/down, same rate.</i>	<i>Attack: dropping rocks only.</i>
Hits	20		
ML/CD	15		
MV	12"		
			Range / /

AR	—	Notes	
Hits	—		
ML/CD	—		
MV	—		
			Range / /

AR	—	Notes	
Hits	—		
ML/CD	—		
MV	—		
			Range / /

AR	—	Notes	
Hits	—		
ML/CD	—		
MV	—		
			Range / /

AR	—	Notes	
Hits	—		
ML/CD	—		
MV	—		
			Range / /



Campaign Summary Sheet

This sheet is a quick reference for players using the BATTLESYSTEM™ miniatures campaign.

Turn Sequence

Each campaign turn covers four days of game time. The steps of the turn are:

- 1) Referee checks for random events.
- 2) Players write orders for each unit they command.
- 3) Referee executes orders of all players.
- 4) Battles (if any) are fought using the BATTLESYSTEM rules.
- 5) Defeated armies retreat.
- 6) Both players pay supply points for besieged units.
- 7) Both players complete refitting and stockpiling.

Campaign Orders

Each turn, players may write one of the following orders for a unit:

Move
 Attack
 Hasty Attack
 Patrol
 Besiege
 Prepare defenses
 Defend
 Hold
 Refit
 Stockpile

A unit can receive only one order per turn. Different units can receive the same or different orders, even if they occupy the same area.

Order Summary

Attack: The unit attacks any enemy unit or units in the same space.

Besiege: The unit blocks the gates of a fort or castle in the same space. Units can mine under the walls and build trebuchets. Siege engines can batter the walls.

Defend: The unit waits to receive an attack. The defender is allowed to place some terrain on the table if there is a battle in the space.

Hasty Attack: The unit moves one fewer space than normal and makes an attack at the end of its move. The unit has a -1 morale penalty for the duration of the turn.

Hold: The unit does nothing and awaits further orders.

Move: The unit moves on the campaign map. The unit can move up to the limits given below.

BATTLESYSTEM Move	Spaces Moved
9" or less	1
10" - 15"	2
16" - 18"	3
19" - 24"	4

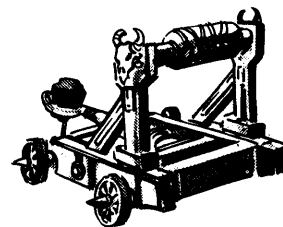
Patrol: A unit scouts the same or an adjacent area. It reports on the movement of enemy units and can attack these units if the player wants. There is a 1 in 6 chance a patrolling unit will be discovered.

Prepare Defense: The unit can build simple field fortifications: ditches, pits, stakes, and ramparts. The amount built depends on the number of figures and time spent at the task. A single figure can prepare the following in a campaign turn:

Concealment	2" x 1" area
Ditch	3 1/2" x 1/2" area
Low wall	6" long
Pit	1" cube
Rampart	1" long
Stakes	10" x 1" area

Refit: The unit does not move but regains lost troops or recruits new ones. On the turn after a battle, a refitting unit regains 2/3 of the figures lost in the battle. After this, the refitting unit regains 1-3 figures per turn. The unit cannot exceed its original size.

Stockpile: The unit gathers supplies in any area with a permanent fortification. For every 10 figures stockpiling, 1d6 points of supplies are gathered. These supplies are stored in the castle for use during a siege.





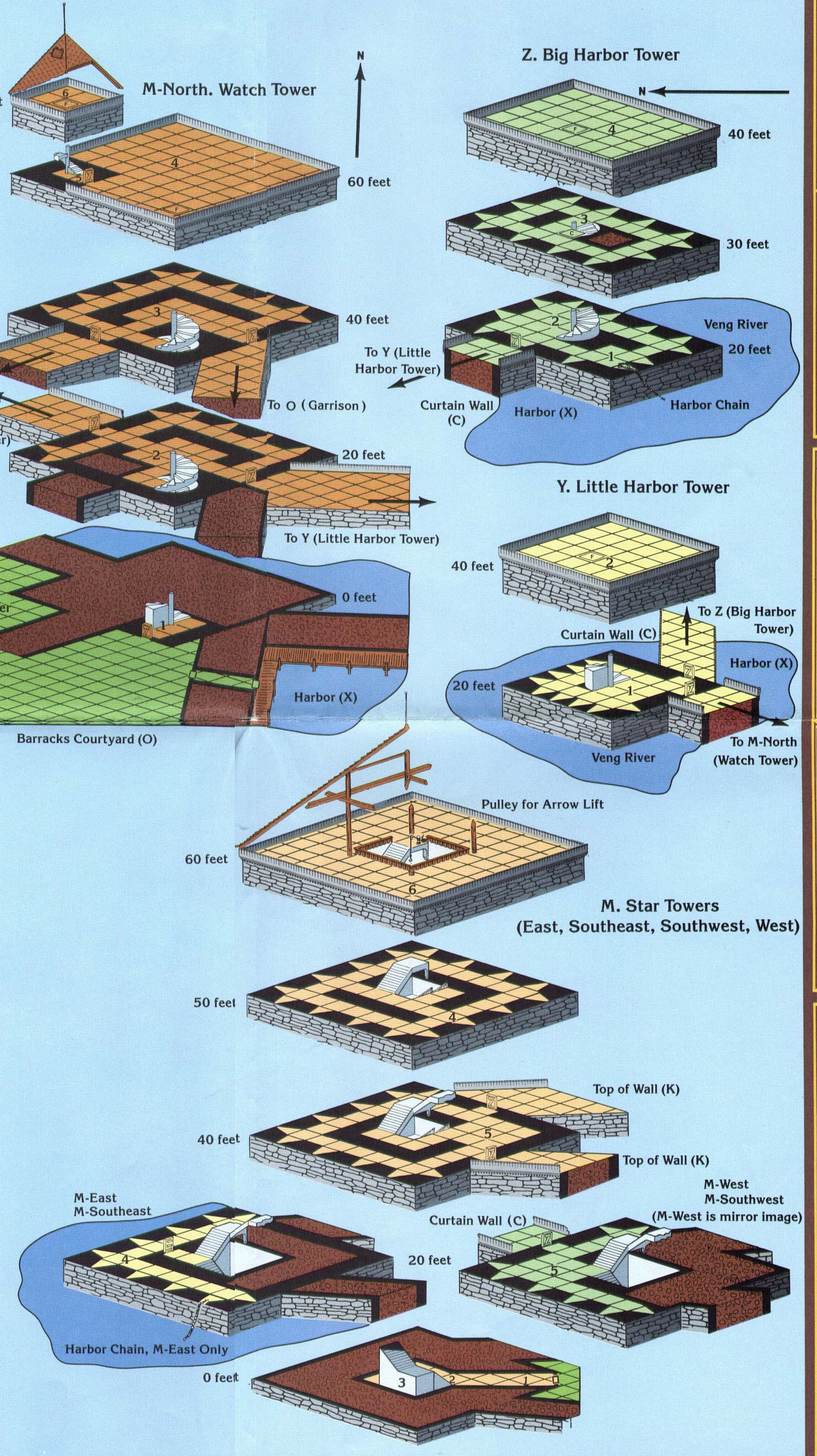
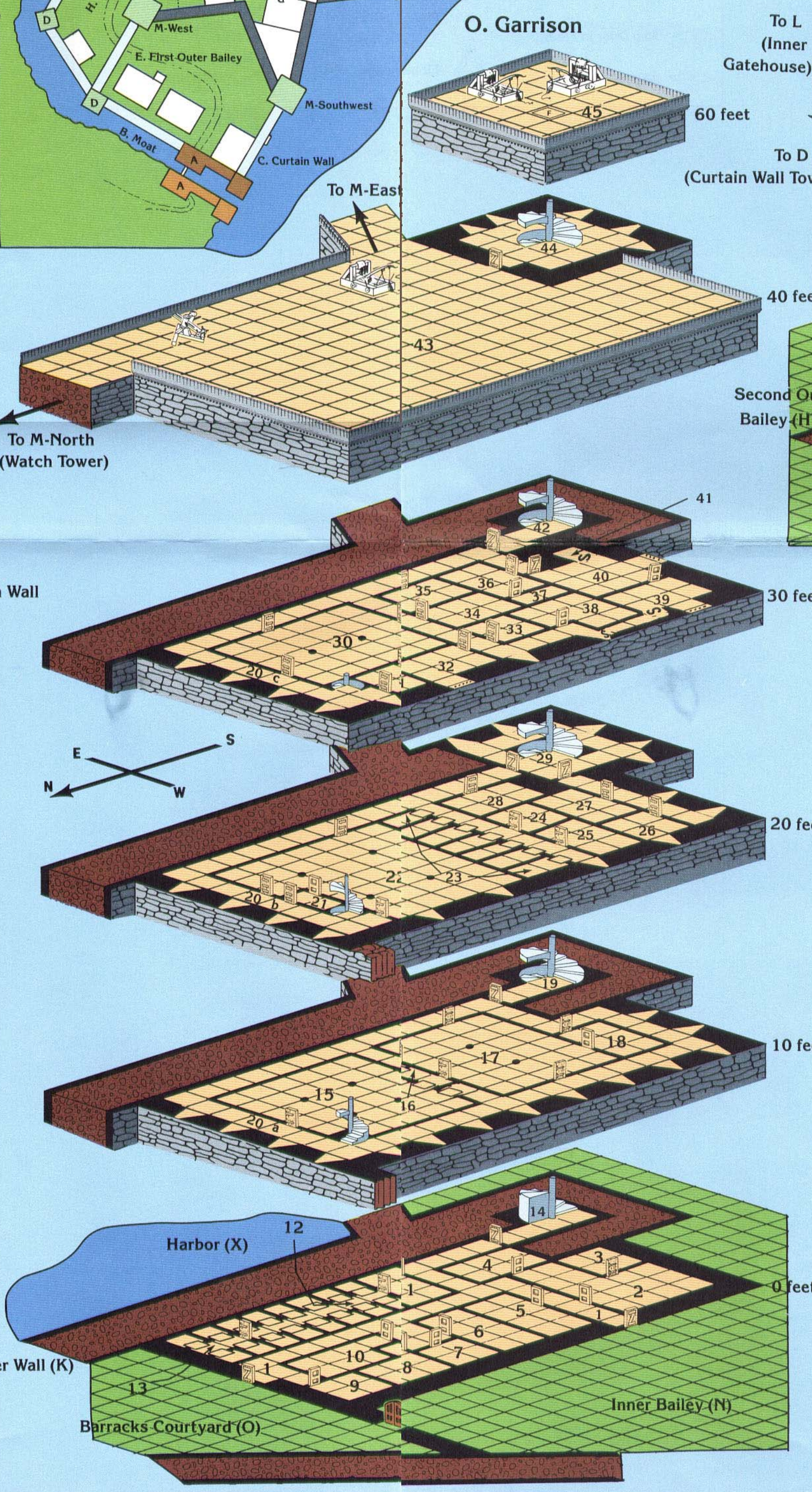
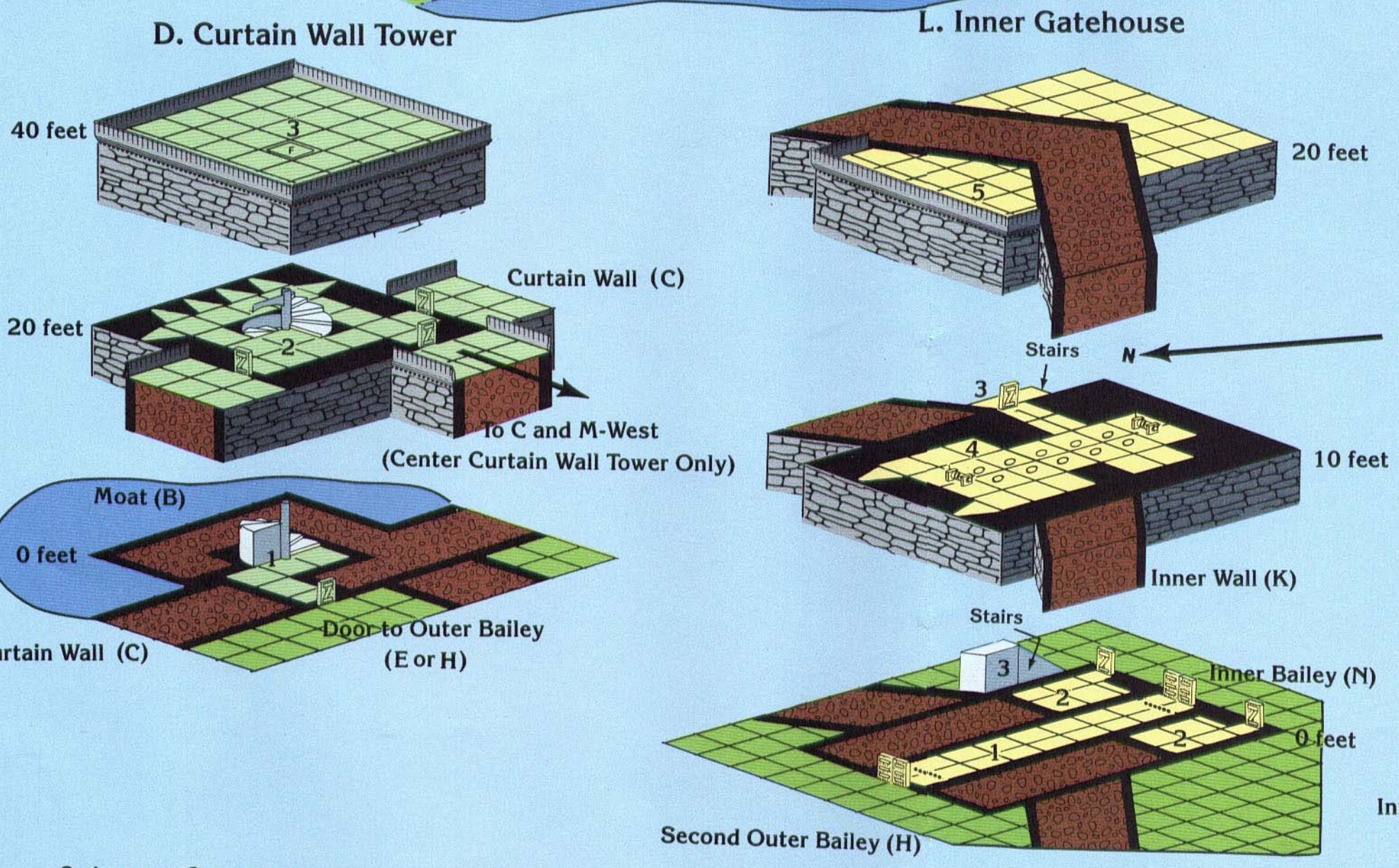
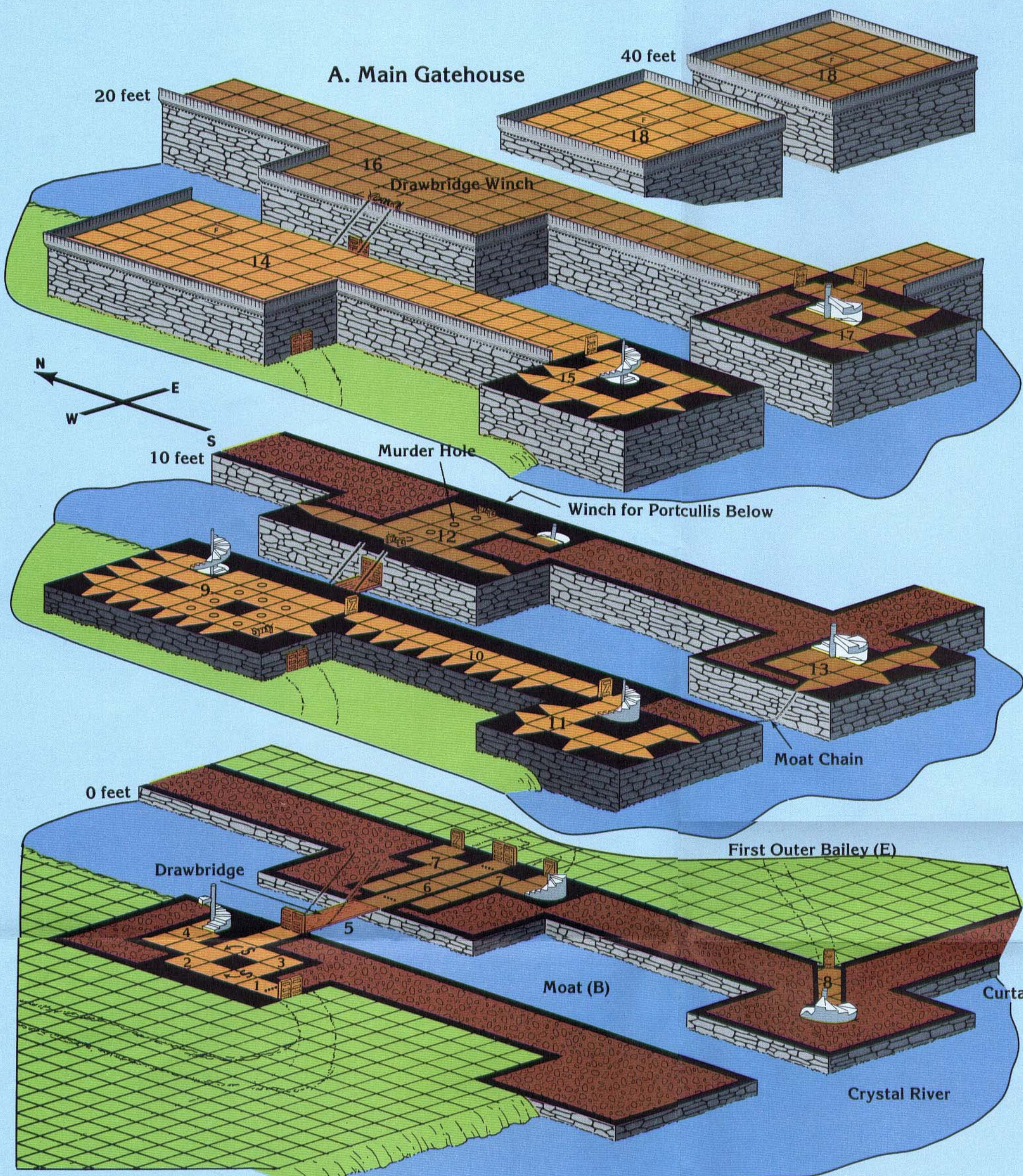
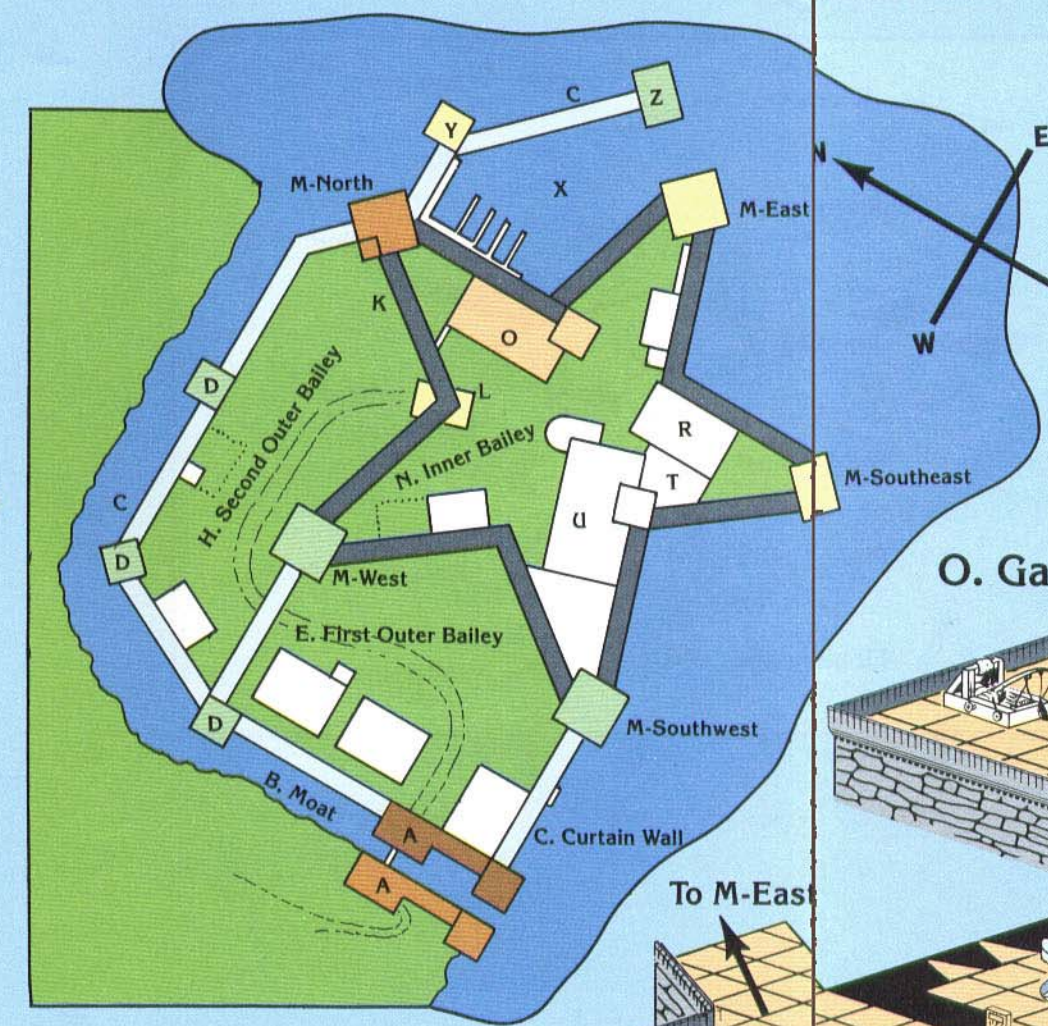
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CASTLE HART

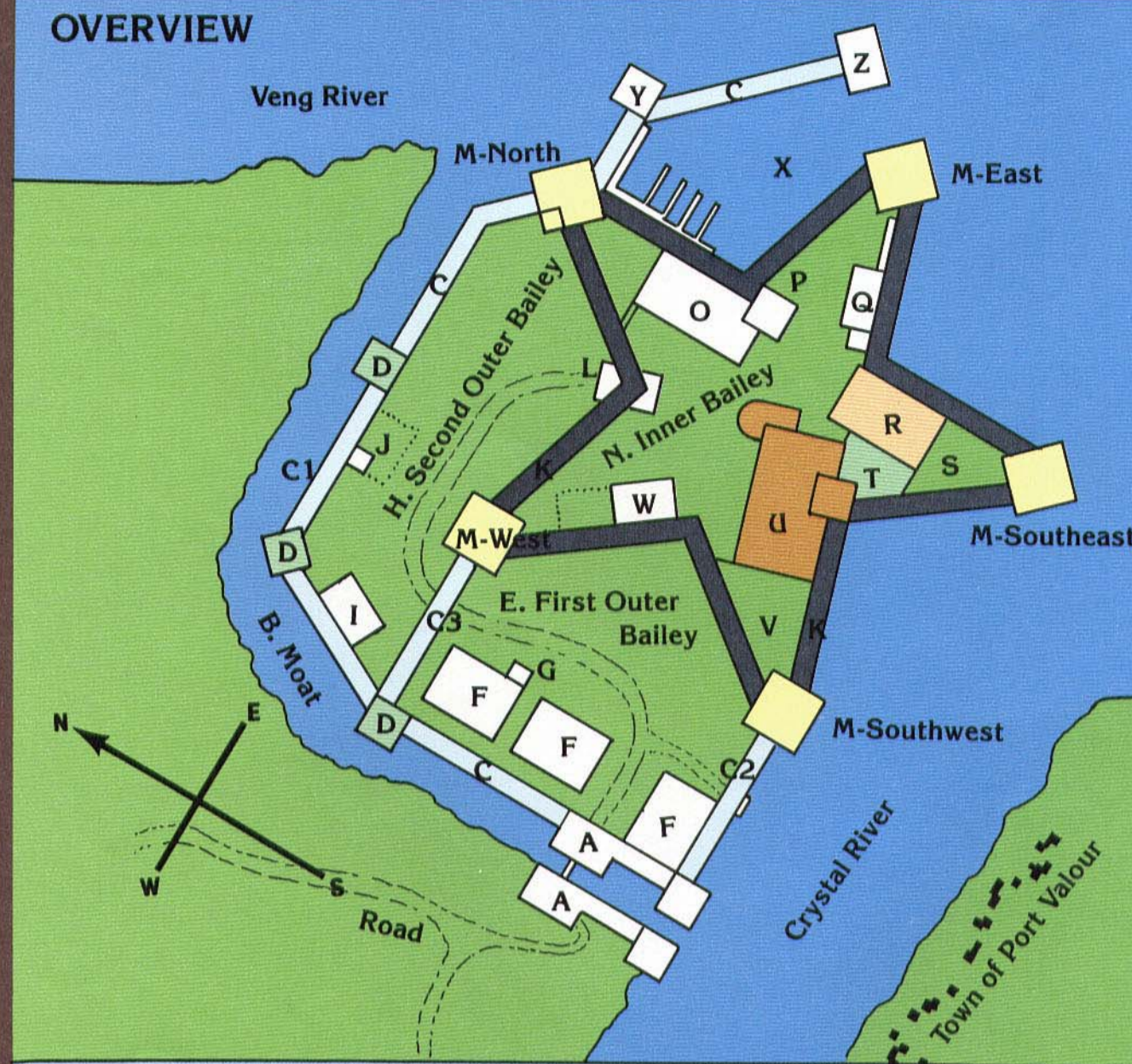
CASTLE'S Boxed Set



Scale: one = 10 feet

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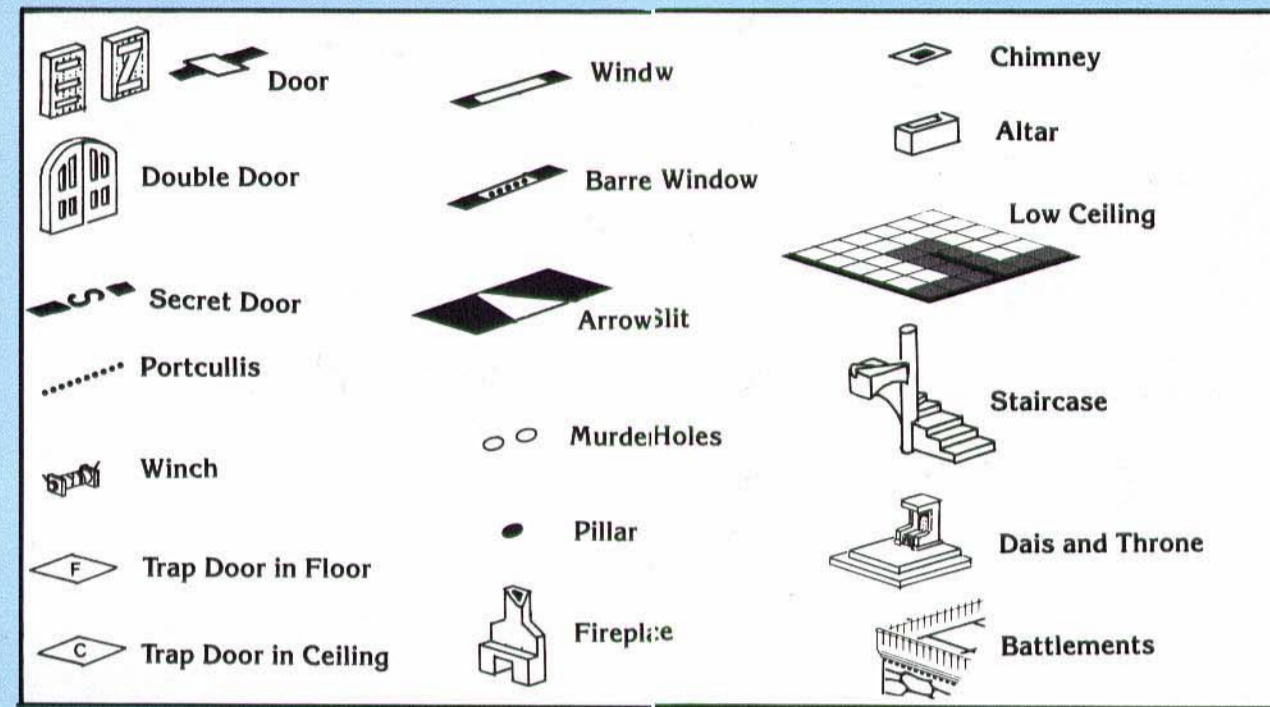
OVERVIEW



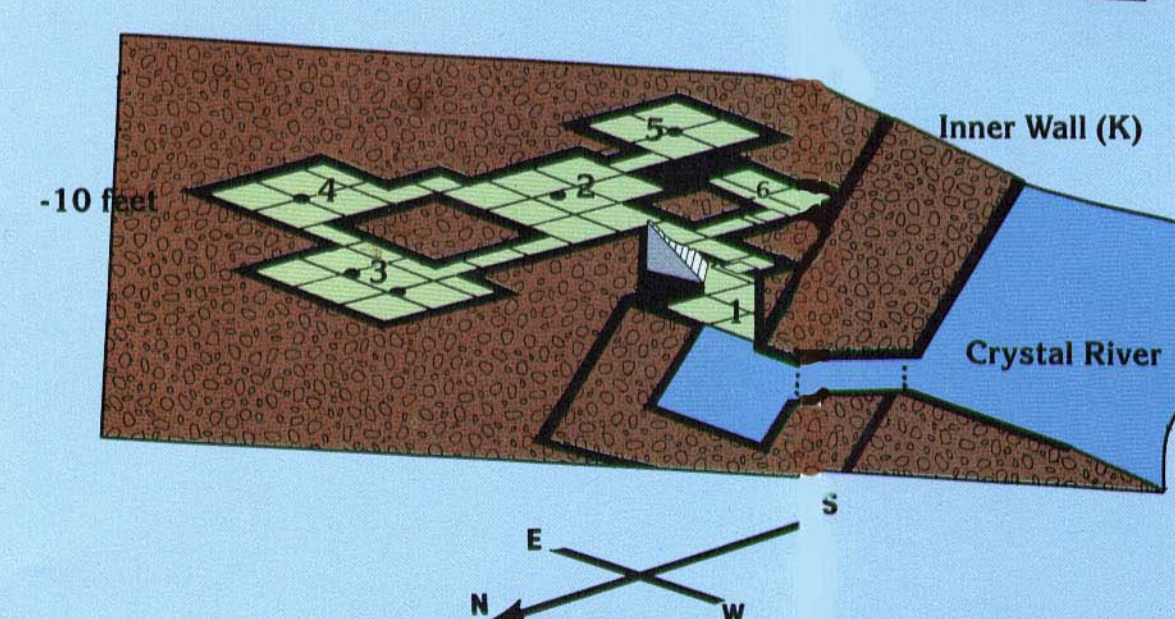
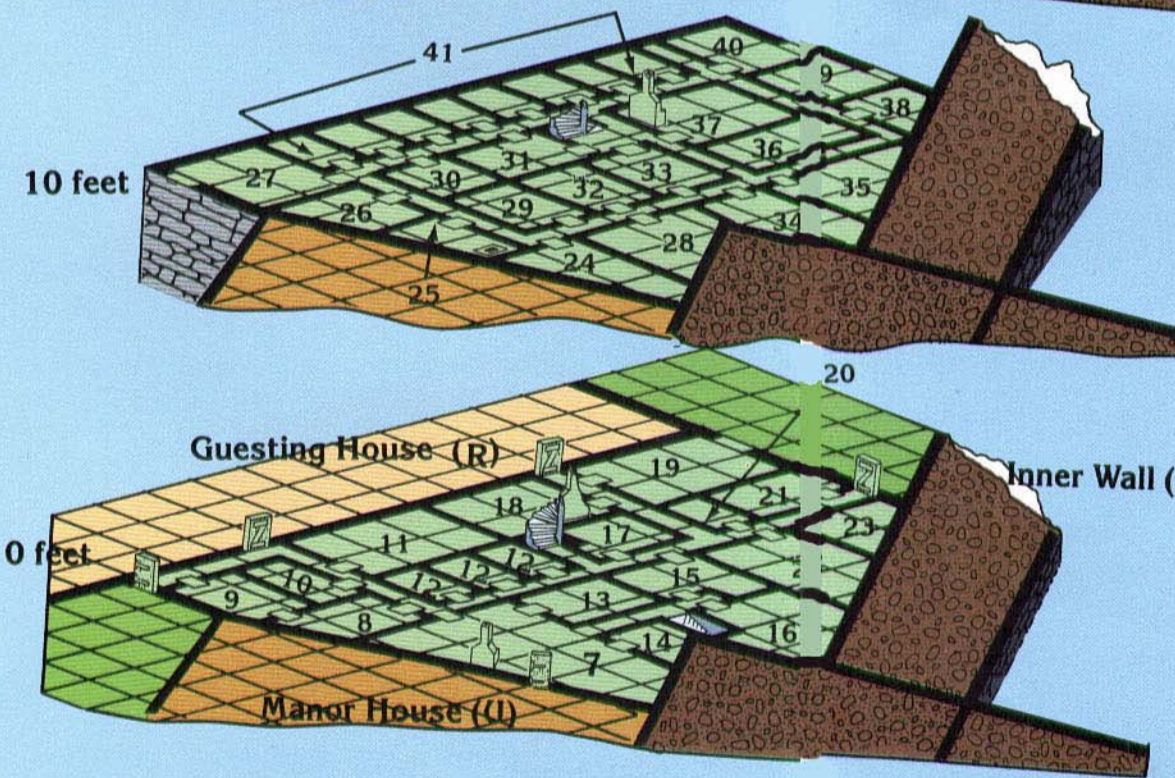
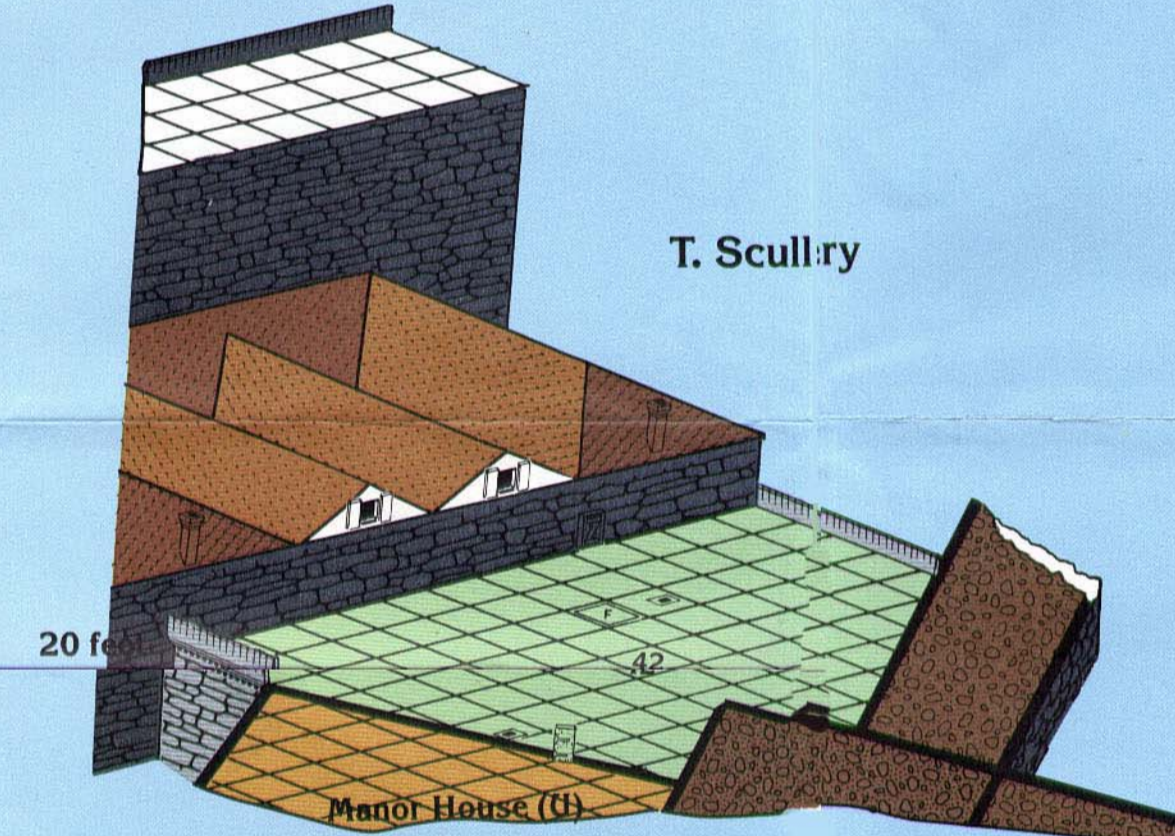
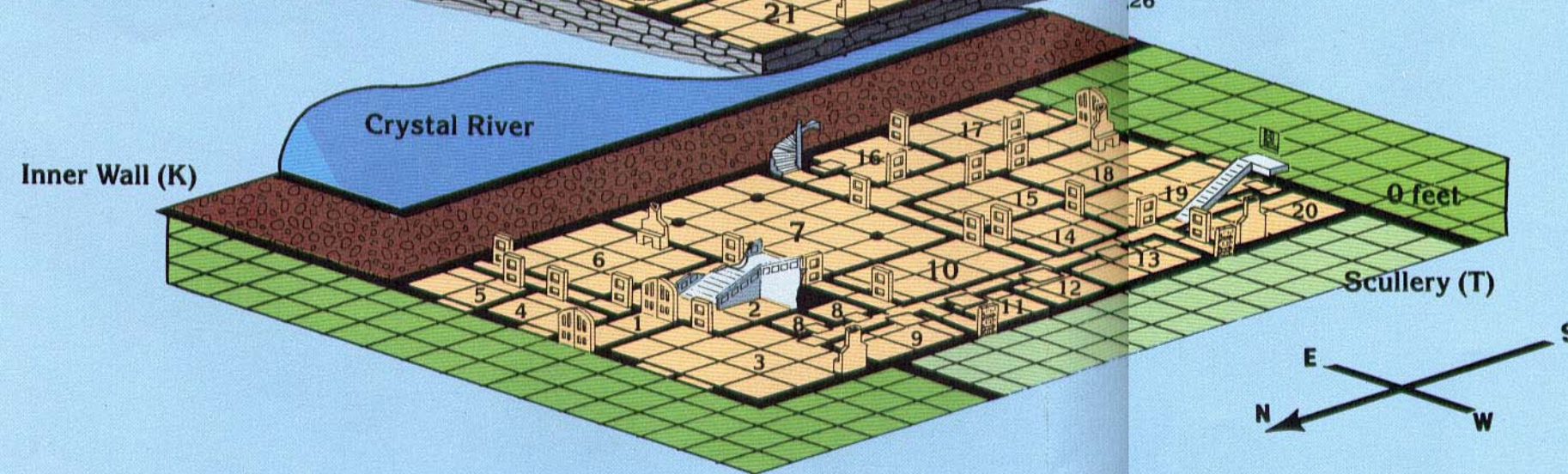
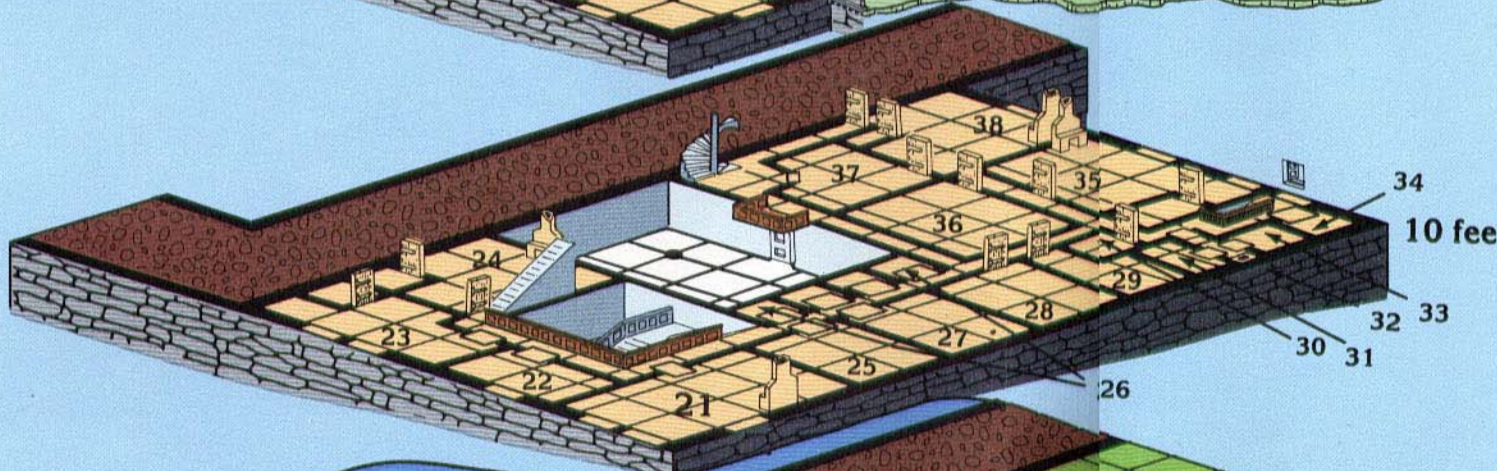
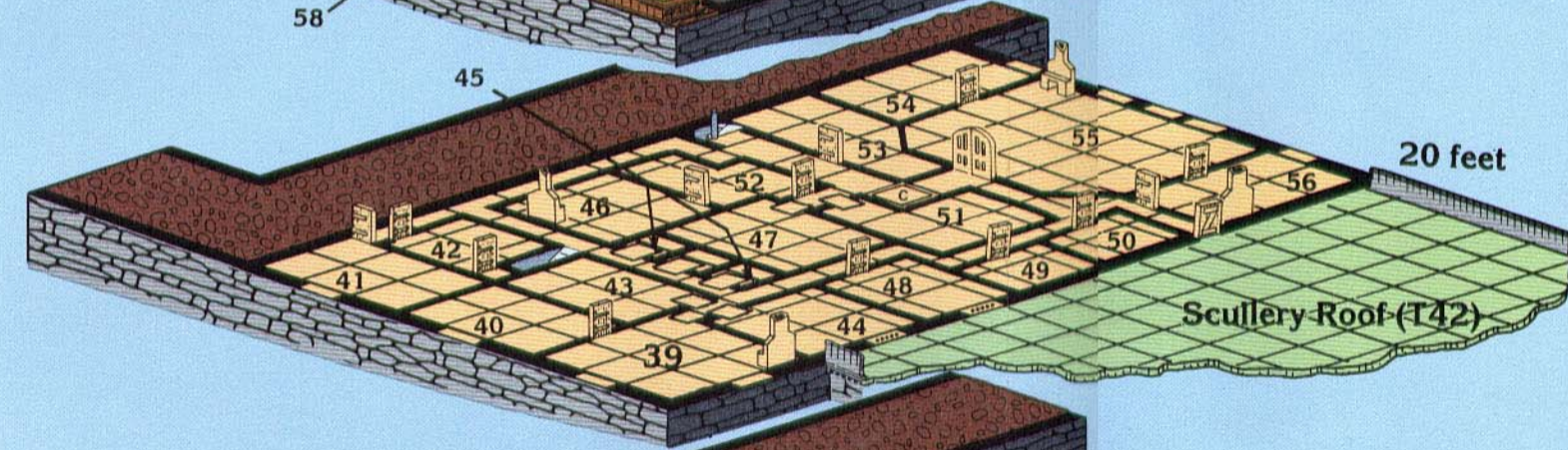
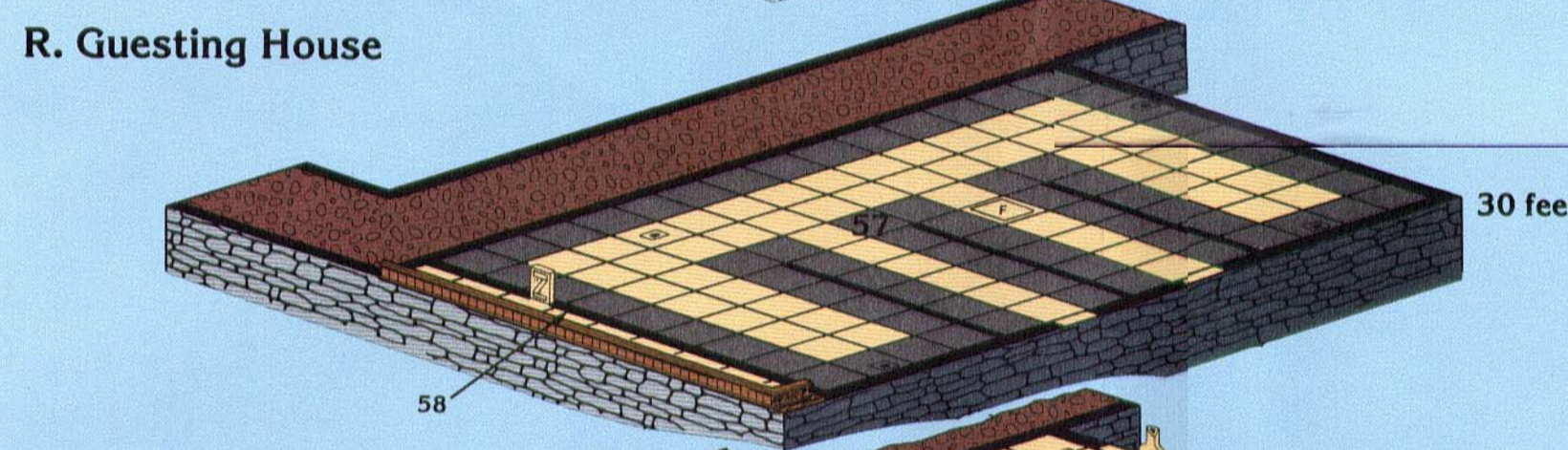
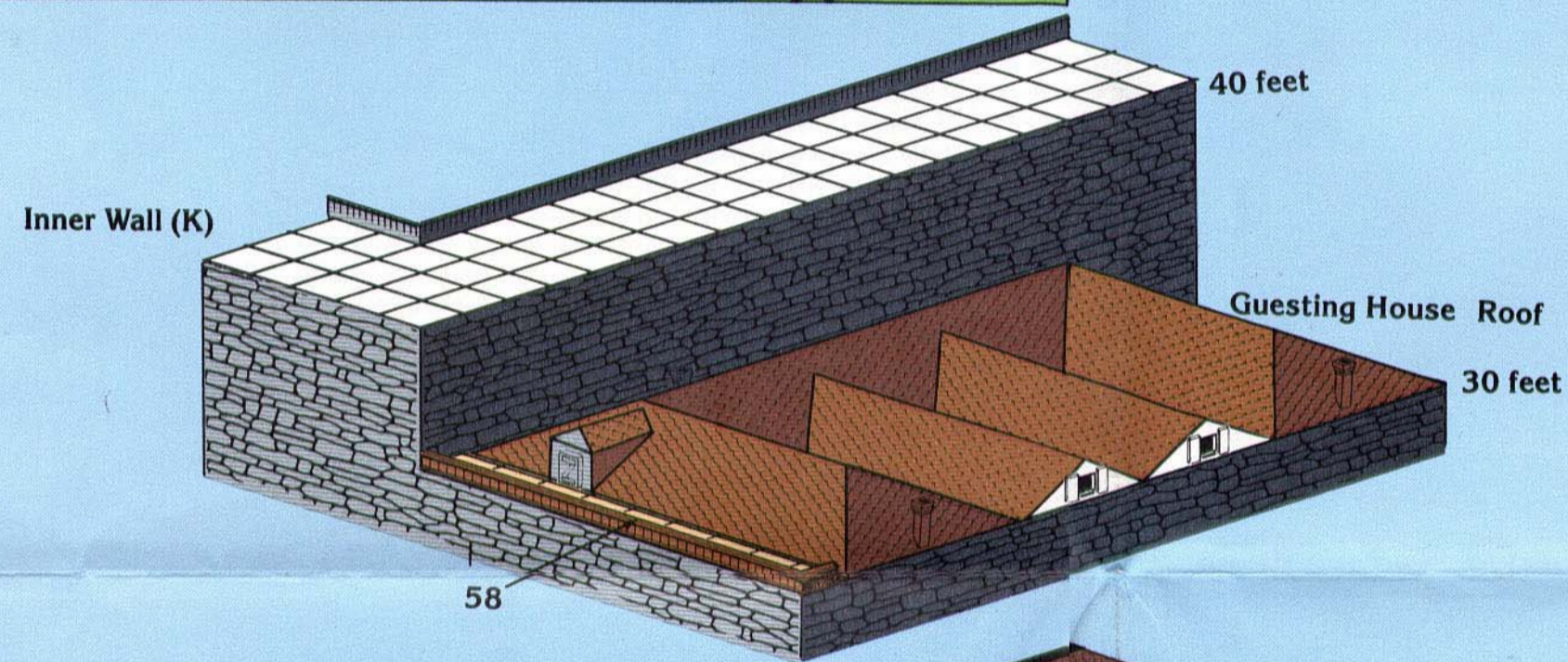
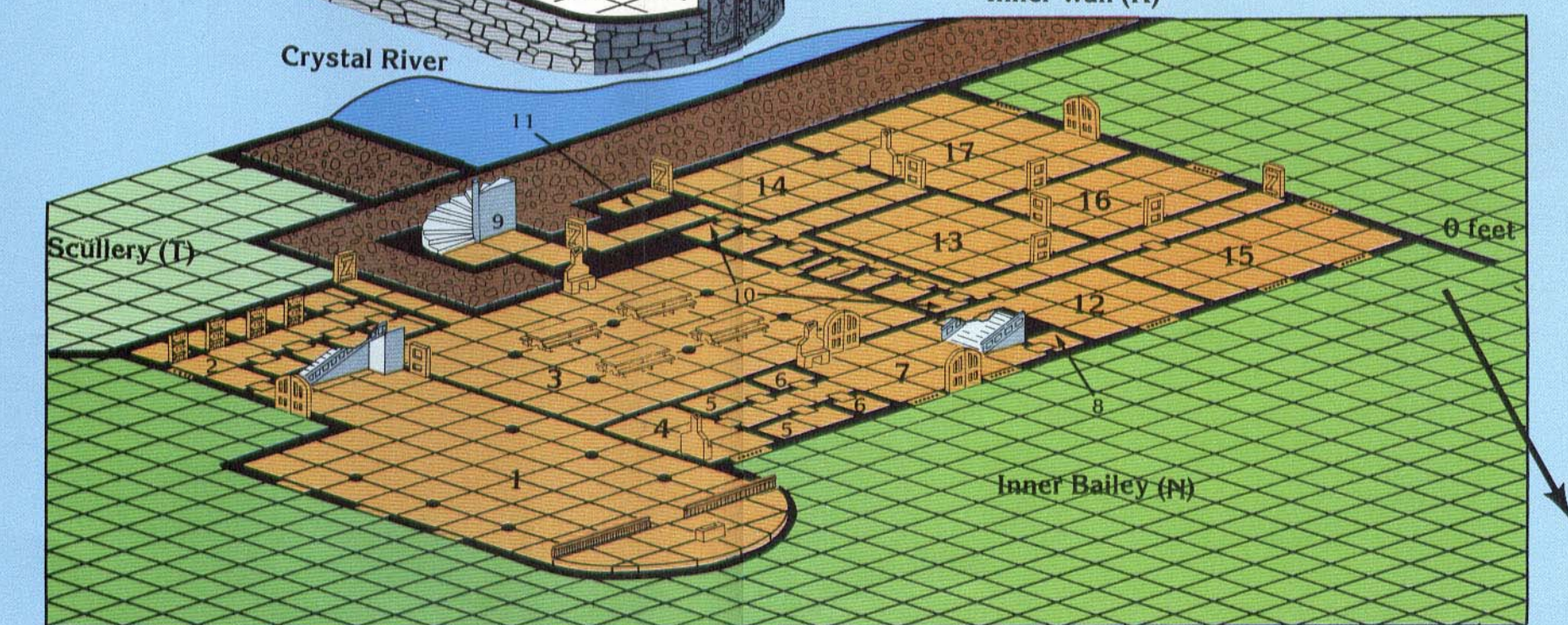
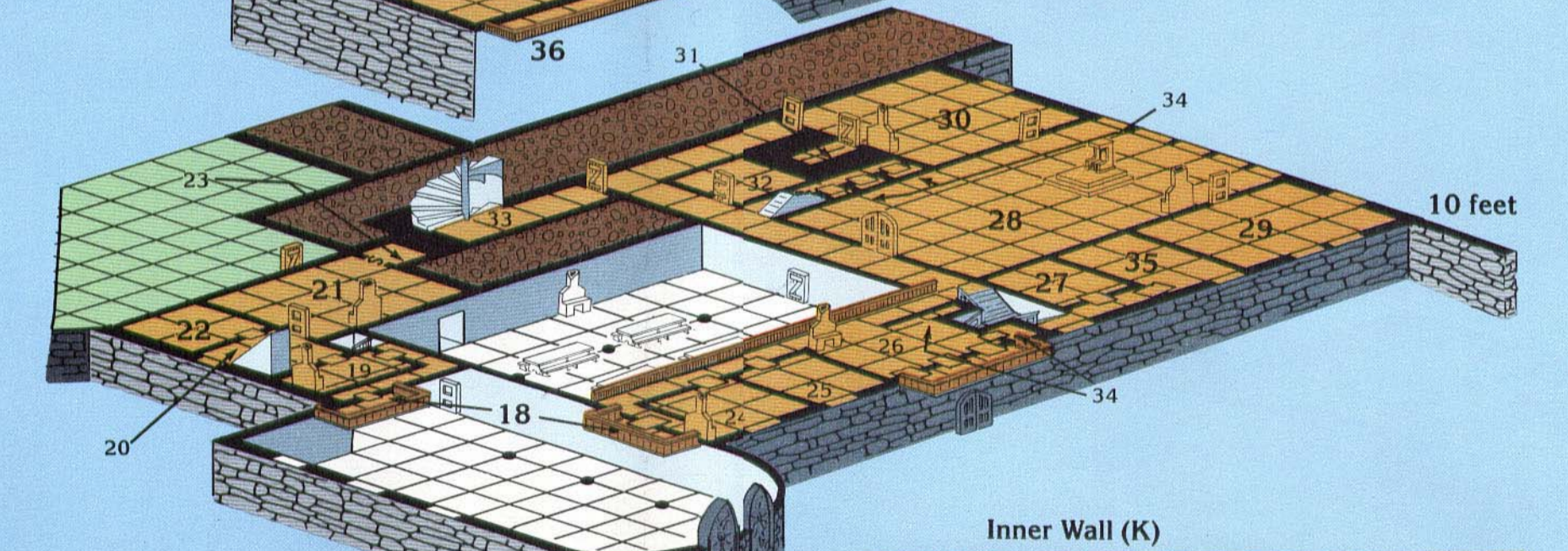
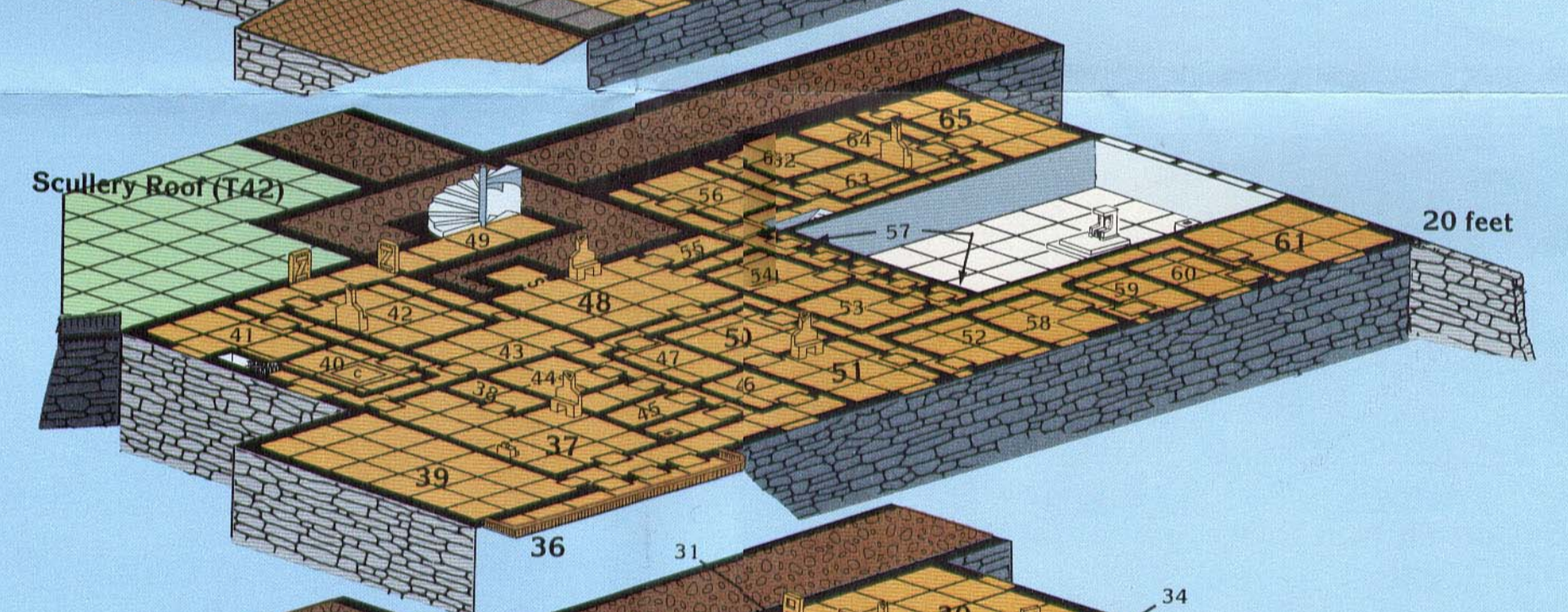
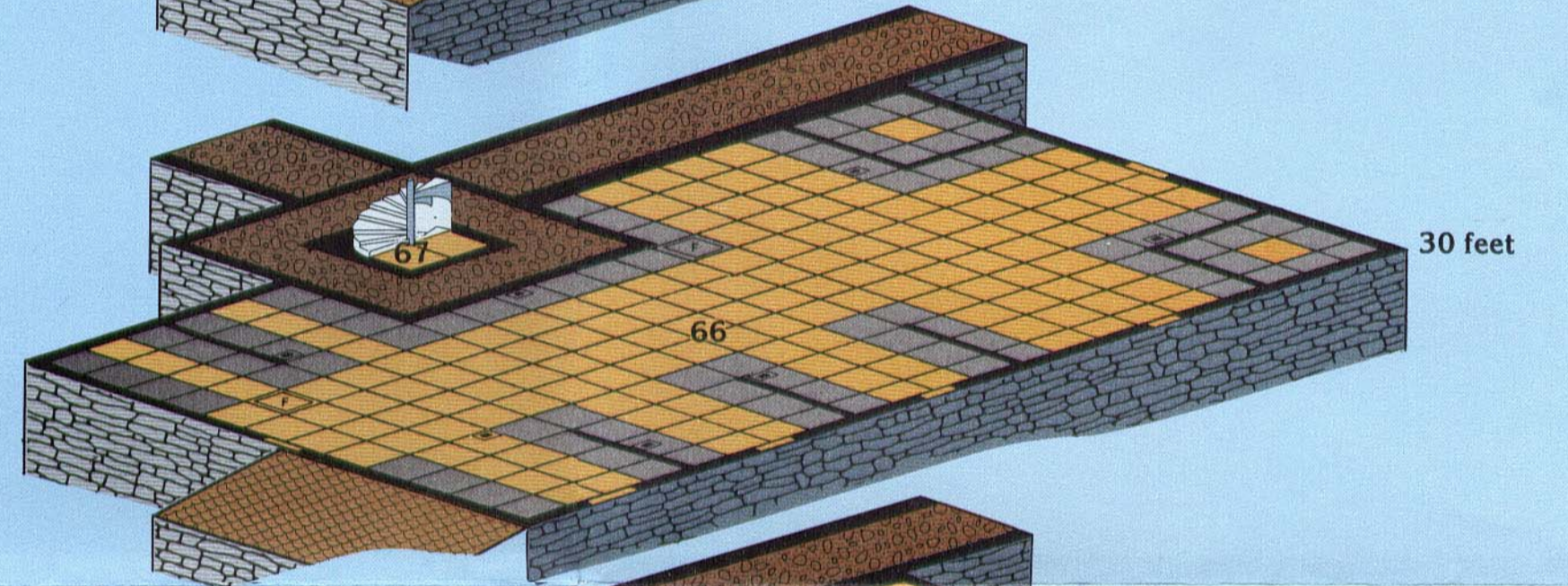
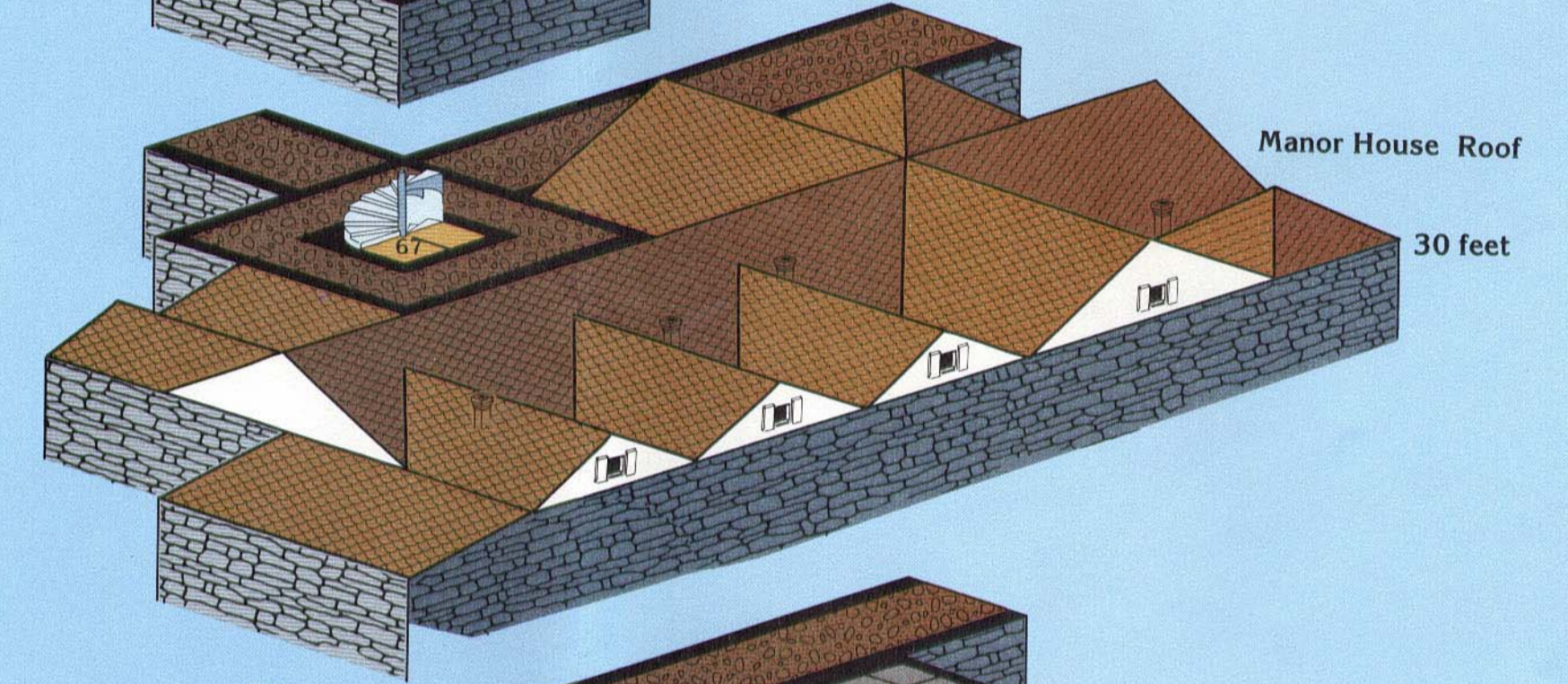
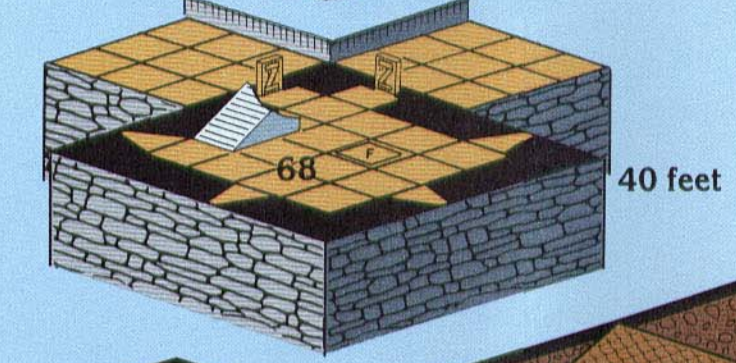
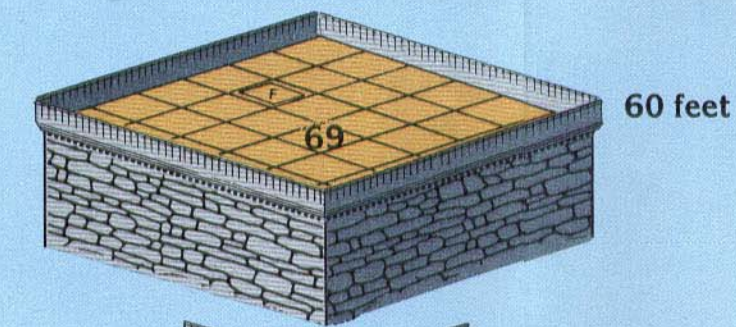
- KEY**
- A. Main Gatehouse
 - B. Moat
 - C. Curtain Wall
 - C1. Postern Gate
 - C2. Crystal River Gate
 - C3. Second Bailey Gate
 - D. Curtain Wall Tower
 - E. First Outer Bailey
 - F. Stable
 - G. Smithy
 - H. Second Outer Bailey
 - I. Warehouse
 - J. Mews (Animal Pens)
 - K. Inner Walls
 - L. Inner Gatehouse
 - M. Star Towers
 - N. Inner Bailey
 - O. Garrison and Courtyard
 - P. Kennels
 - Q. Barn and Sheds
 - R. Guesting House
 - S. Guest's Garden
 - T. Scullery
 - U. Manor House
 - V. Manor Garden
 - W. Inner Bailey Stables
 - X. Harbor
 - Y. Little Harbor Tower
 - Z. Big Harbor Tower

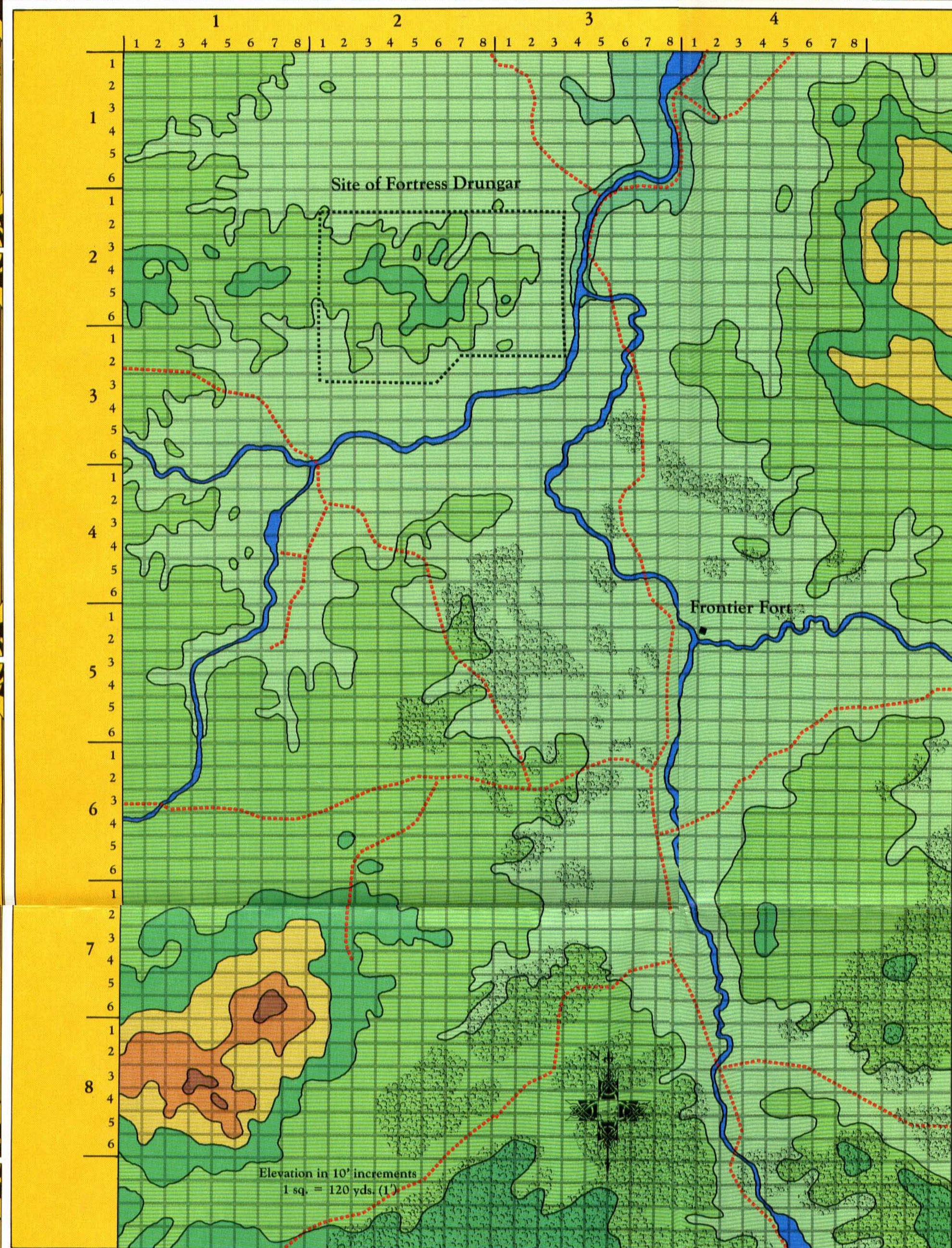
CASTLE HART

CASTLES Boxed Set

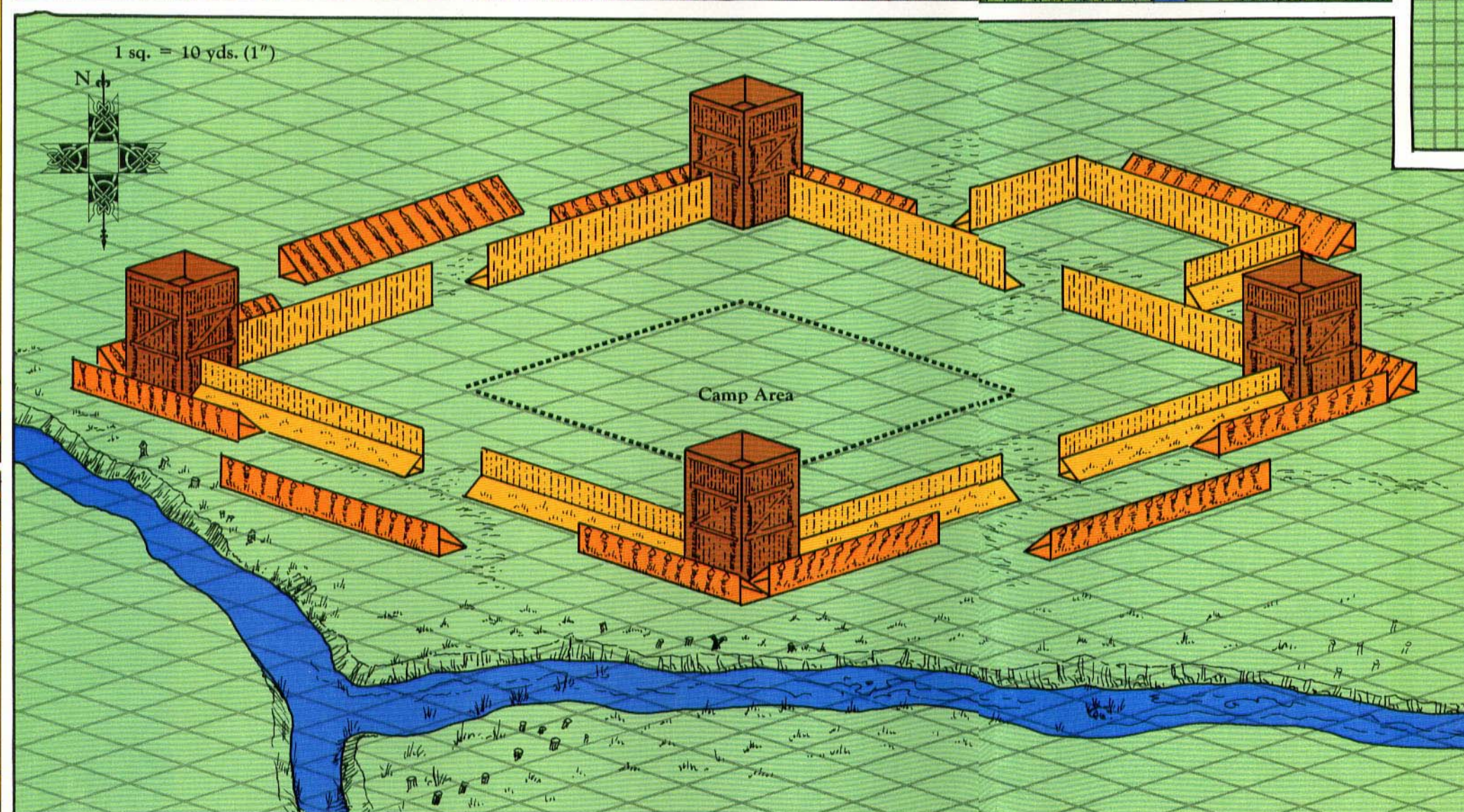
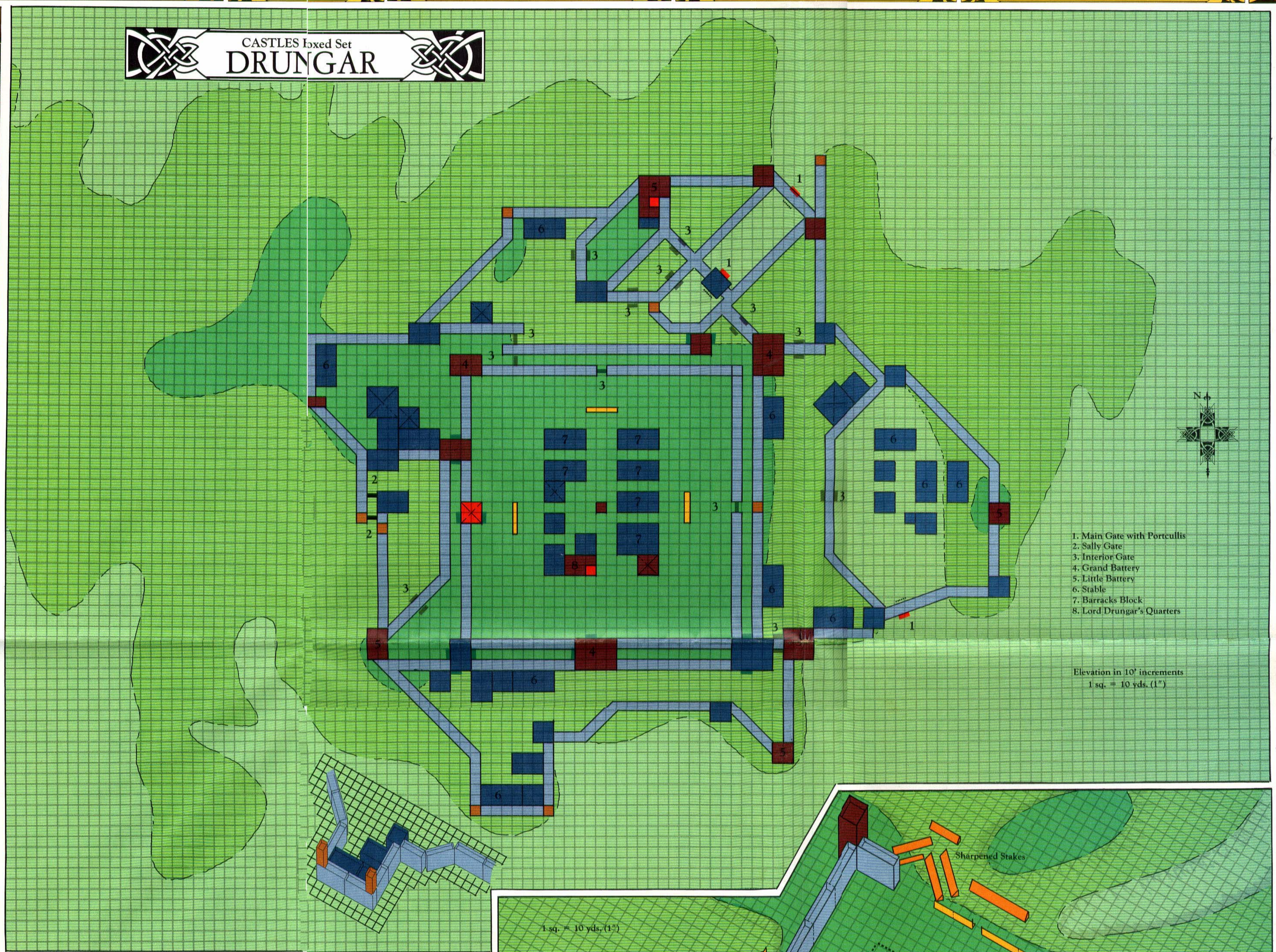


Scale: one equals 10 feet





CASTLES boxed Set
DRUNGAR



Stream

Trail

Forest

Elevation in 10' Increments

Sharpened Stakes (Barrier)

Stone Buildings

Stone Tower

Main Gate with Portcullis

Sally Gate

Interior Gate

Heavy Door

Dimensions Below = Height

20' Wall

20' Building or Tower (One Story)

40' Building or Tower (Two Stories)

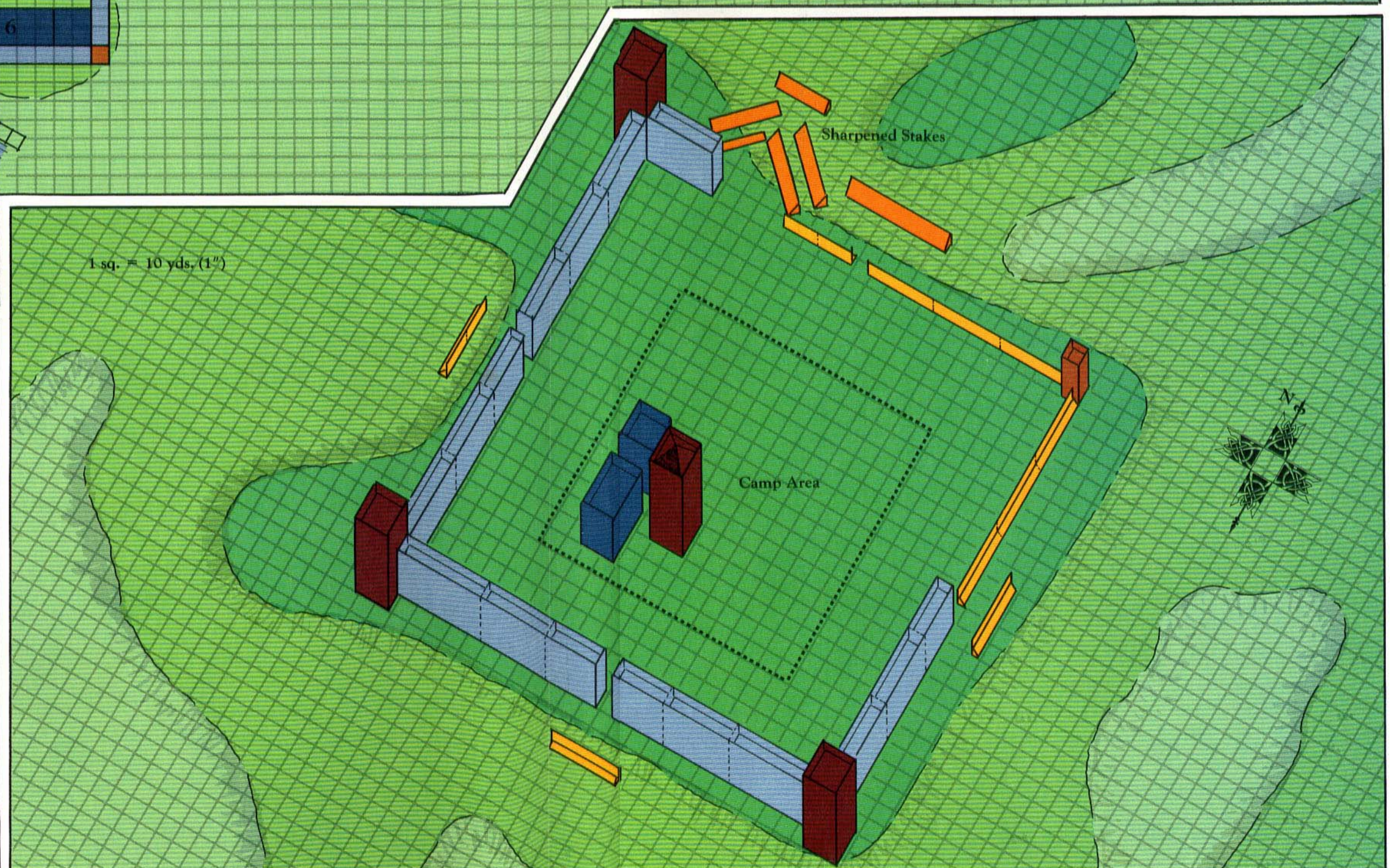
60' Building or Tower (Three Stories)

7 1/2' Earthwork

Earthen, Wooden Fieldwork

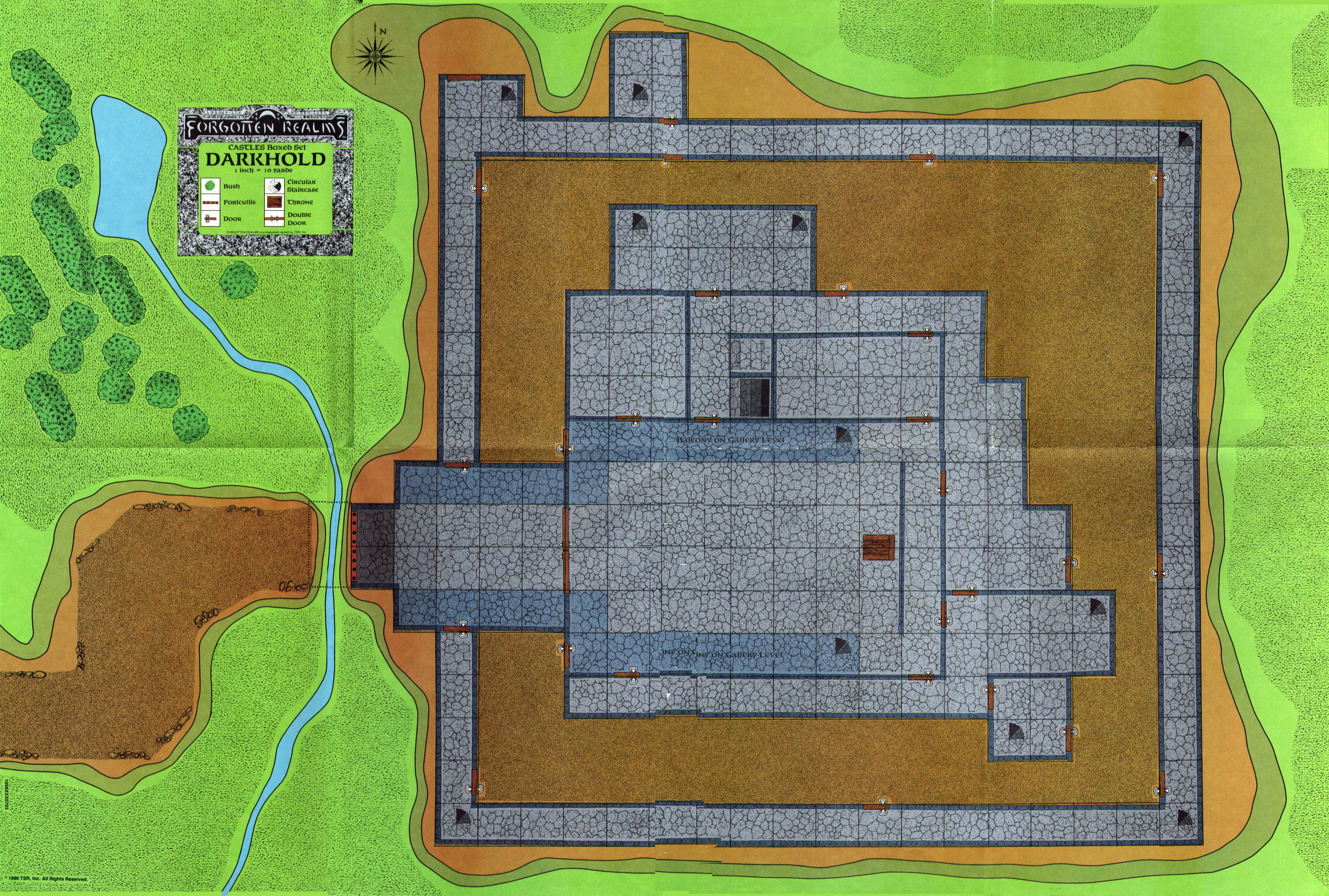
Wooden Tower

Stone Wall



FORGOTTEN REALMS
CASTLES Boxed Set
DARKHOLD
 1 inch = 10 yards

FORGOTTEN REALMS is a registered trademark of TSR, Inc.



Balcony ON Gallery Level

Throne ON Gallery Level







"Castles" 3-D Assembly

Assembly Basics

What you'll need:

- White glue (such as Elmer's brand)
- Pencil (a new one—with no pencil point—is best)
- Rag for wiping excess glue from fingers, etc.

For some battlements, you'll also need:

- Scissors
- Ruler

Getting Started

Check the assembly diagrams and pick a building to assemble. Then carefully punch out all pieces for that building (they're all labeled the same).

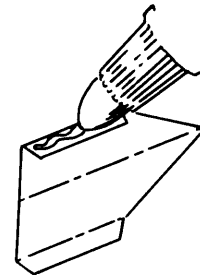
TIP: Assemble Building "I" first. Its simple design makes it a good first-time project.

Before gluing, gently flex all pieces back and forth along the fold-lines (scored lines).






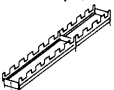
Gluing

Use glue to join pieces as shown in the assembly diagrams. For a lasting bond, follow these steps:

1. Apply glue carefully:
 - Spread glue evenly to cover the entire tab or gluing surface.
 - Wipe away excess with your finger so only a thin, shiny layer remains. Glue should not seep out when you press parts together.



What You Get

	Qty.	Dimensions	Labels*
Building Basics			
Stone Towers (2" high)			
	10	2" x 2"	A1, A2, ... A10
	4	2" x 3"	B1, B2, ... B4
	2	2" x 4"	C1, C2
	9	3" x 3"	D1, D2, ... D9
	2	3" x 4"	E1, E2
Stone Walls (2" high)			
	4	1" x 3"	F1, F2, ... F4
	8	1" x 4"	G1, G2, ... G8
	4	1" x 5"	H1, H2, ... H4
Peaked-Roof Buildings (2 3/4" high)			
	1	3" x 3"	I
	1	3" x 4"	J
Rooftops			
	4	2" x 2"	K1, K2, ... K4
	2	3" x 3"	L1, L2
Building Accessories			
Battlements★	10	2"-long pieces	
(Crenelations)	16	3"-long pieces	
	16	4"-long pieces	
	4	5"-long pieces	
	5	10"-long pieces (to be cut as desired)	
Doors★	5		
Windows★	5		
Drawbridge★	1		

Special Structures

	Qty.	Dimensions	Labels*
Drungar's Wooden Towers (2" high)	4	1" x 1"	M1, M2, ... M4









Castle Hart's Gatehouse

(2" high)	1	3" x 2"	N
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Darkhold's Floor and Battle Accessories (Flat Pieces): Corridors, circular stairs & towers, "On the Wall" markers, etc.

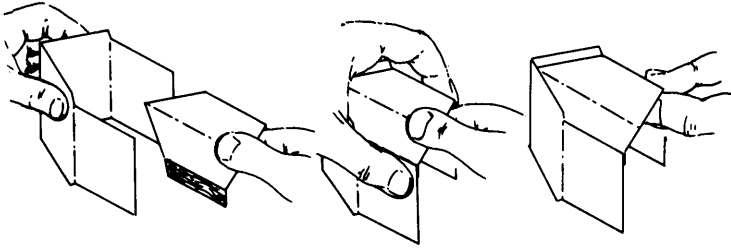
Tools of War

Sharpened Stakes (Barrier)	5	4" long	
	10	3" long	
Fieldworks	10	4" long	
	5	2" long	
Siege Towers	2	—	Siege Tower1, Siege Tower2
			
Bombard★	1	—	Bombard
Catapult★	1	—	Catapult
			
Ram	2	—	Ram1, Ram2
Bore (a.k.a. Screw, Sow)	1	—	Bore
			
Ballistae*	5	—	Ballista
Espringal*	5	—	Espringal
			

★ Structures marked with a star require only one part for assembly.

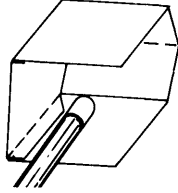
• IMPORTANT! All parts for a single structure have the same label. Example: All 7 pieces for Tower A1 are marked "A1."

2. Align parts correctly. Then pinch corners together for a moment to "set" the position.



3. Put the building on a table. Using a pencil, press down lightly on the entire joint. Hold steadily for a few seconds.

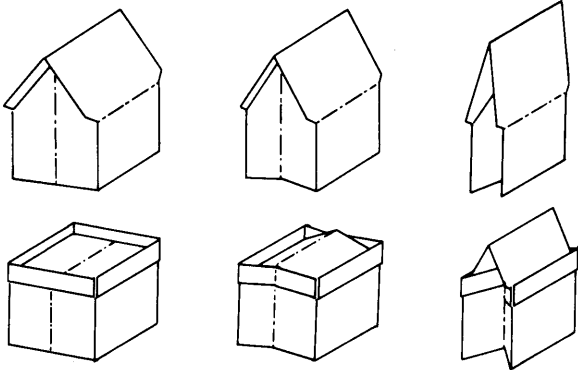
4. Let the glue dry at least 2 hours before collapsing the building.



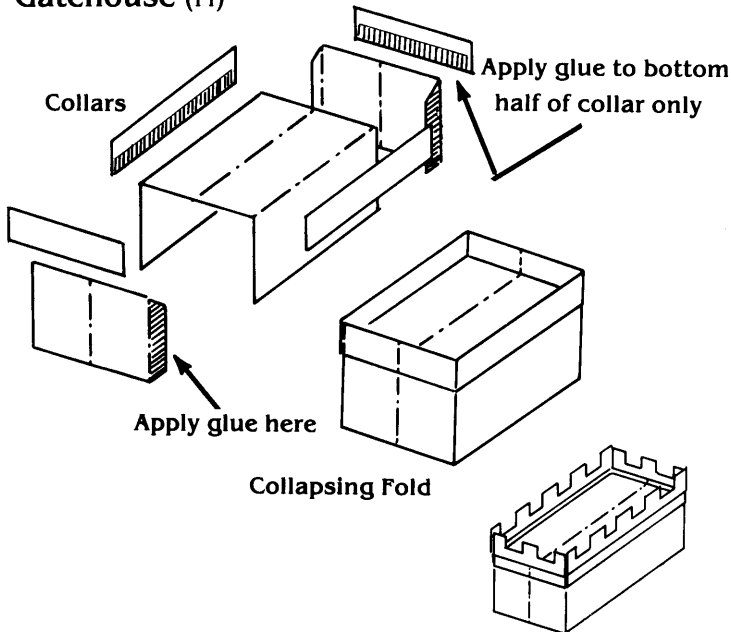
Collapsing the Buildings

To keep your finished buildings in tip-top shape, we recommend you store them upright (in 3-D form). However, if space is limited, you can collapse most structures for more convenient, flat storage.

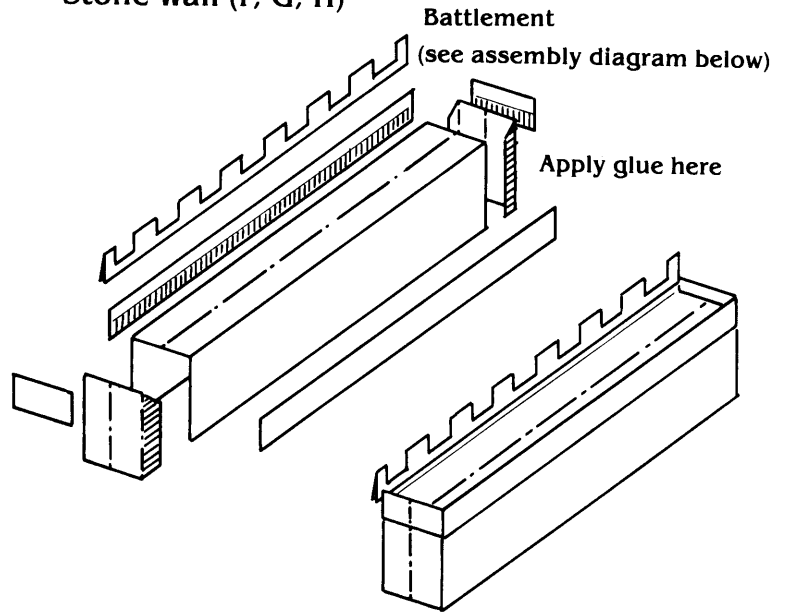
IMPORTANT: Some fold-lines on a building are strictly for flat storage. Gently flex these "collapsing folds" before assembly. This helps reduce stress on the glued joints.



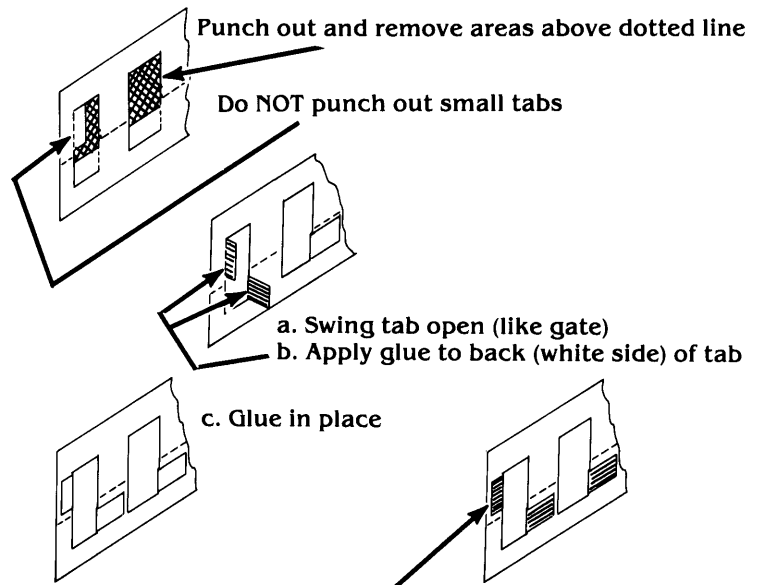
Stone Tower (A-E) Gatehouse (N)



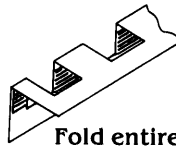
Stone Wall (F, G, H)



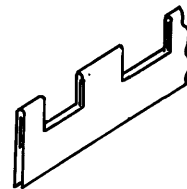
Battlement



After gluing tabs, apply glue to front (stone side)



Fold entire battlement and press together to bond glue

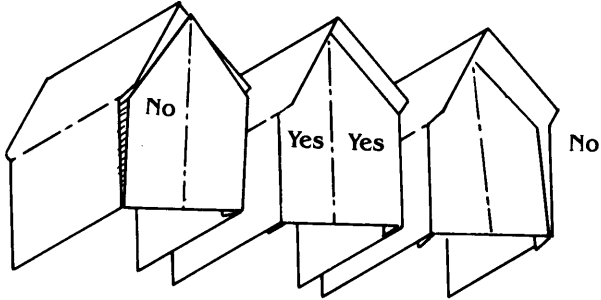
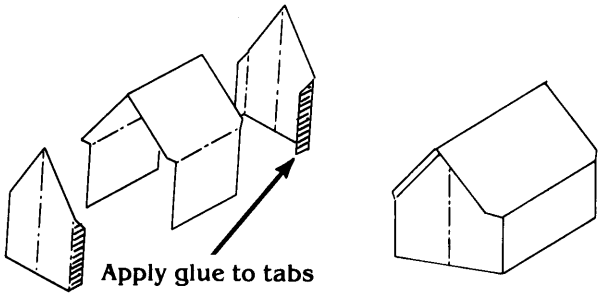


Bottom of battlement splays open (do NOT glue shut!)
Battlement sits on collar of wall or building

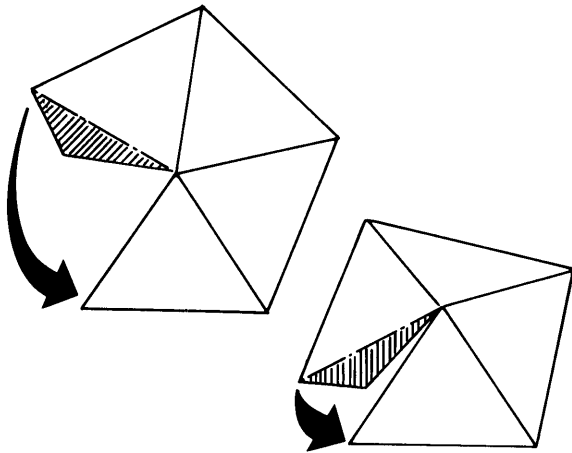
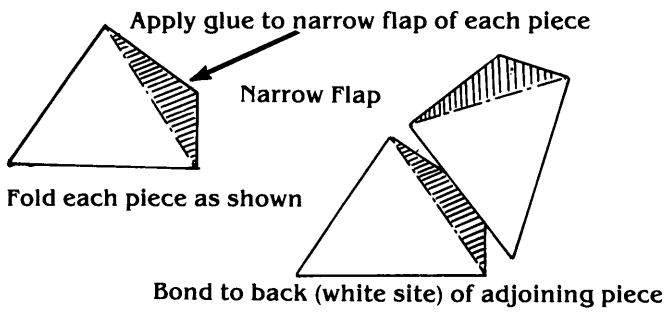
NOTE: You may cut the 10" battlements into shorter pieces to suit your personal building needs.

Siege Tower

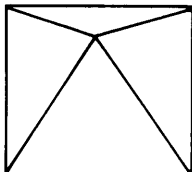
Peaked Roof Building (I, J)



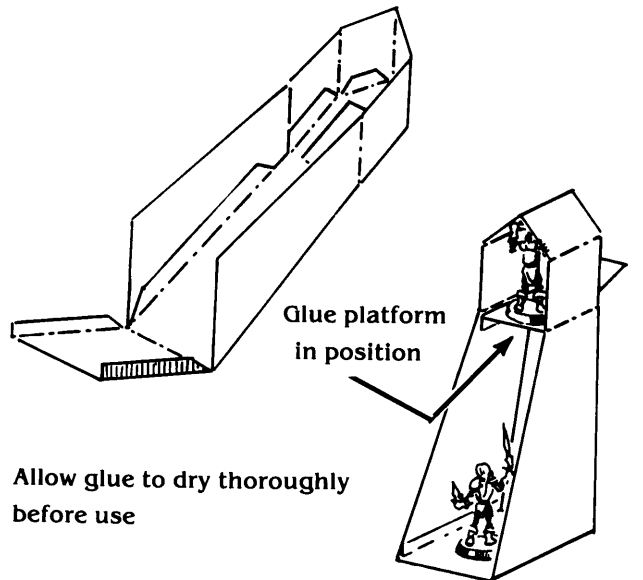
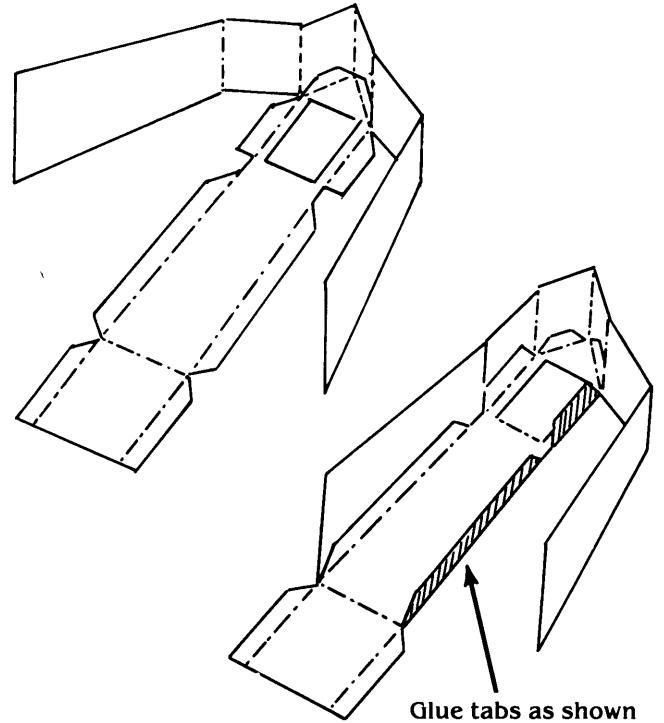
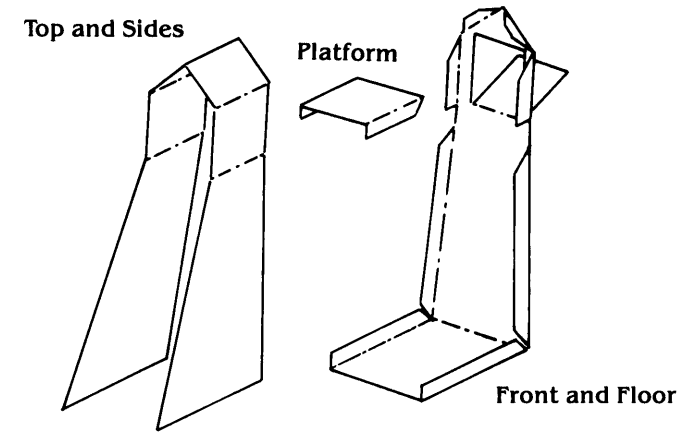
Rooftop (K, L)



Join all four pieces to form a pyramid

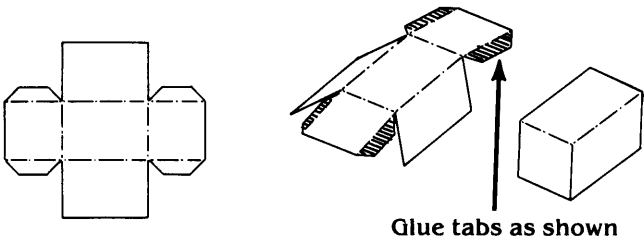


Top and Sides

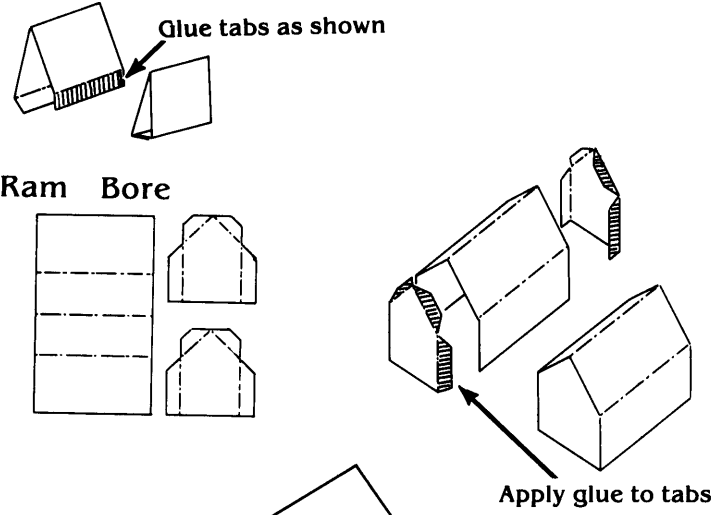


Metal figure in base adds stability

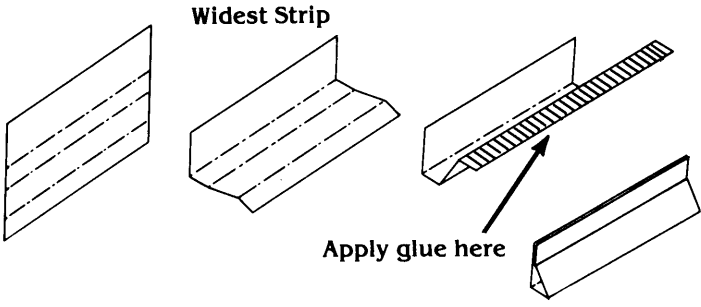
Bombard, Catapult



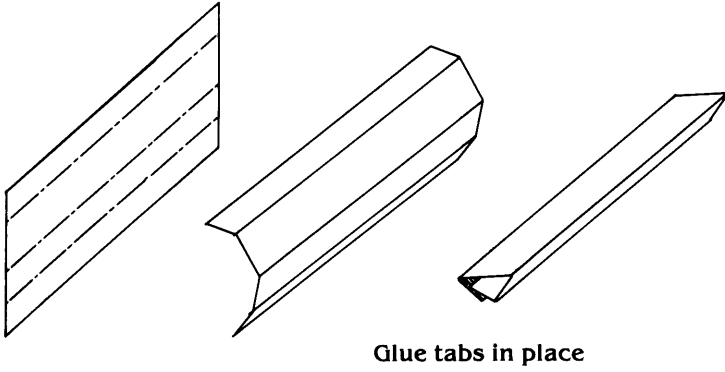
Ballista, Espringal



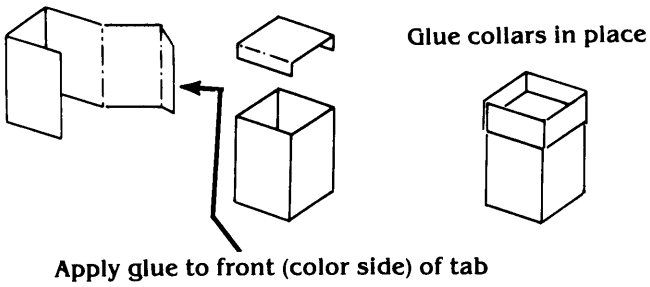
Fieldwork



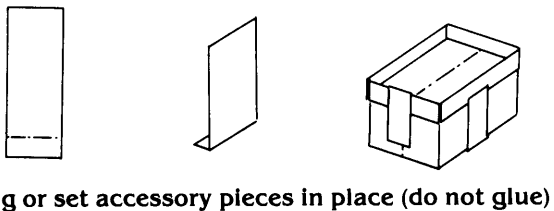
Sharpened Stakes



Wooden Tower (M)



Door, Window, Drawbridge



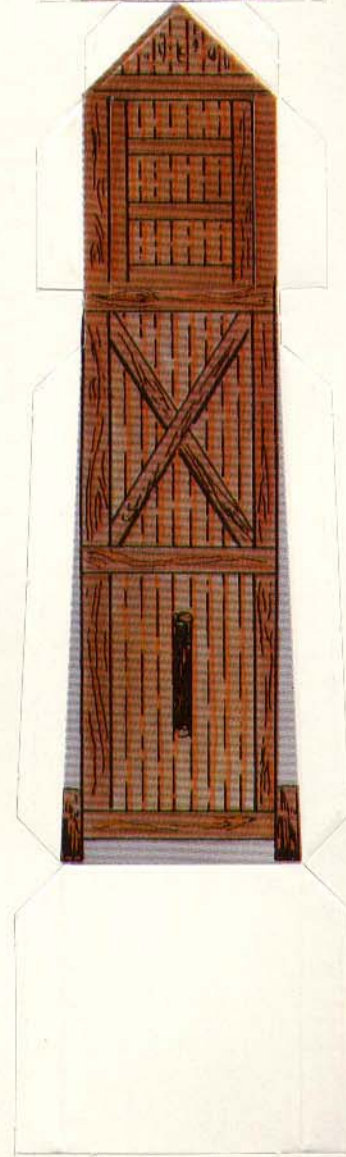
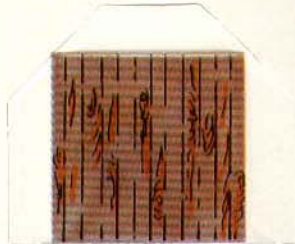
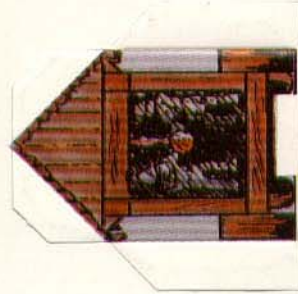
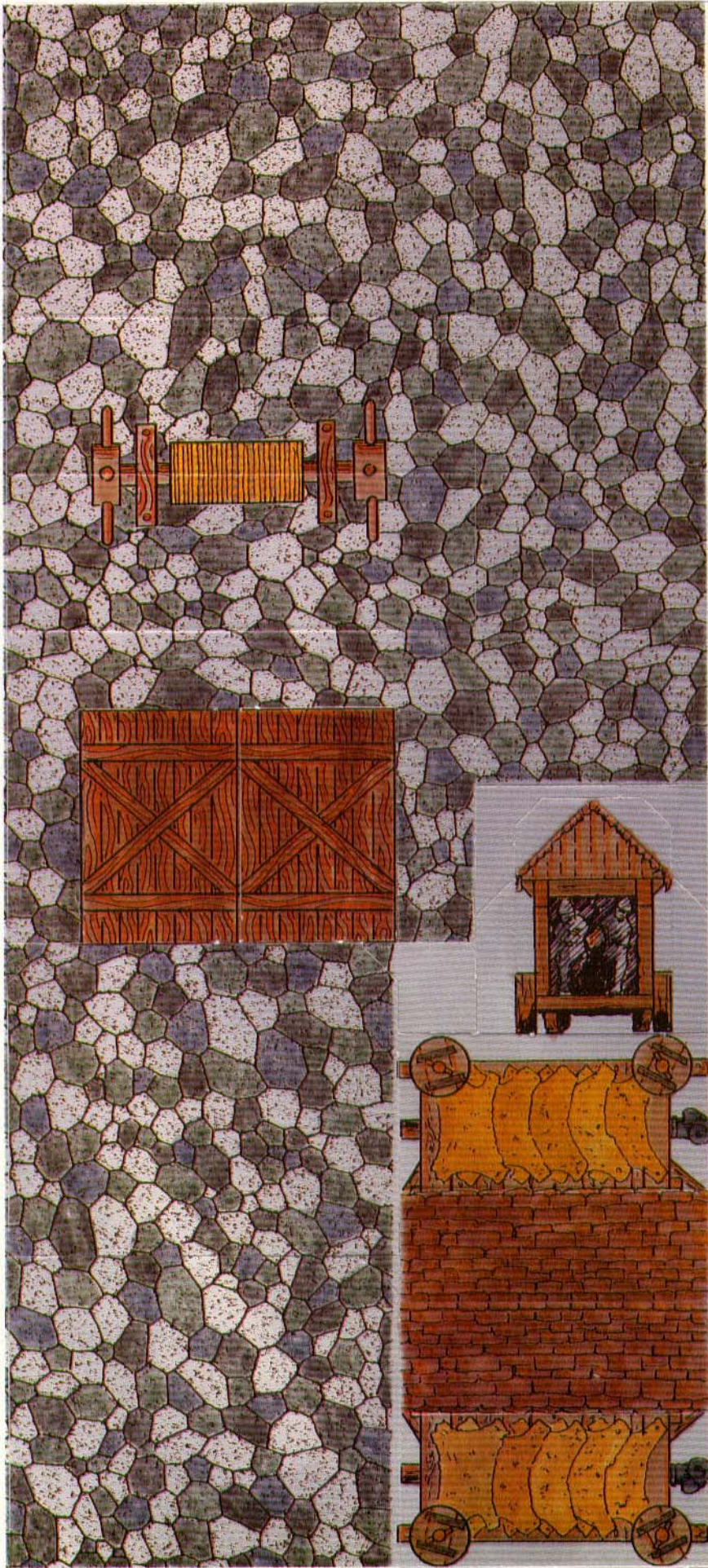
Credits

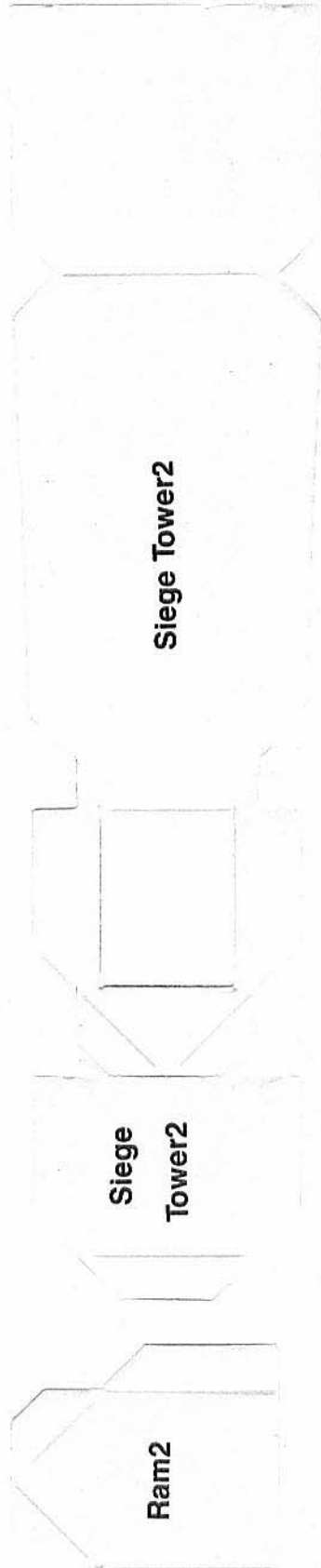
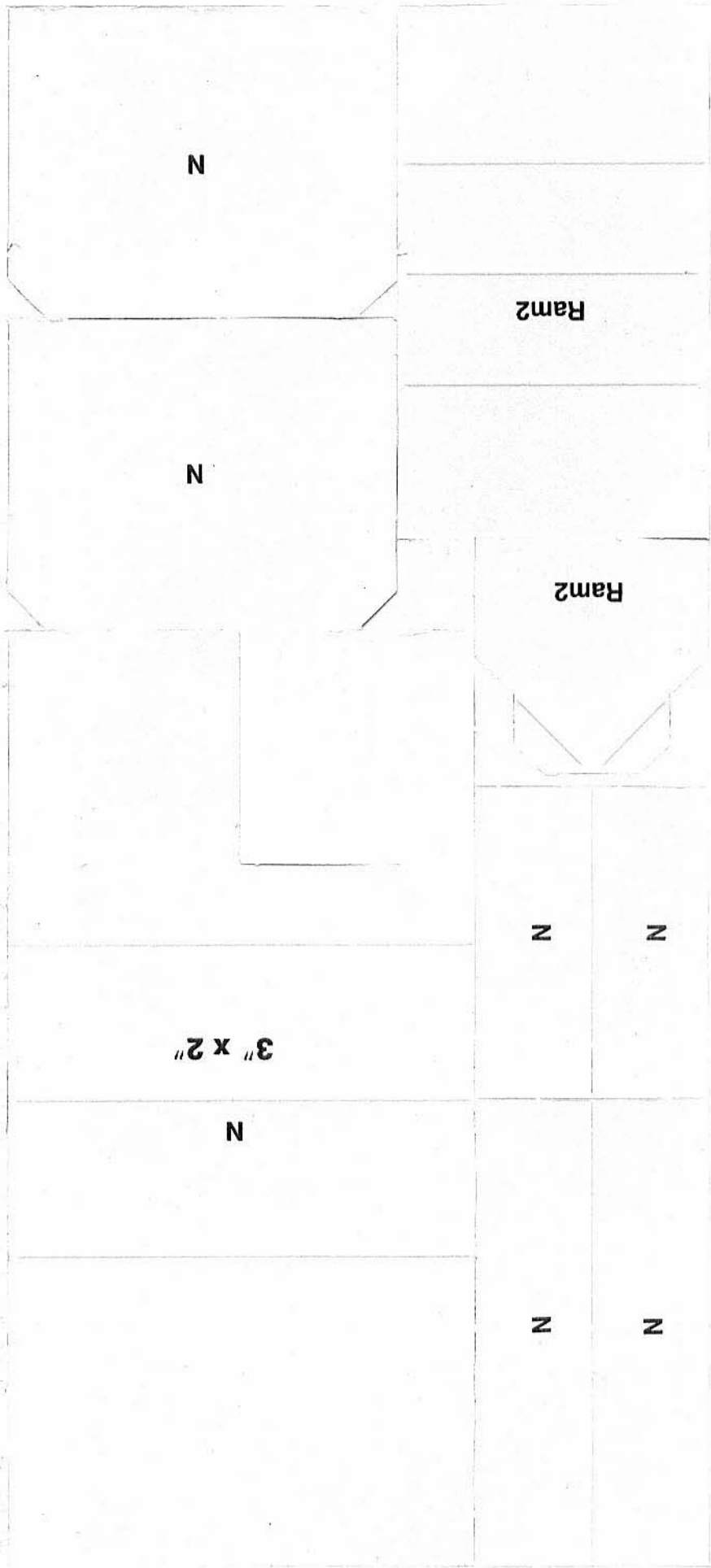
Fold-up design and engineering: Dennis Kauth, David C. Sutherland III

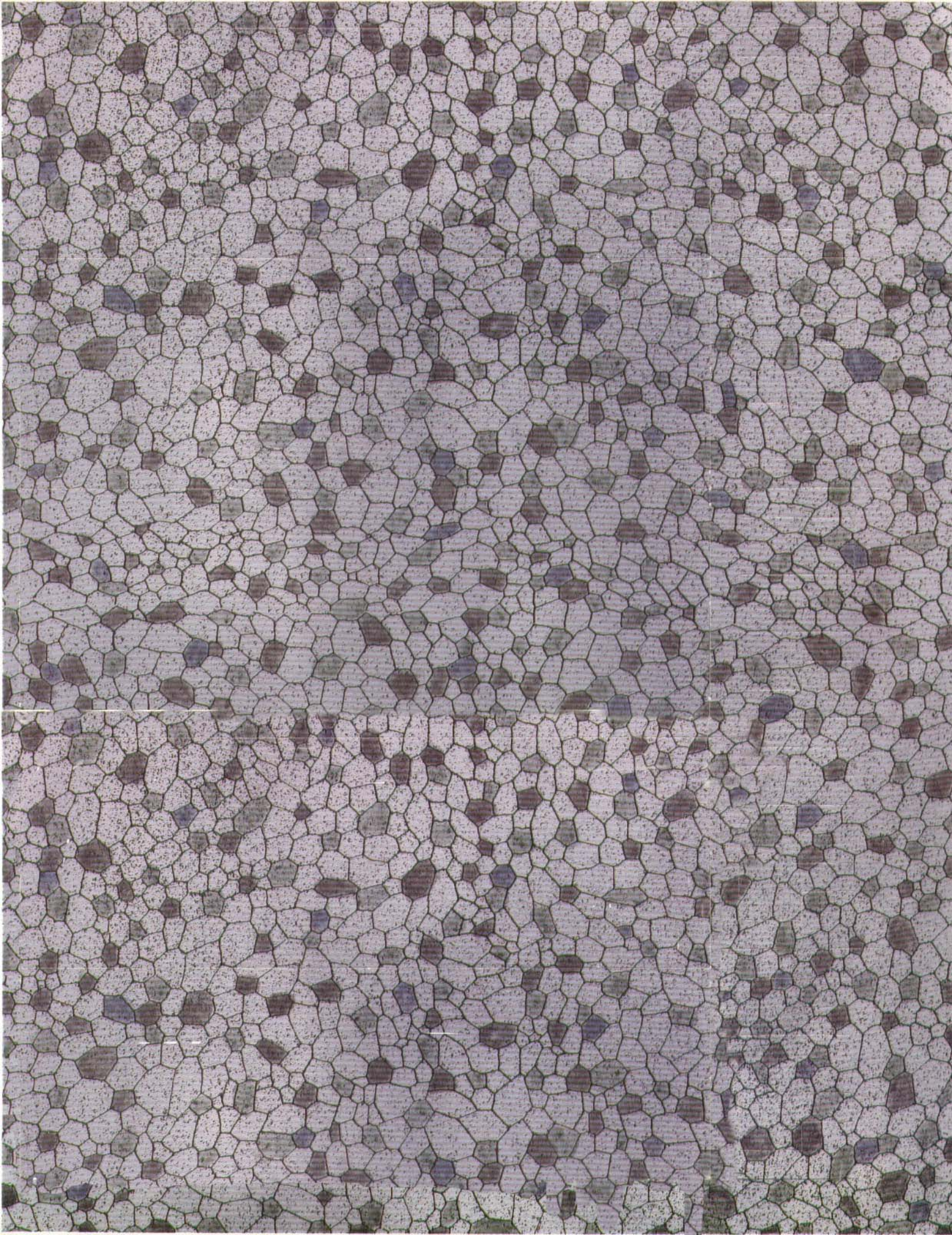
Fold-up art and coloring: Ronald Kauth

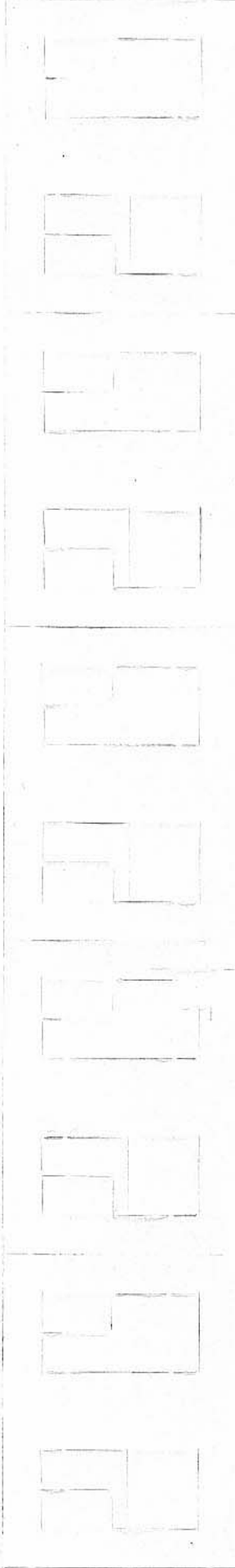
Typesetting: Gaye O'Keefe

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A4

2" x 2"

A5

2" x 2"

A3

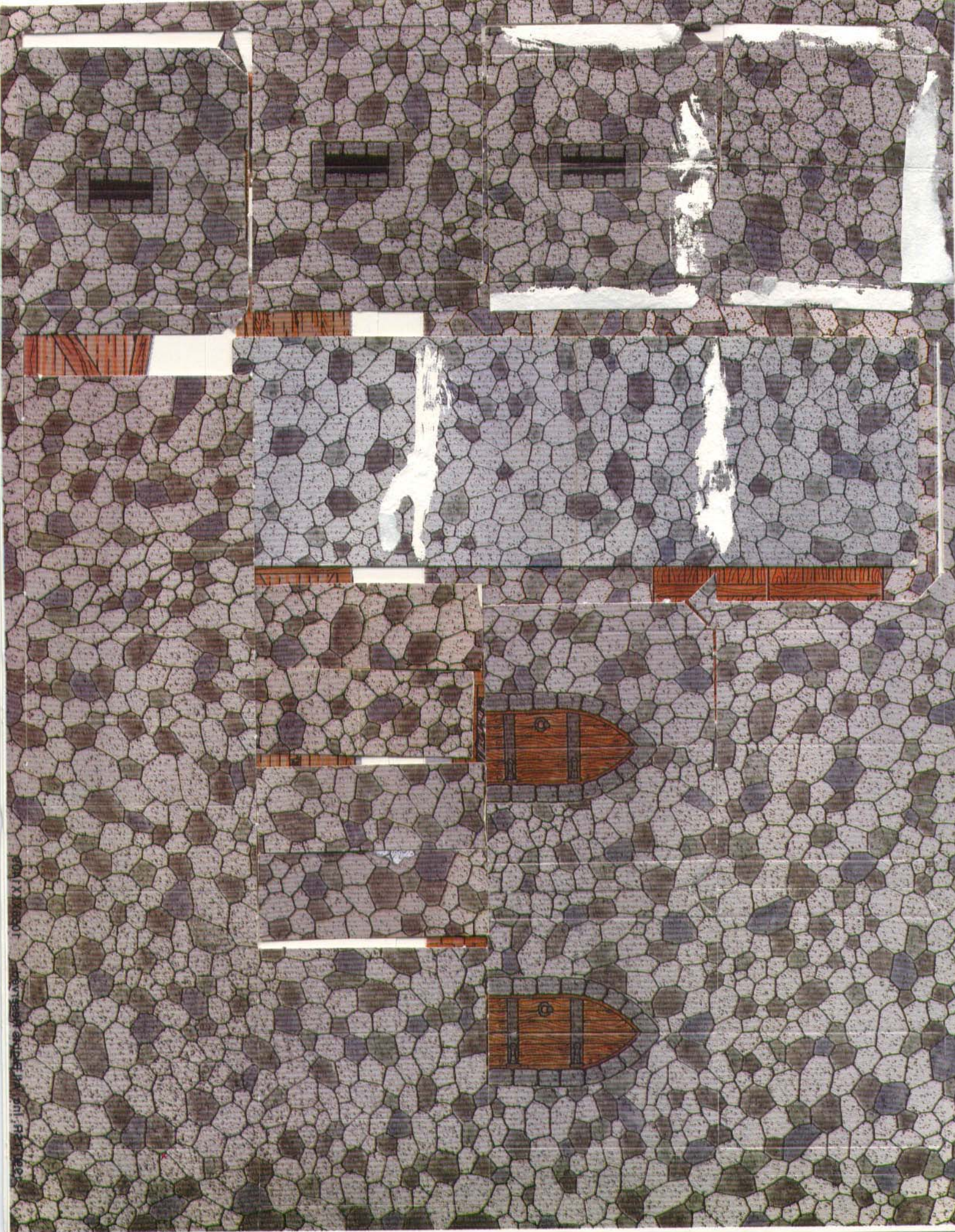
2" x 2"

A4

2" x 2"

A5

2" x 2"



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A 5

A 5

A 1

A 1

A 3

2" x 2"

A1

A 3

A 4

A 4

A1

A 5

A1

A 3

A 3

A 5

V

A4

V

A5

A3

A 4

A 4

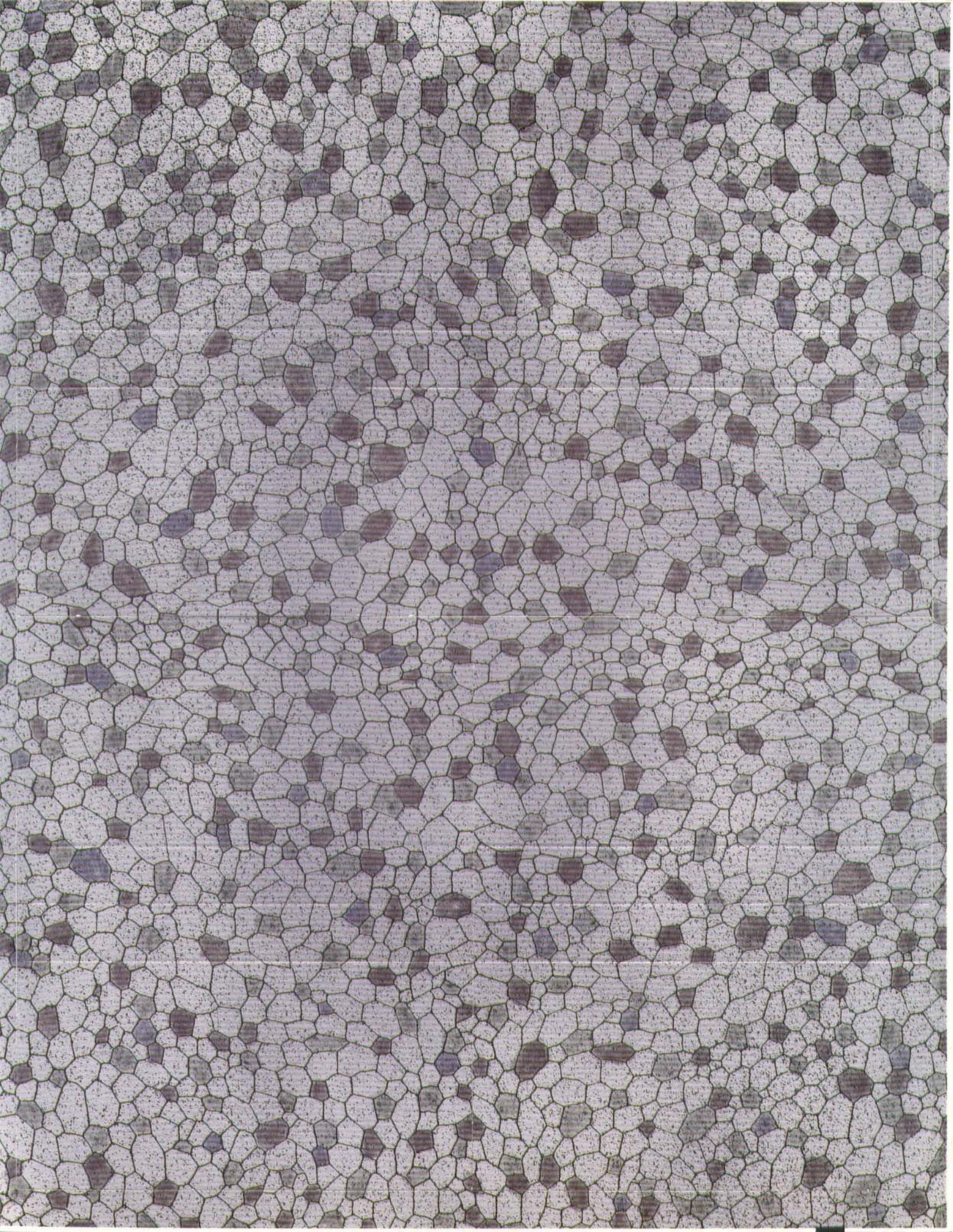
A5

A3

A 4

A 4

A4



G2

1" x 4"

G1

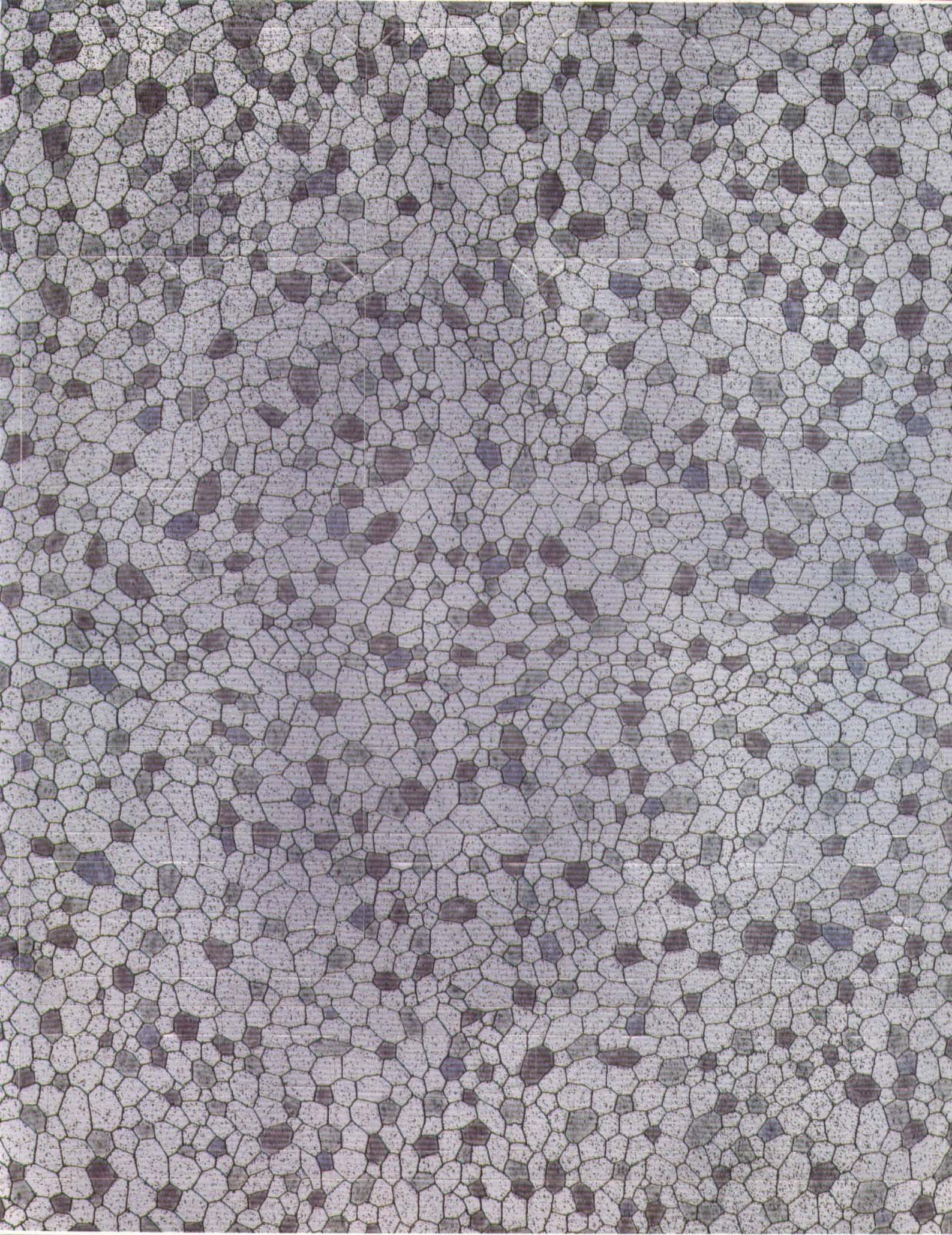
1" x 4"

F1

1" x 3"

H1

1" x 5"





F1

H1

F1

H1

G2

G1

G2

G1

F1

F1

H1

H1

G1

G1

G2

G2

F1

F1

H1

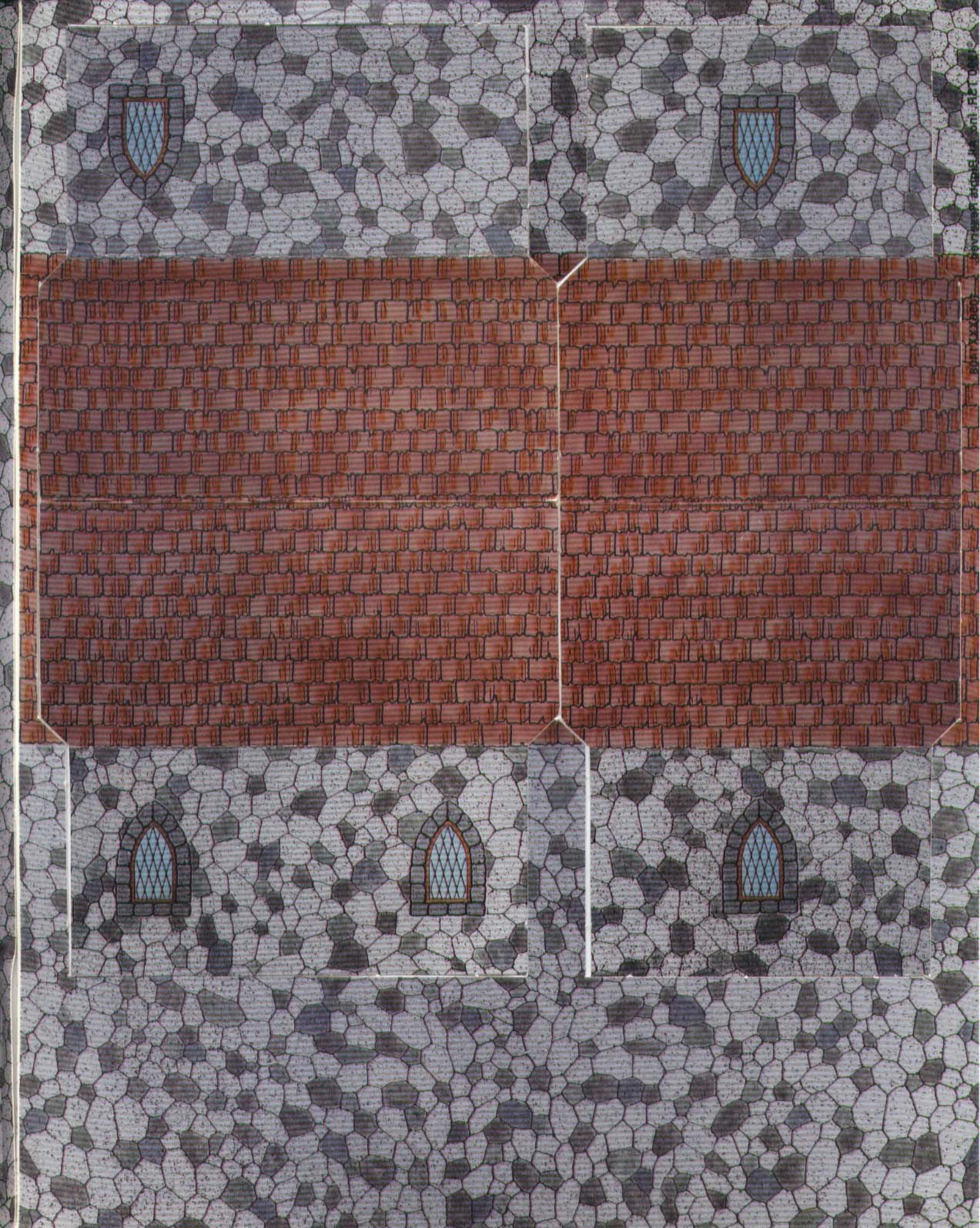
H1

G1

G1

G2

G2

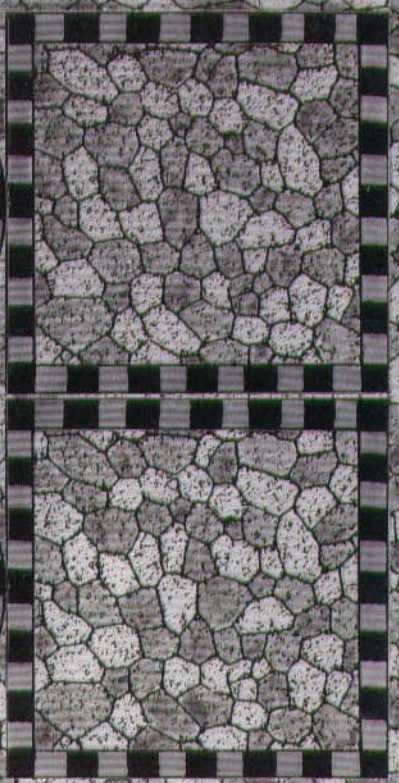
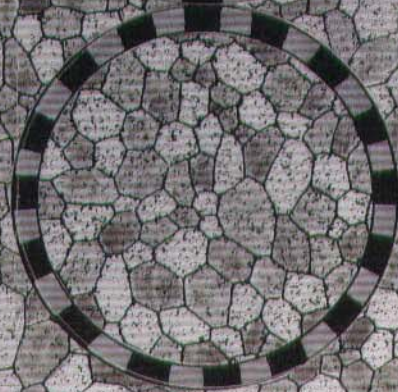
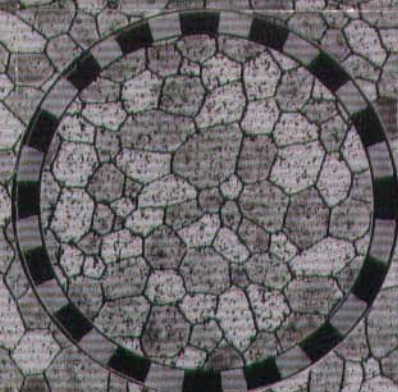
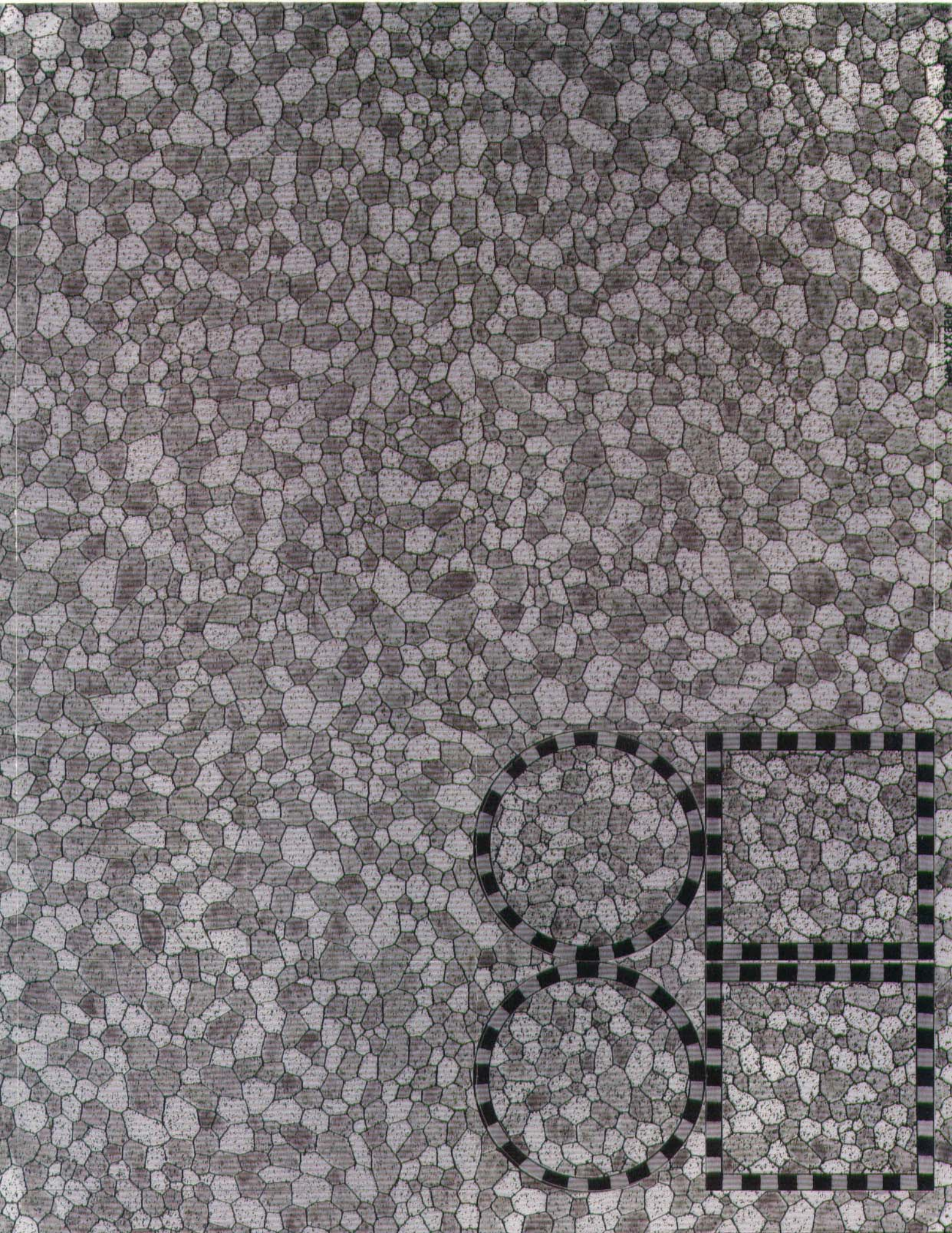


J

3" x 4"

I

3" x 3"



Room

Room

Library

Room

Room

Room

Room

LESSER HALL/GATEWAY

Room

Room

Room

Room

Tower

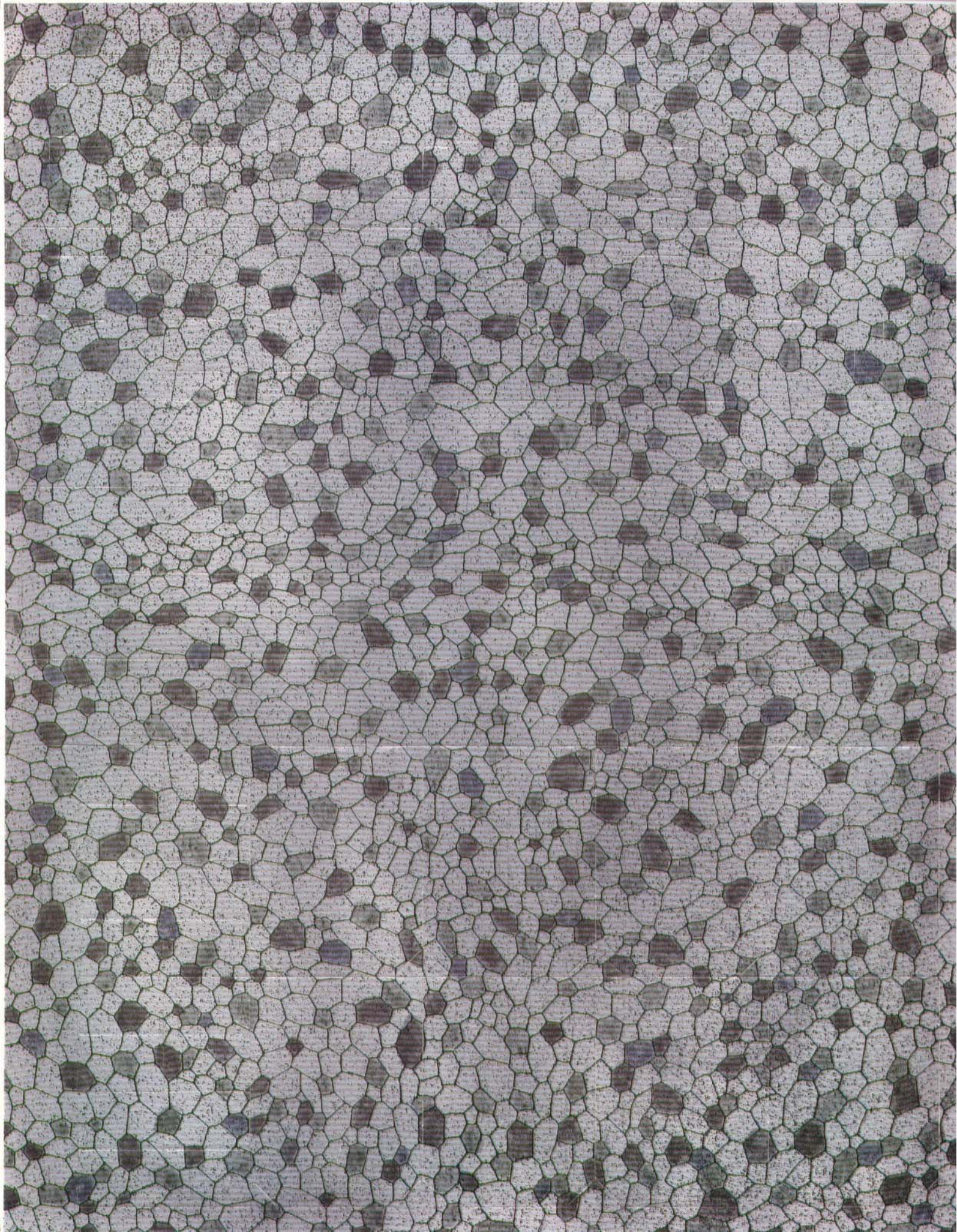
Tower

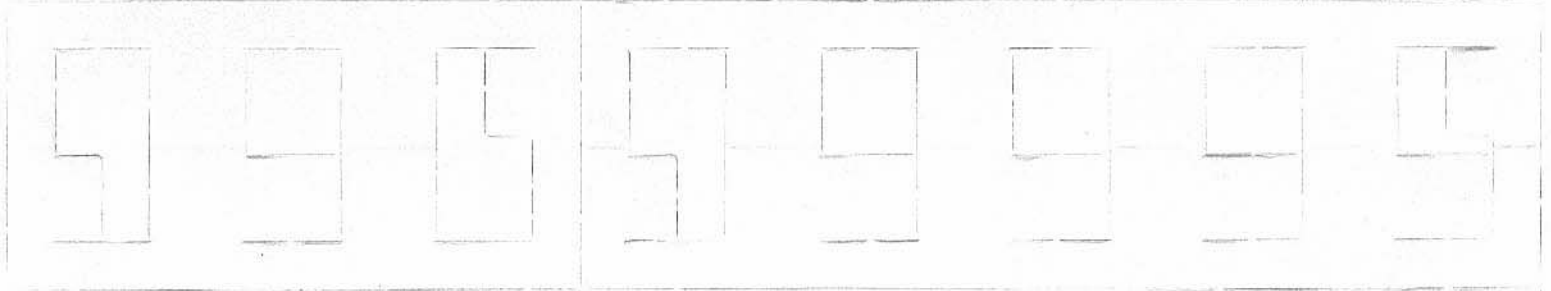
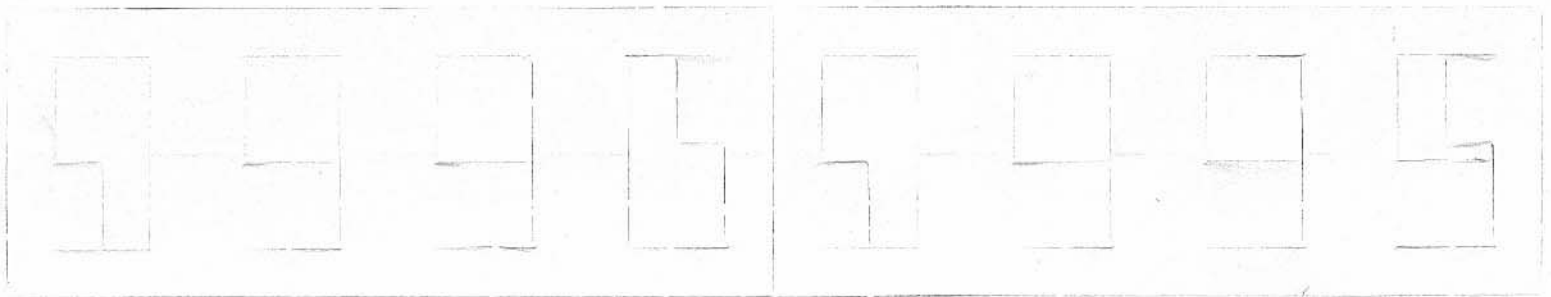
Room

Room

Tower

Tower





F2

H2

F2

H2

G4

G3

G4

G3

F2

F2

H2

H2

G3

G3

G3

G3

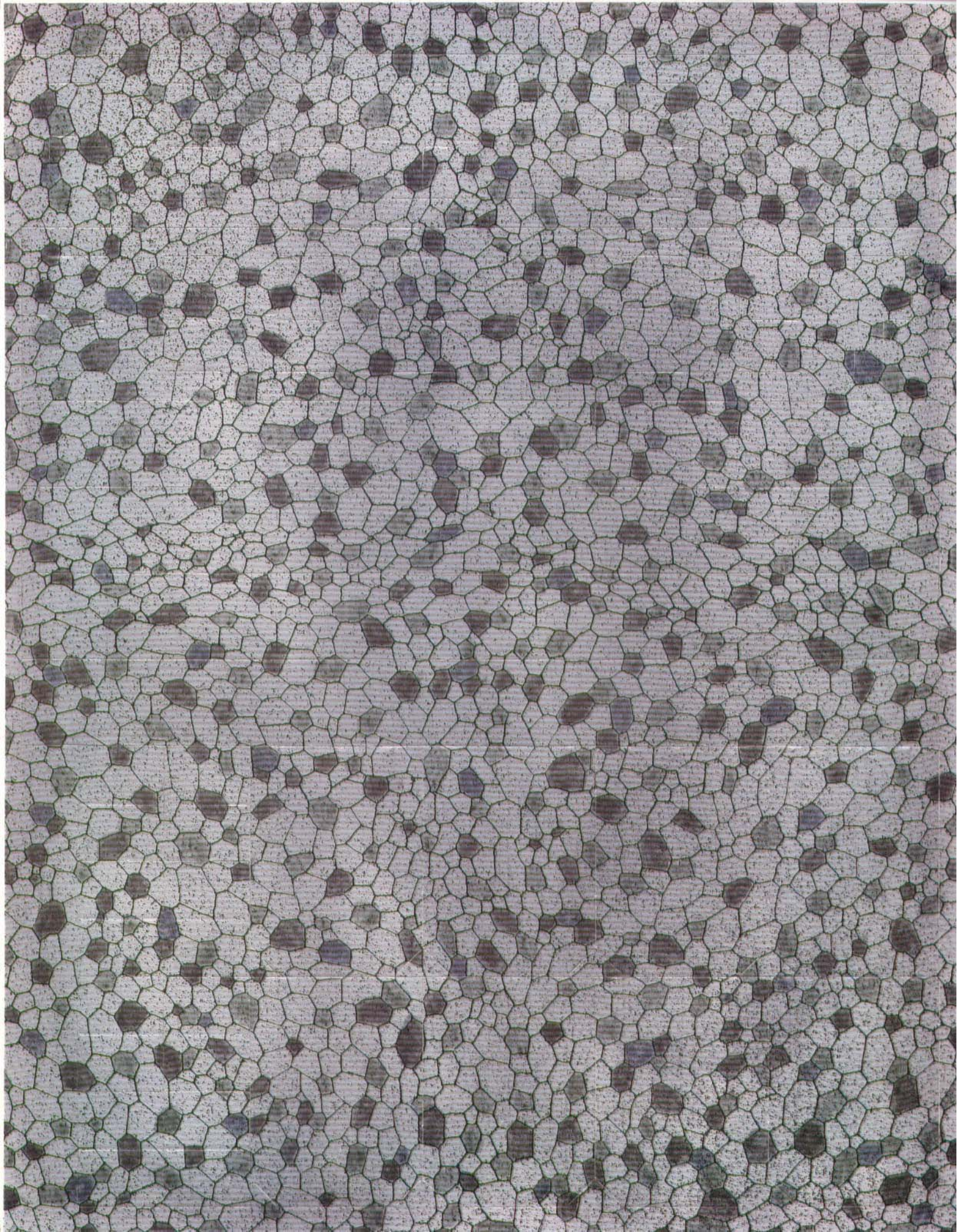
G4

G4

F2

F2

H2	H2
F2	F2
G4	G4
G3	G3



G4

1" x 4"

G3

1" x 4"

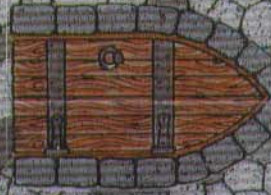
F2







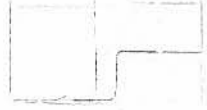



1" x 3"

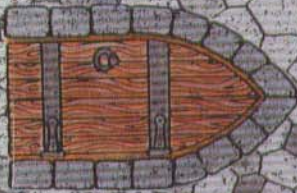
H2

1" x 5"

012 XXXXX
102221
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   	<p style="text-align: center;">C1</p>	<p style="text-align: center;">C1</p>	<p style="text-align: center;">C1</p>
  	<p style="text-align: center;">B1</p>	<p style="text-align: center;">B1</p>	<p style="text-align: center;">B1</p>
  	<p style="text-align: center;">B2</p>	<p style="text-align: center;">B2</p>	<p style="text-align: center;">B2</p>
		<p style="text-align: center;">C1</p>	<p style="text-align: center;">C1</p>





2" x 4"

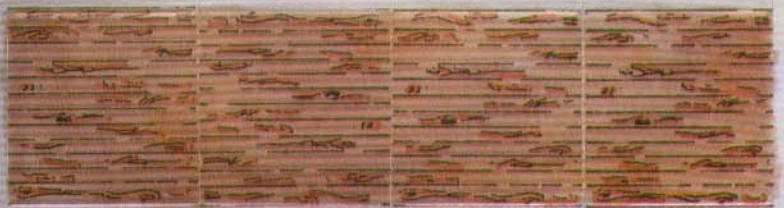
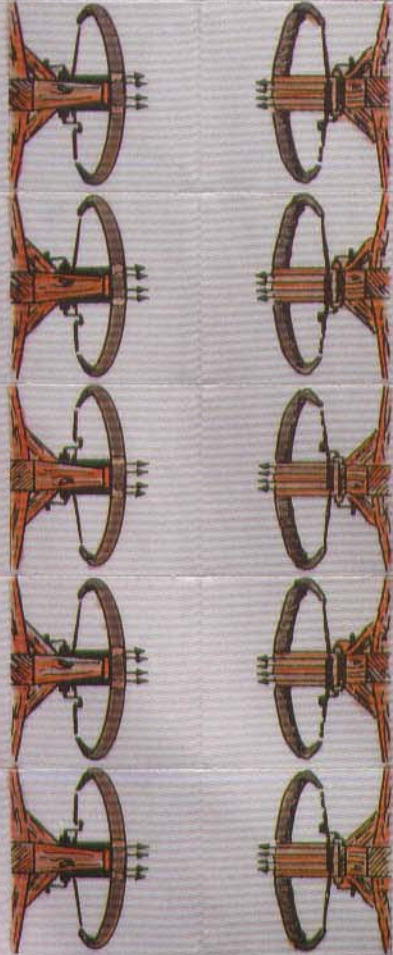
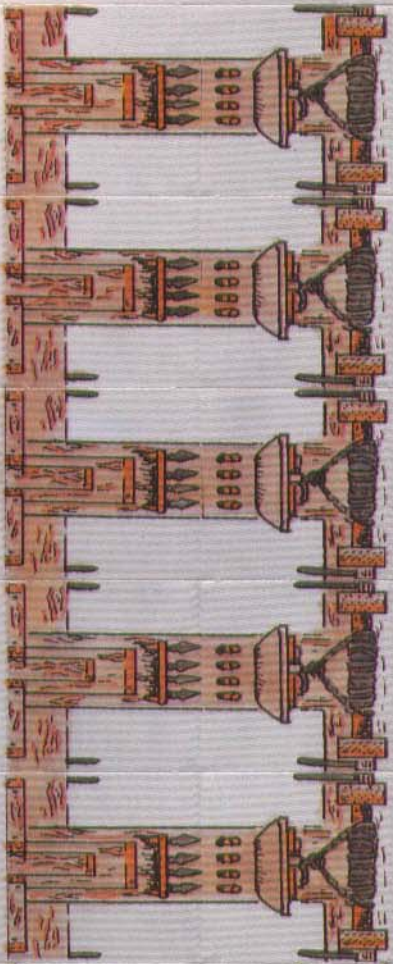
C1

2" x 3"

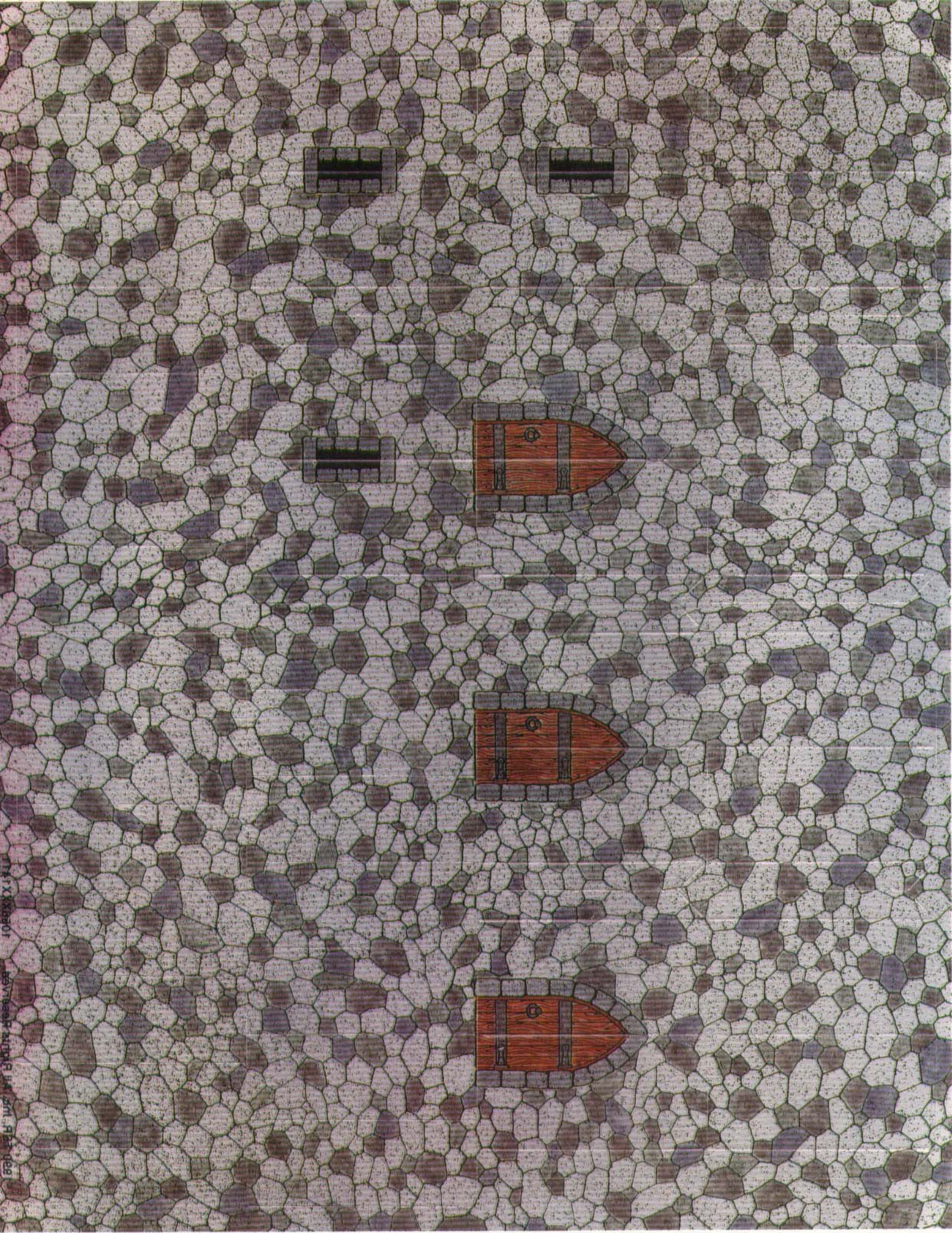
B2

2" x 3"

B1

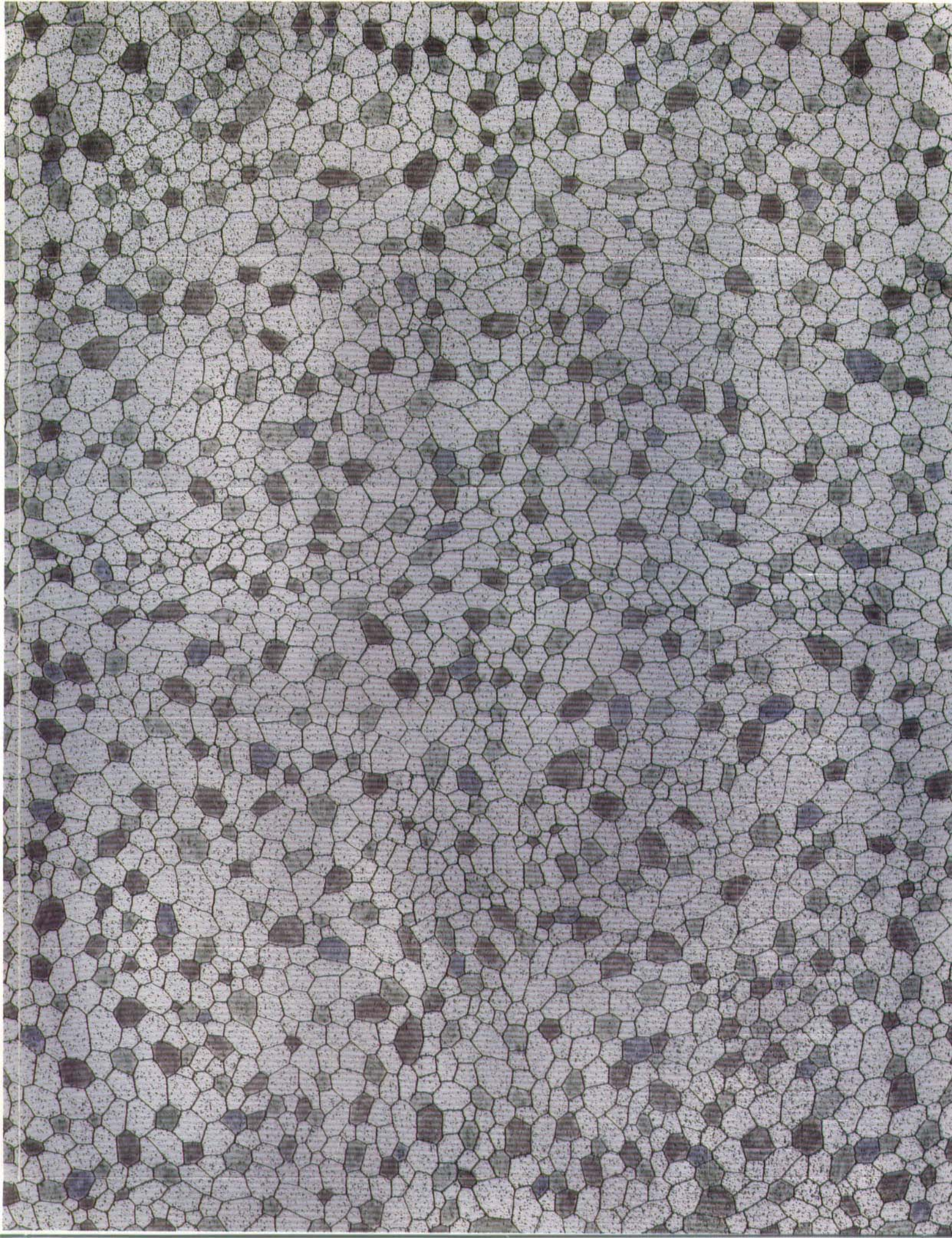


Espringal	M2	M1		
Espringal	M2	M1	M2	M1
Espringal	M2	M1		
Espringal	M2	M1		
Espringal	M4	M3		
Ballista	M4	M3	M4	M3
Ballista	M4	M3		
Ballista	M4	M3		
Ballista				
Ballista			1" x 1"	M1
Ballista			1" x 1"	M2
Ballista			1" x 1"	M3
Ballista			1" x 1"	M4
Ballista			1" x 1"	



1:1 x 1:1
www.oxford.com

A	6			
A	6	A 10	A 9	A 6
A	7	A	A	A
A	7			
A	8	A 10	A 9	A 6
A	8	A	A	A
A	9			
A	9	A6		
A	10	A6	A 8	A 7
A	10	A7	A	A
A9		A7		
A10		A8		
A10		A8	A 8	A 7
		A9		



A6

2" x 2"

A7

2" x 2"

A8

2" x 2"

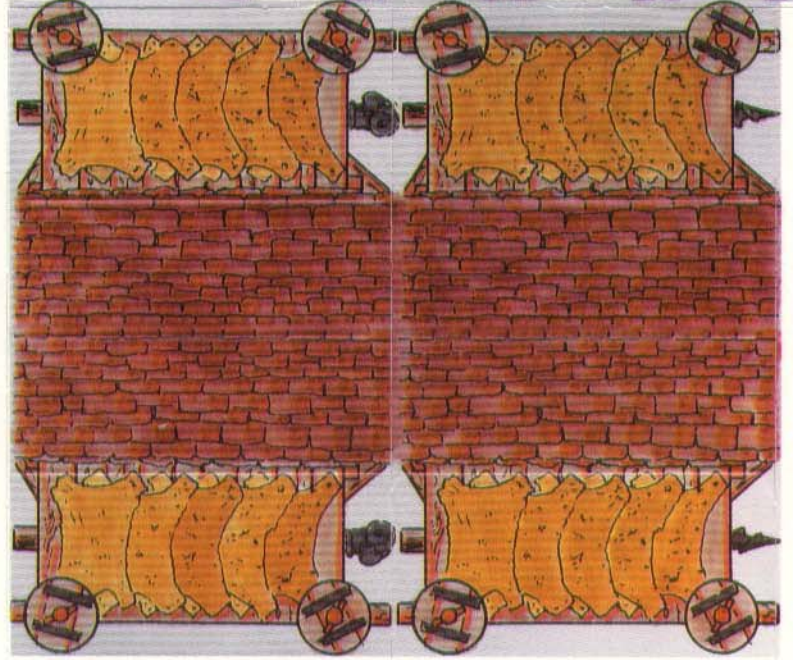
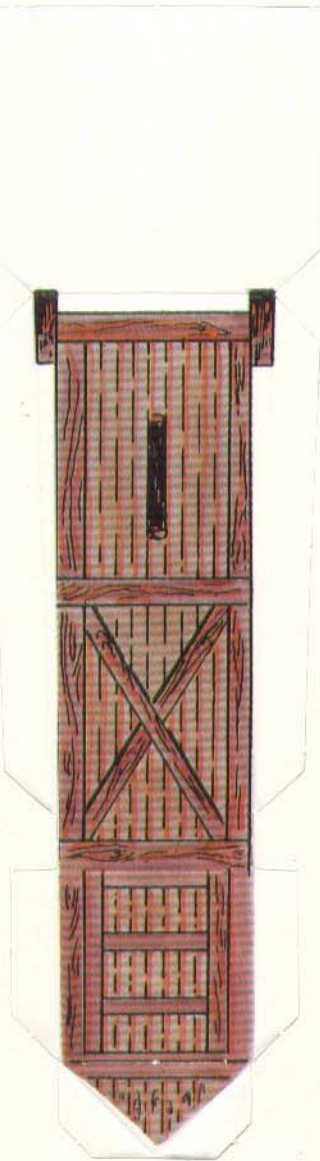
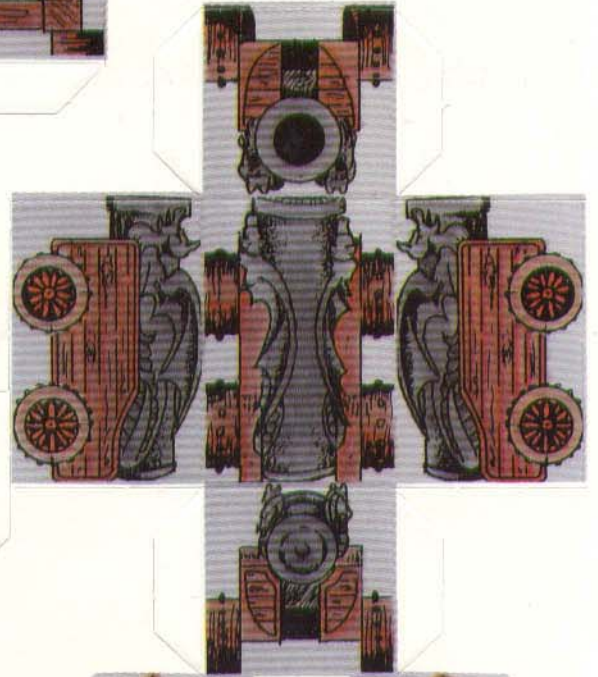
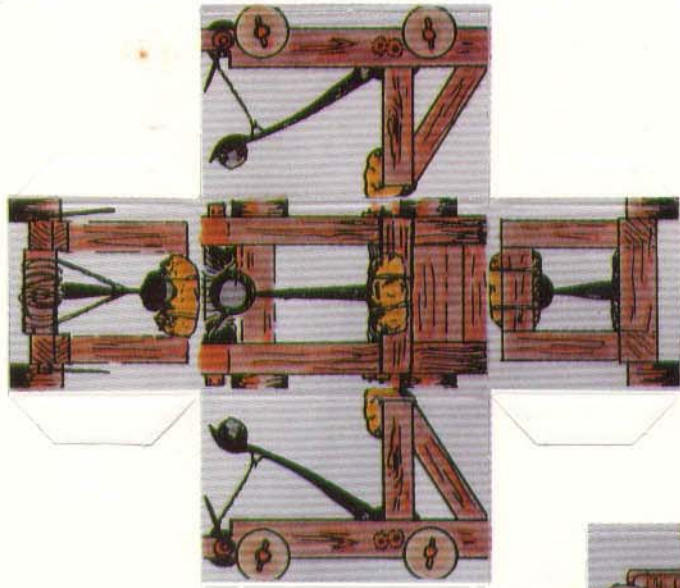
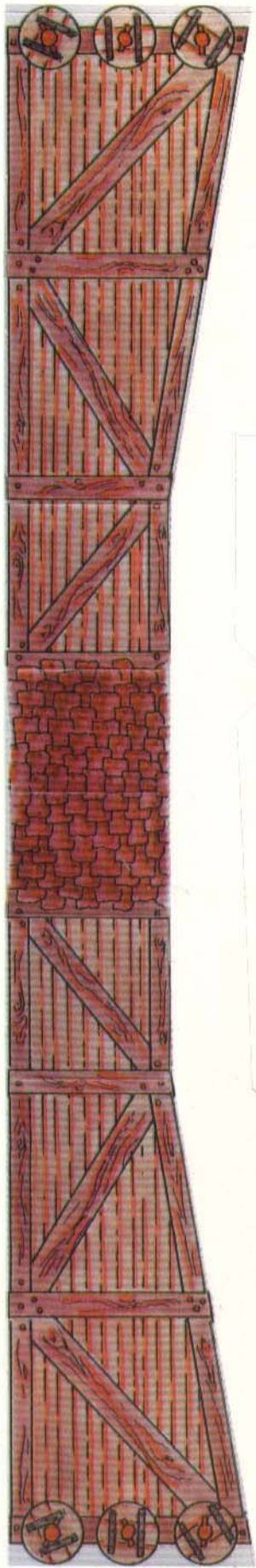
A9

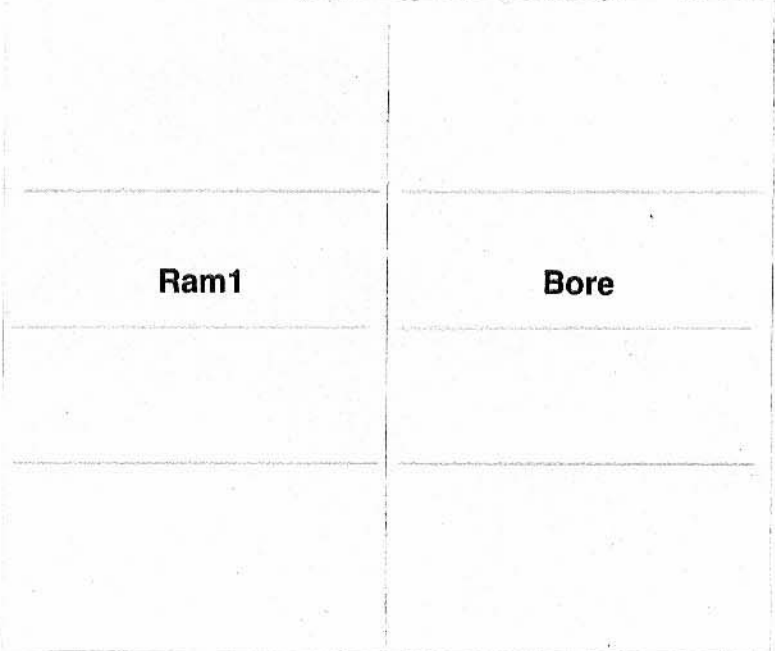
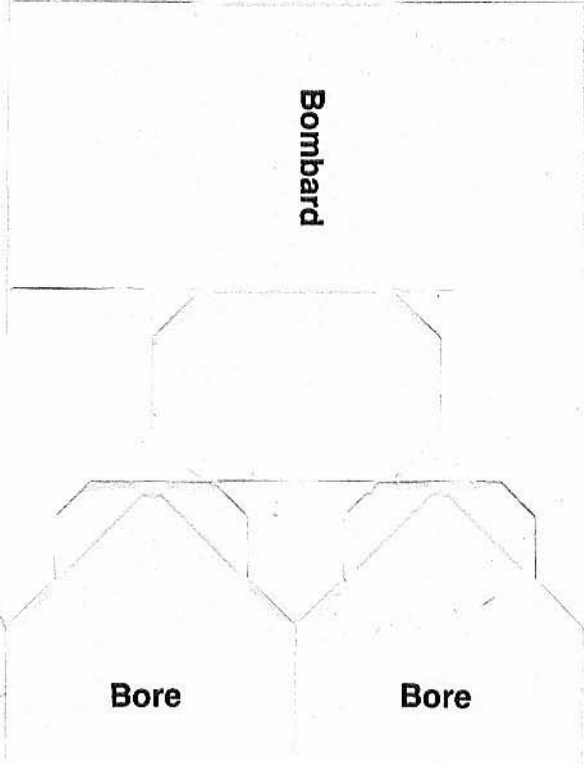
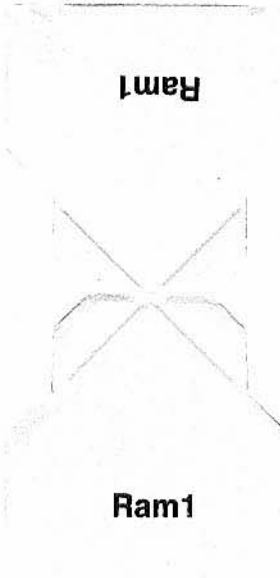
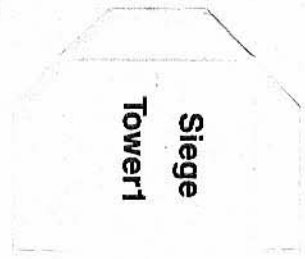
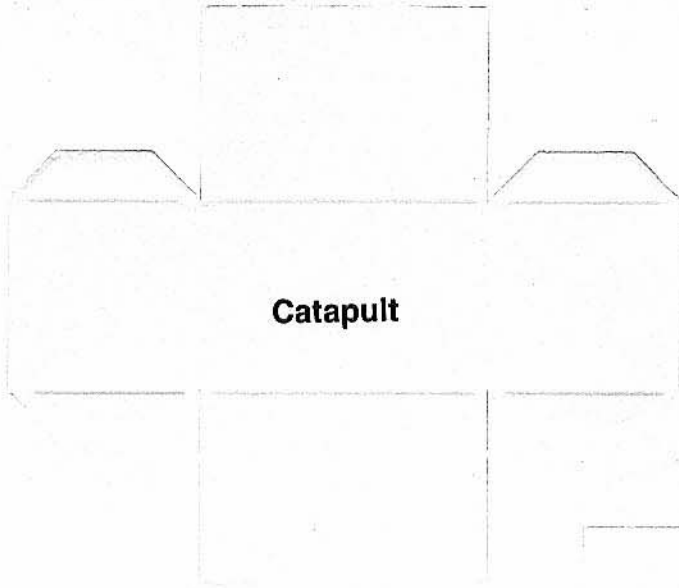
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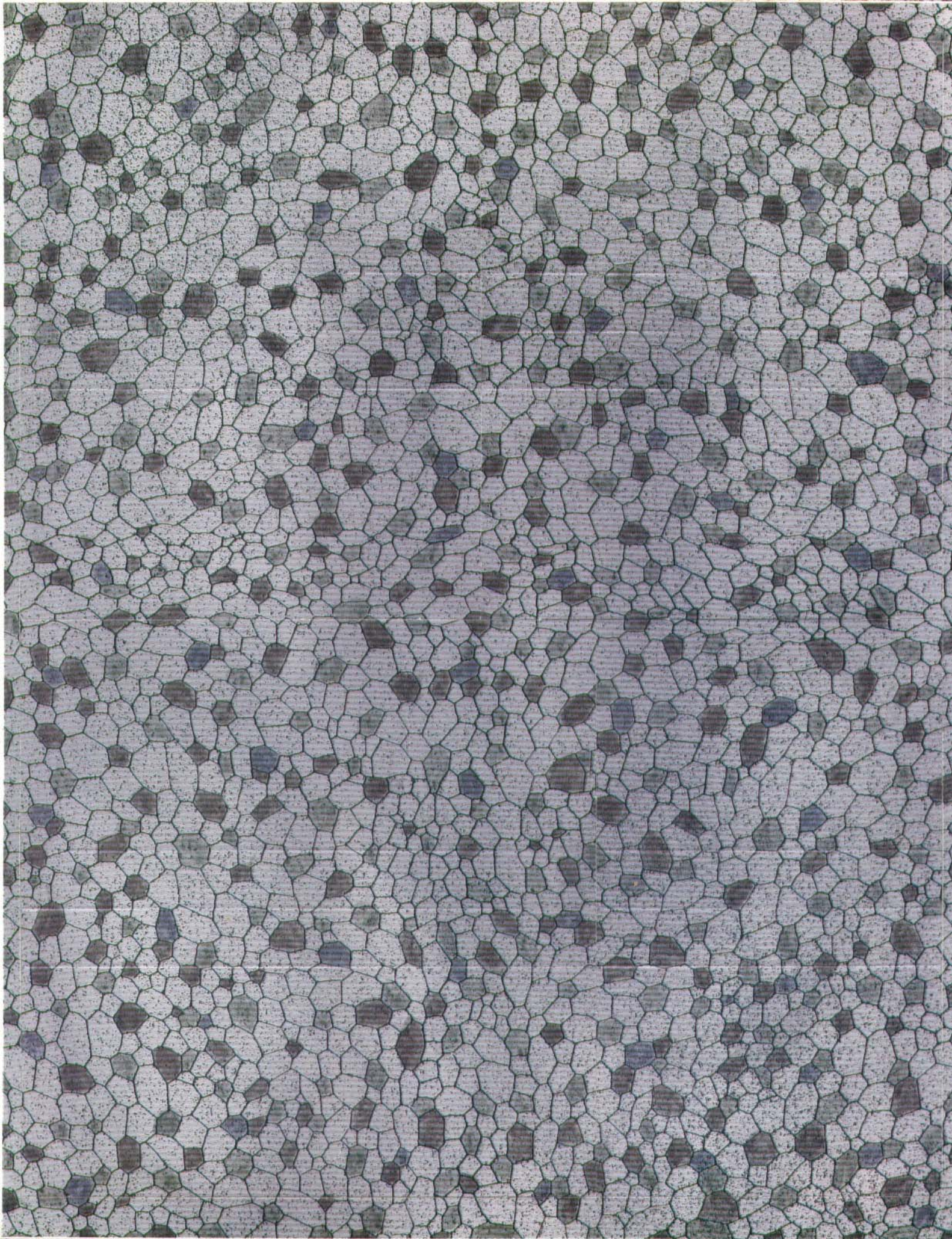
A10

2" x 2"









H4	H4
F4	F4
G8	G8
G7	G7

G8

G8

G7

G7

H4

H4

F4

F4

G7

G8

G7

G8

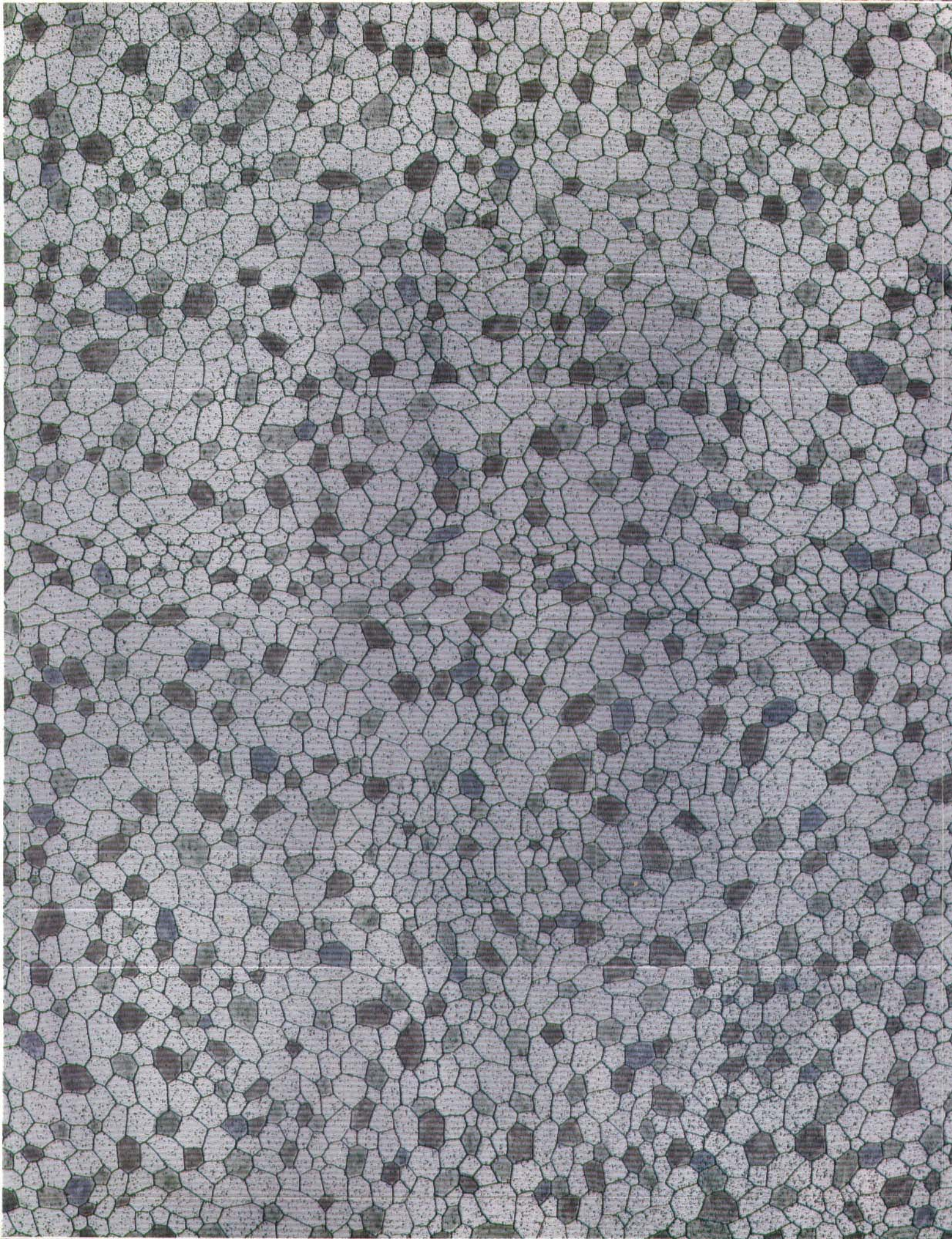
H4

F4

H4

F4





G8

1" x 4"

G7

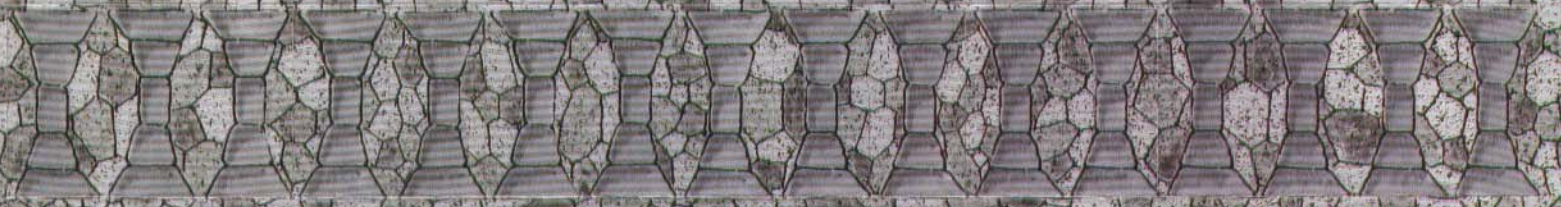
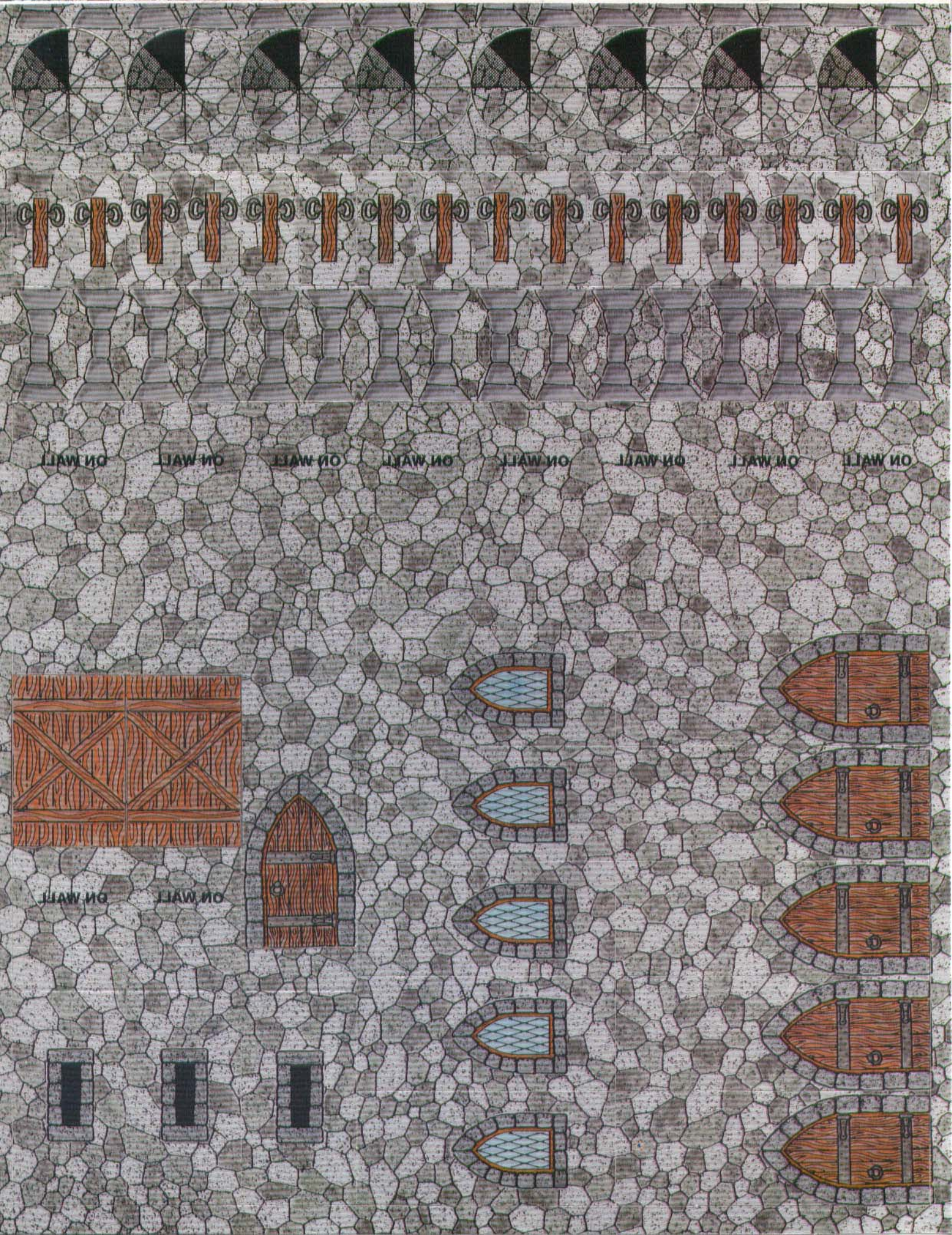
1" x 4"

F4

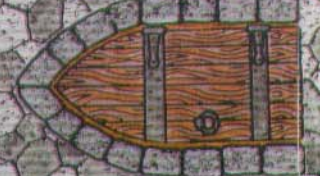
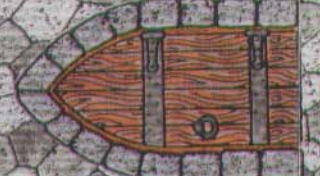
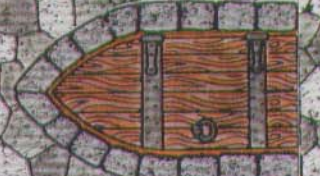
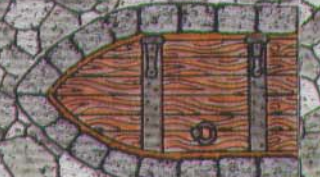
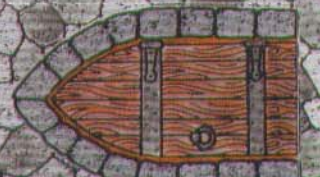
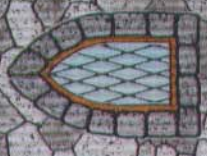
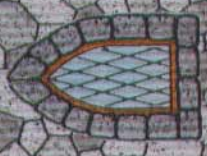
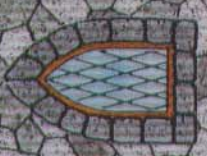
1" x 3"

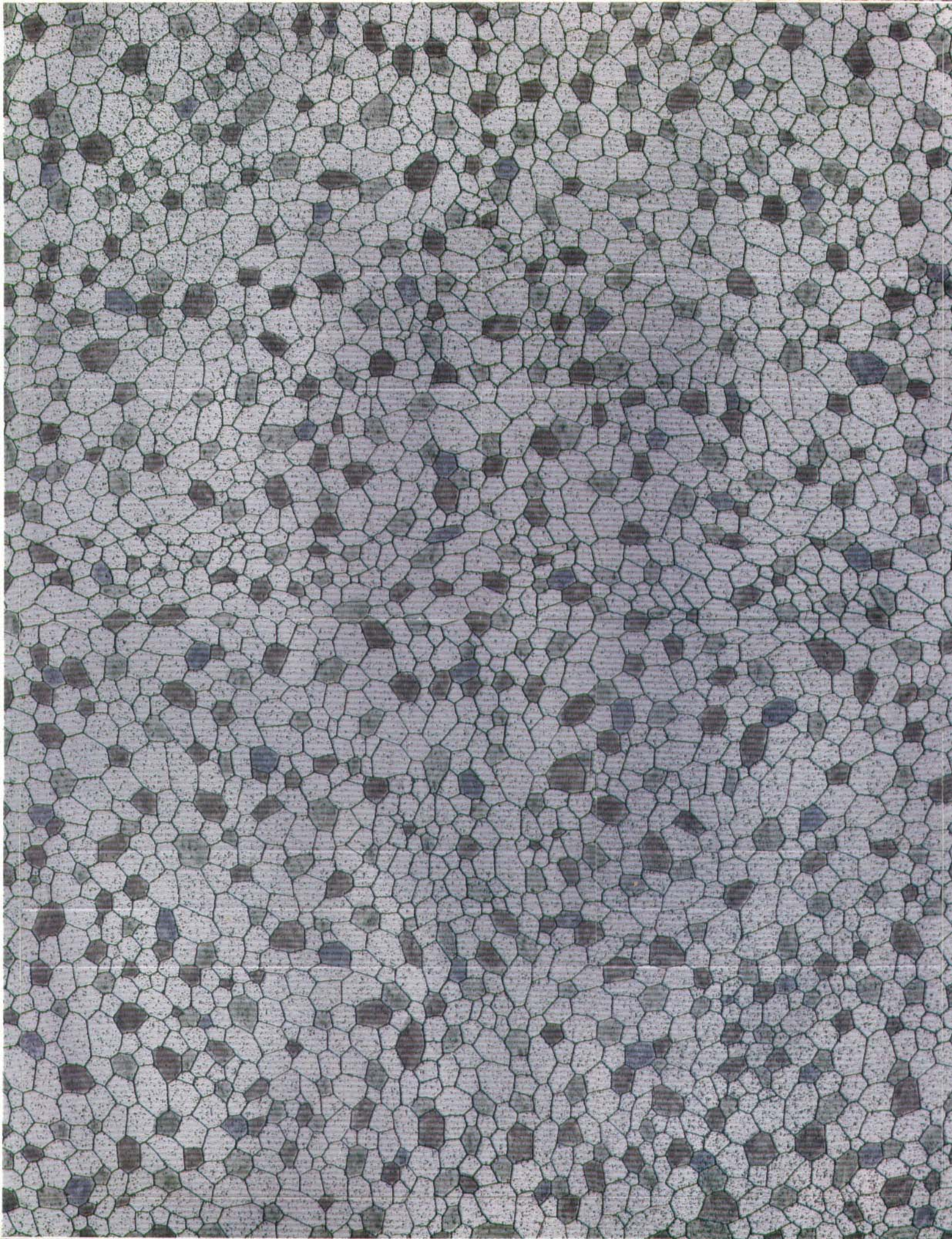
H4

1" x 5"



ON WALL





H3	H3
F3	F3
G6	G6
G5	G5

G6

G6

G5

G5

H3

H3

F3

F3

G5

G6

G5

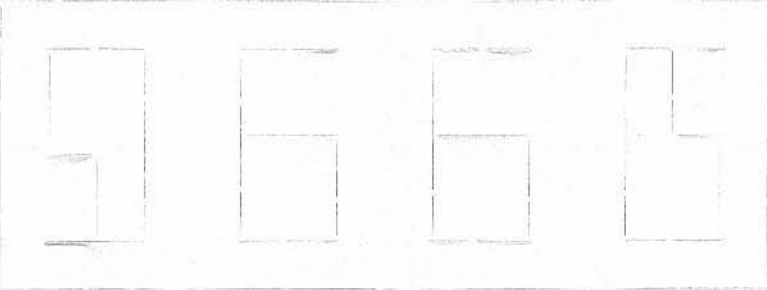
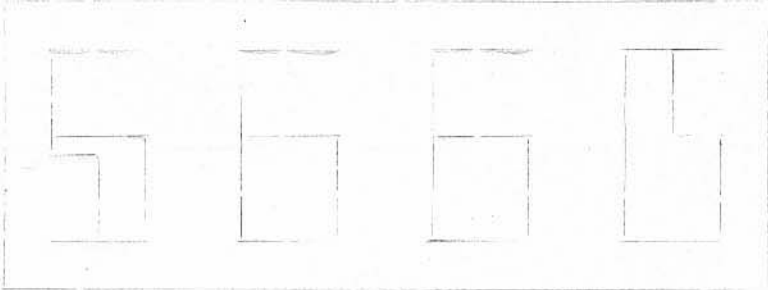
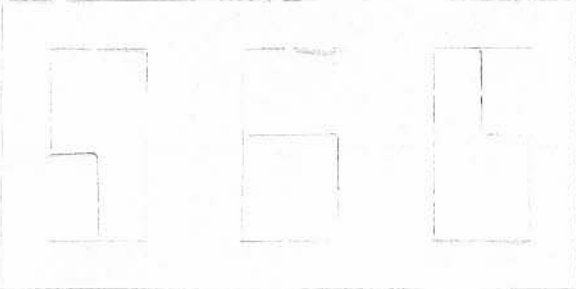
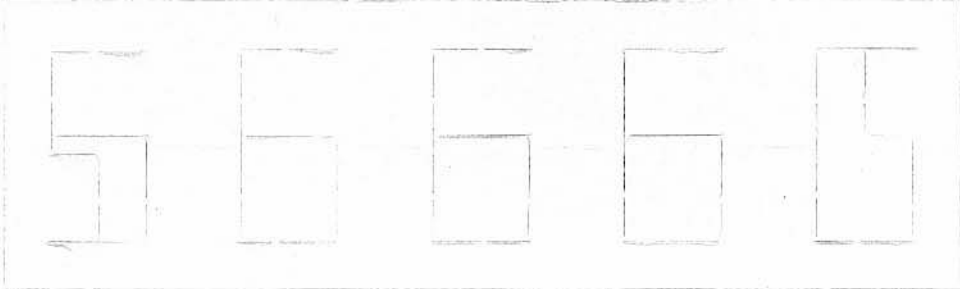
G6

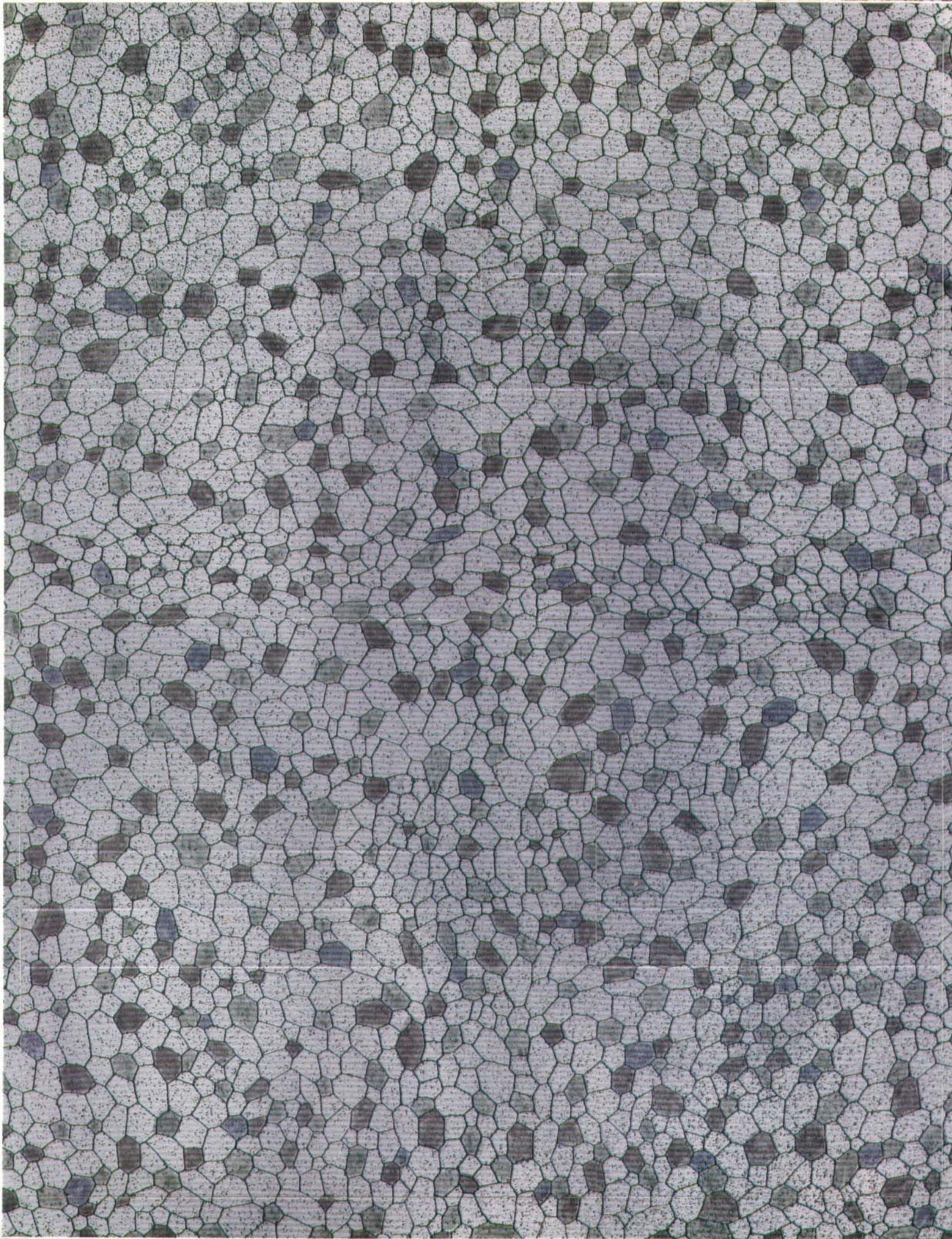
H3

F3

H3

F3





G6

1" x 4"

G5

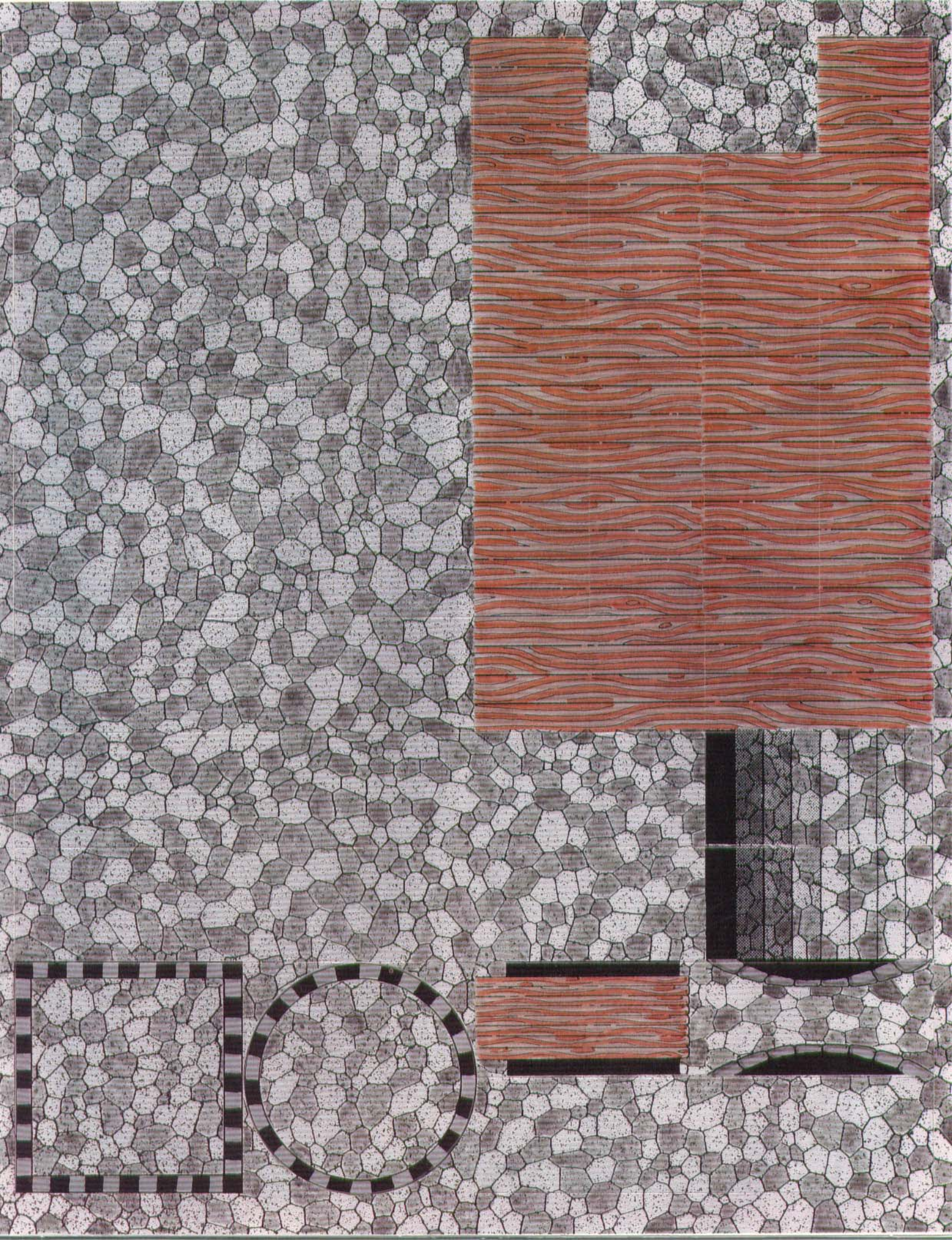
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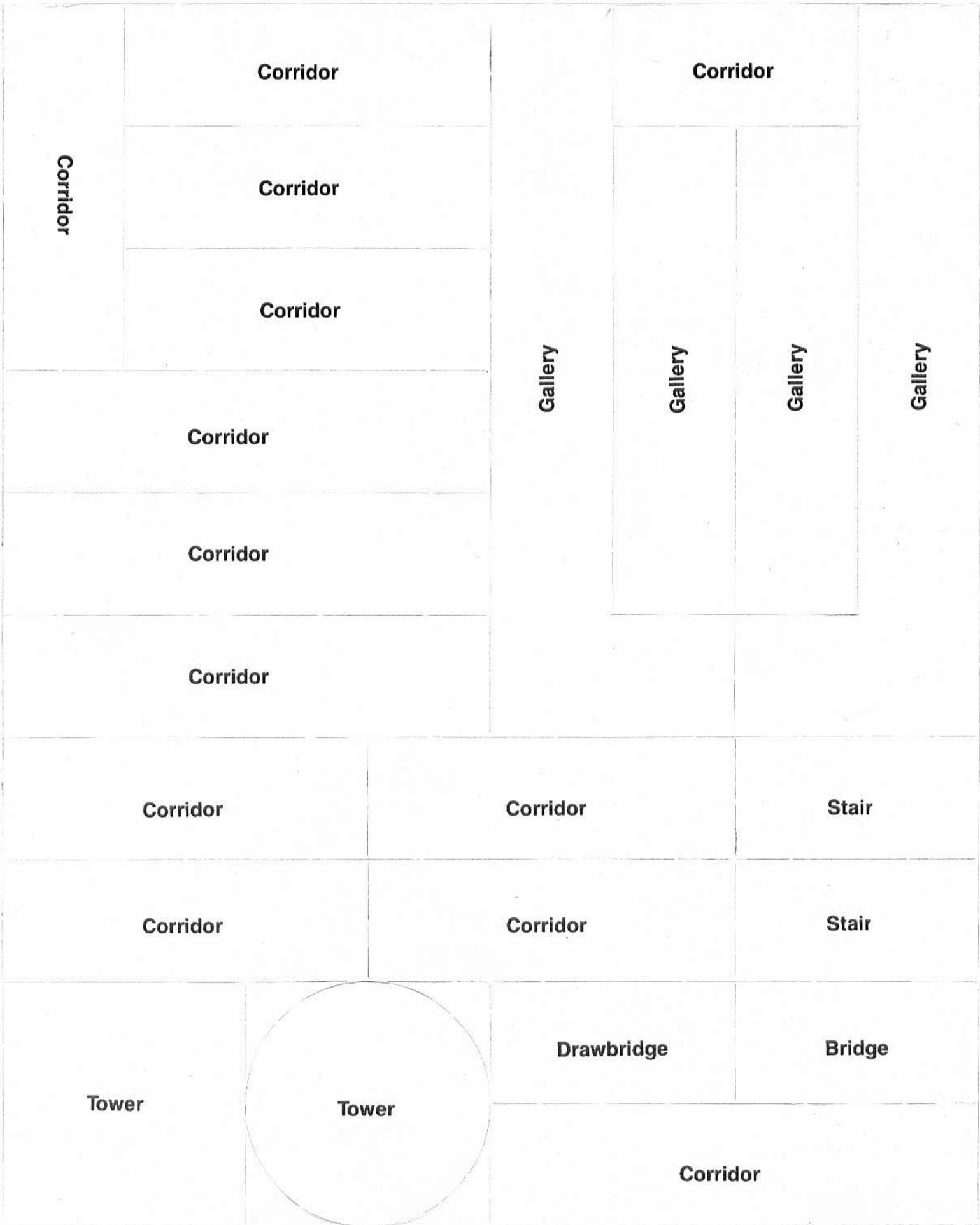
F3

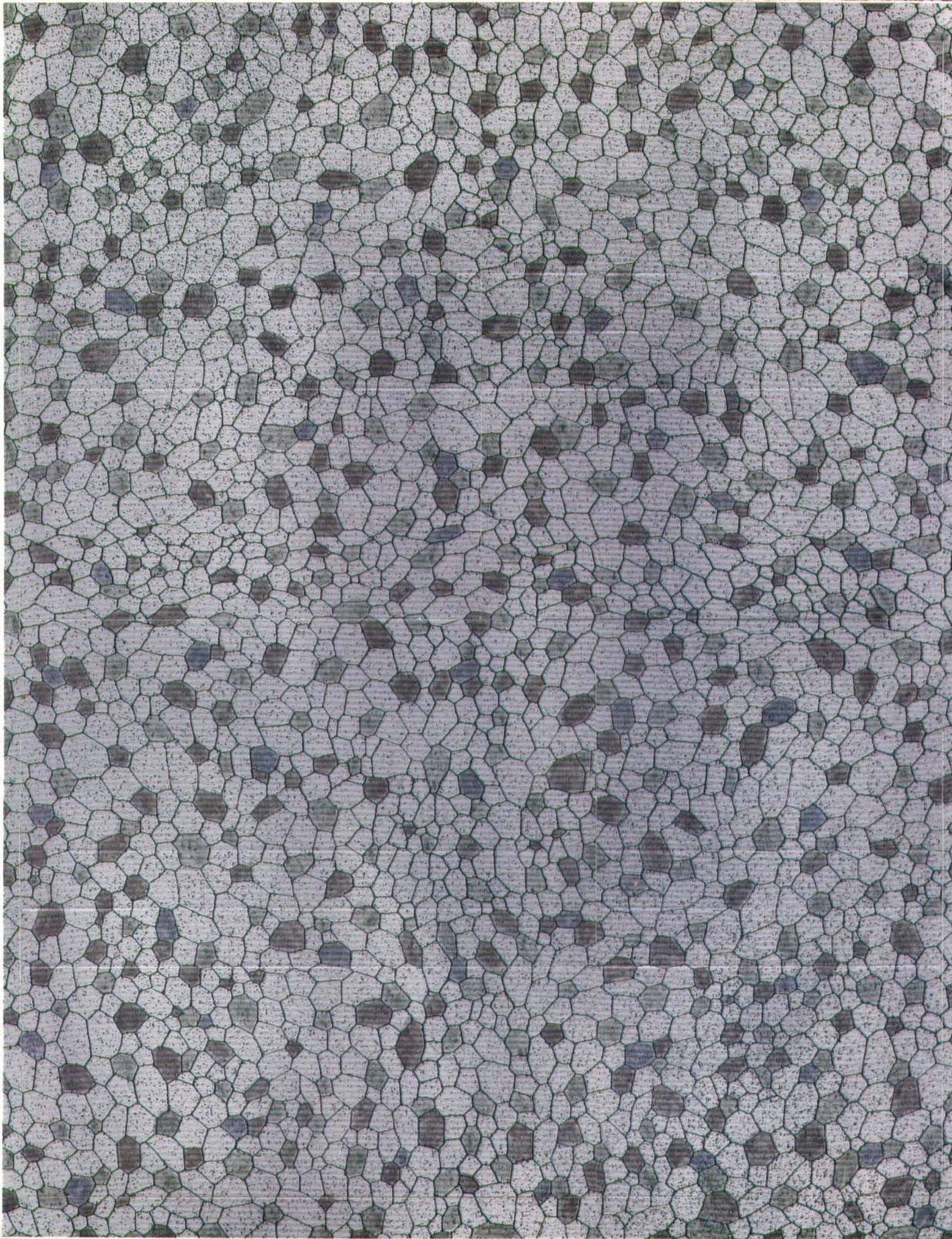
1" x 3"

H3

1" x 5"







5

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8

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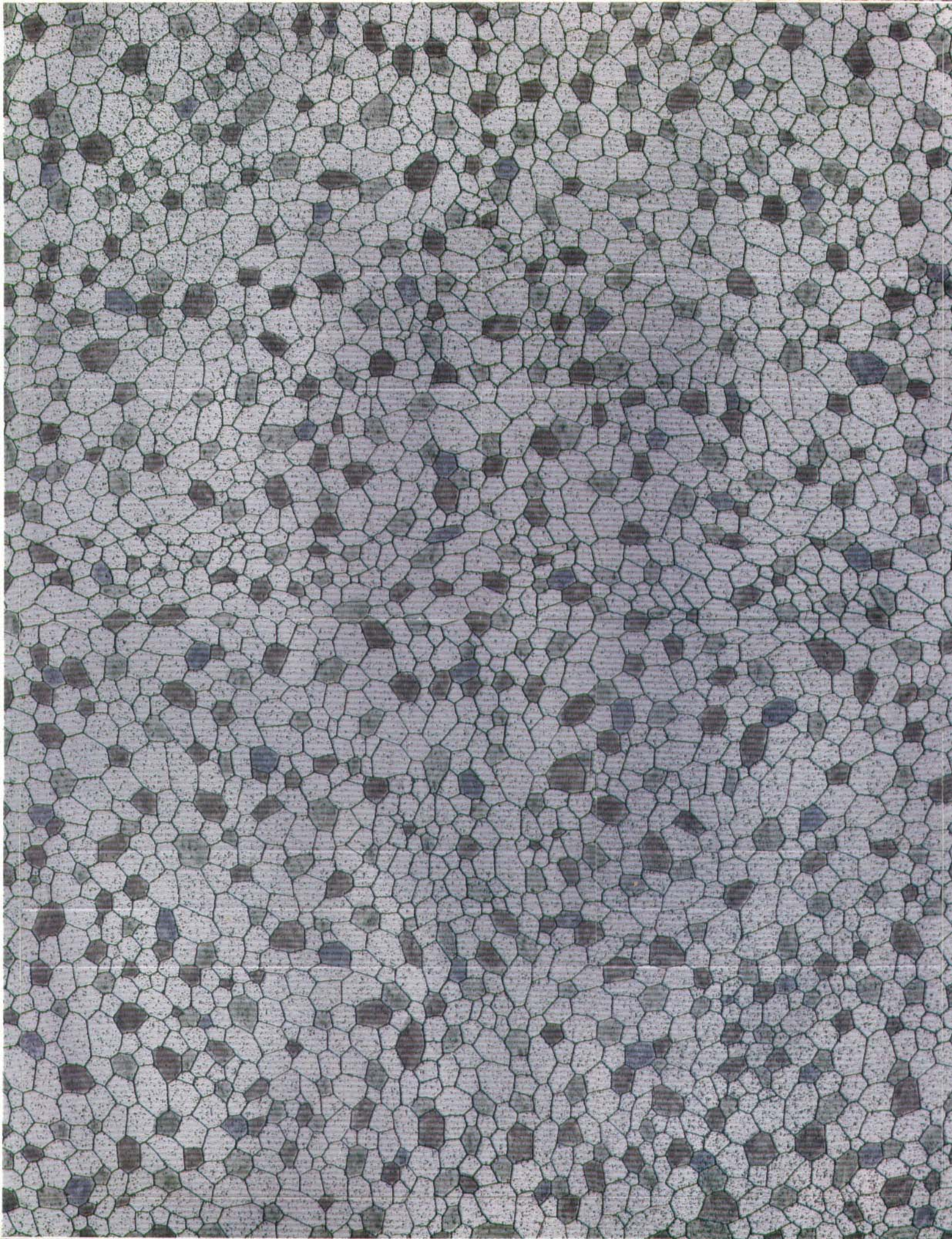
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1

2

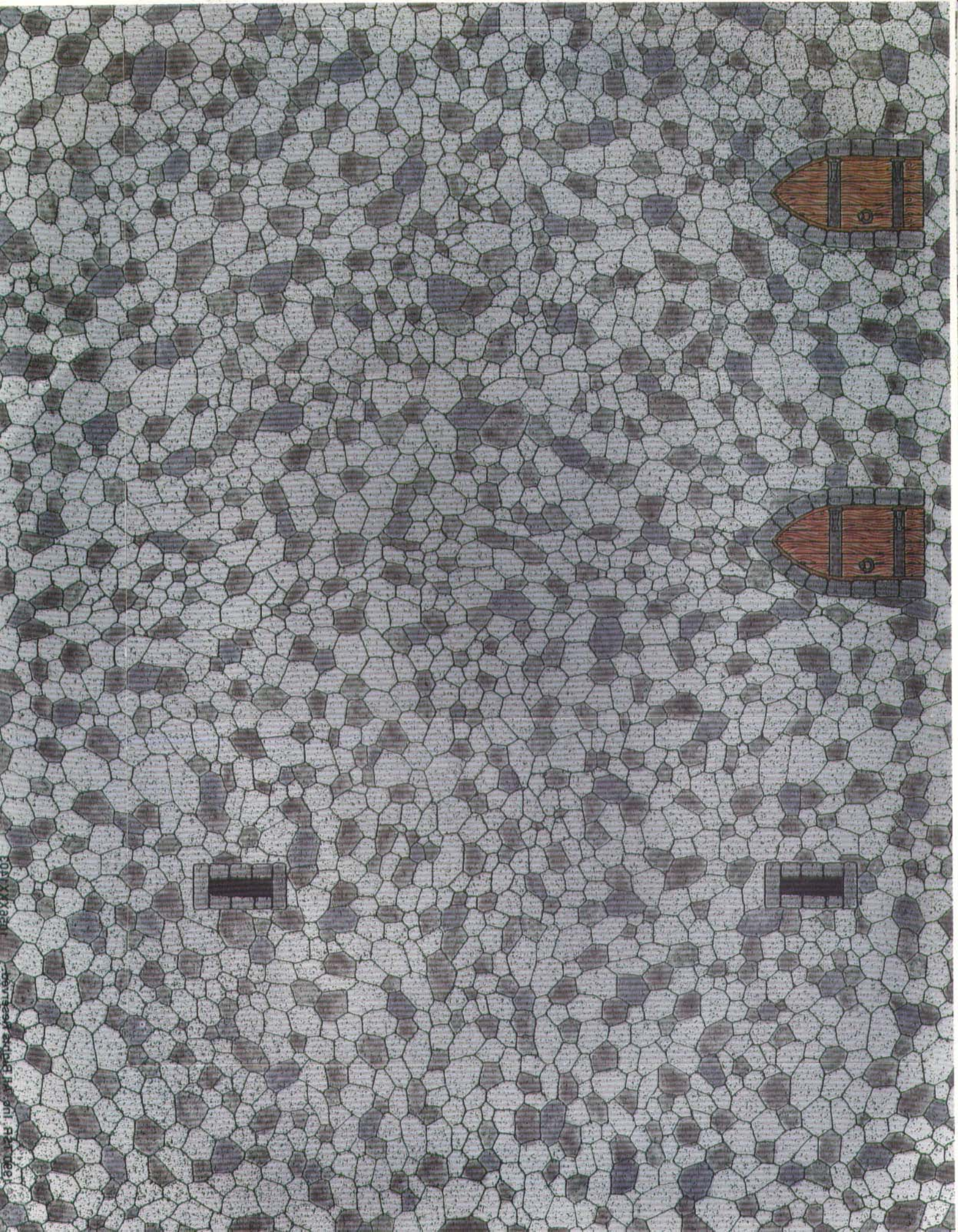
3

4



	D 7	D 7
D 9		
	D 8	D 8
D 9		

D 7	D7
D 7	D7
D 8	D8
D 8	D8
D9	D9



3" x 3"

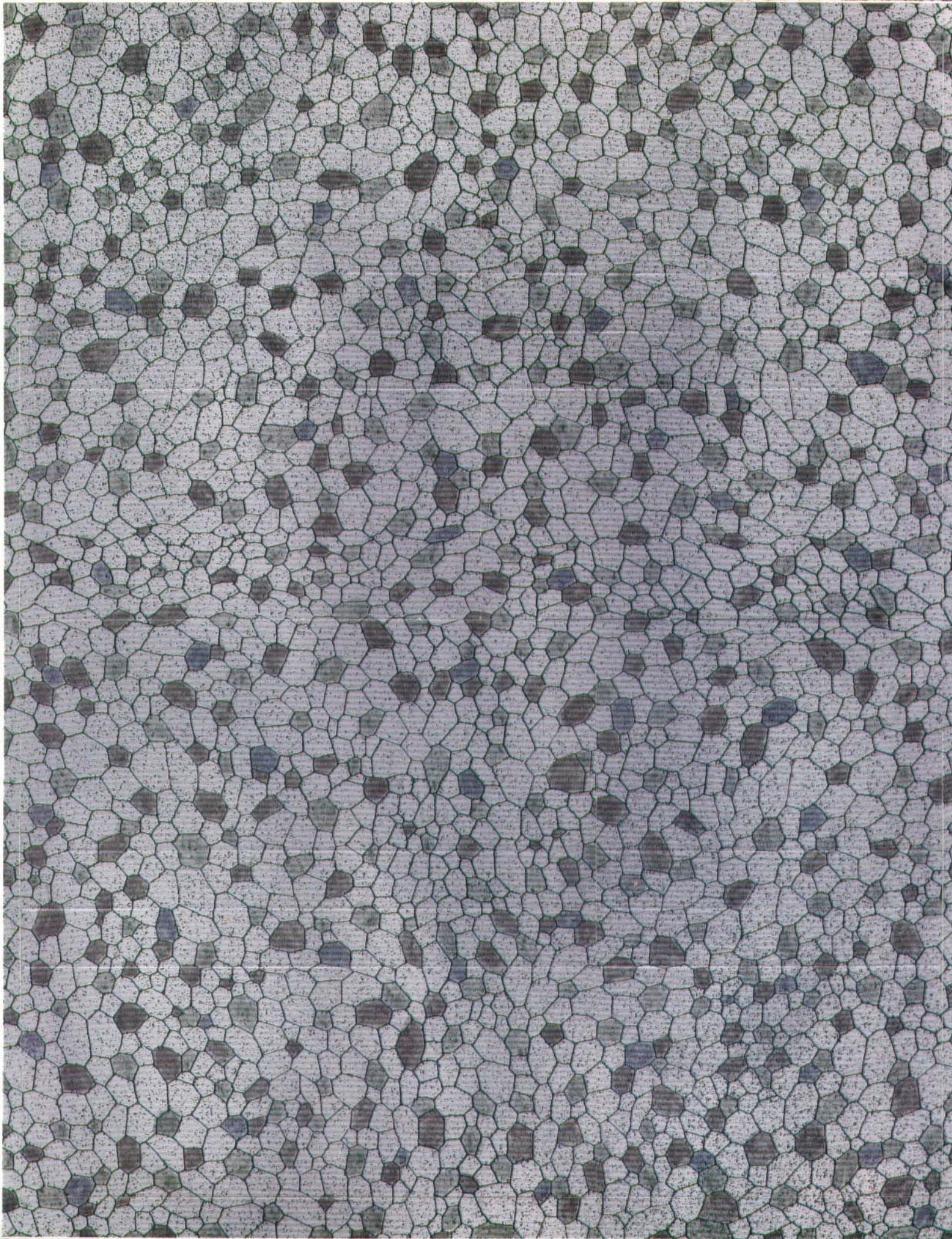
D7

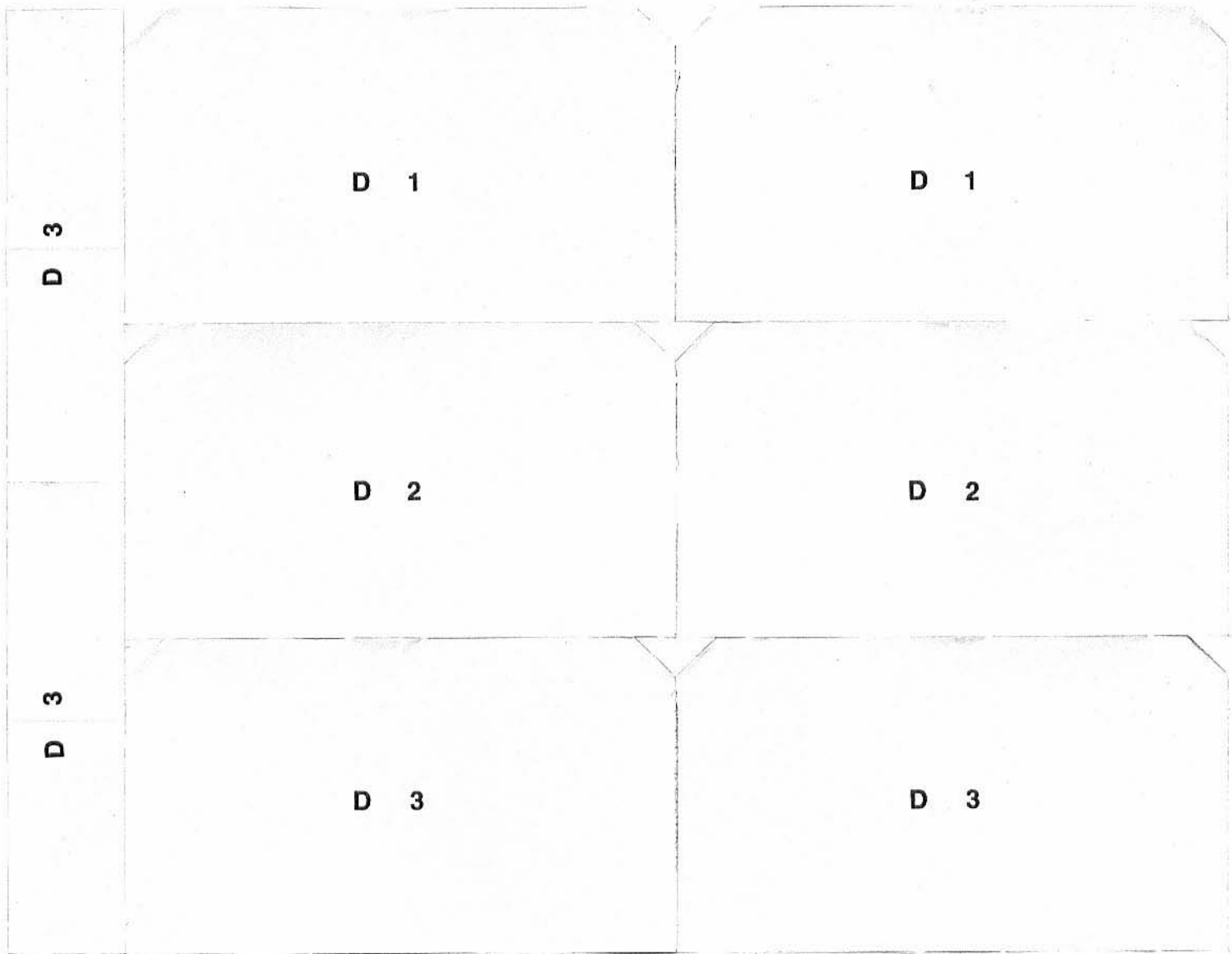
3" x 3"

D8

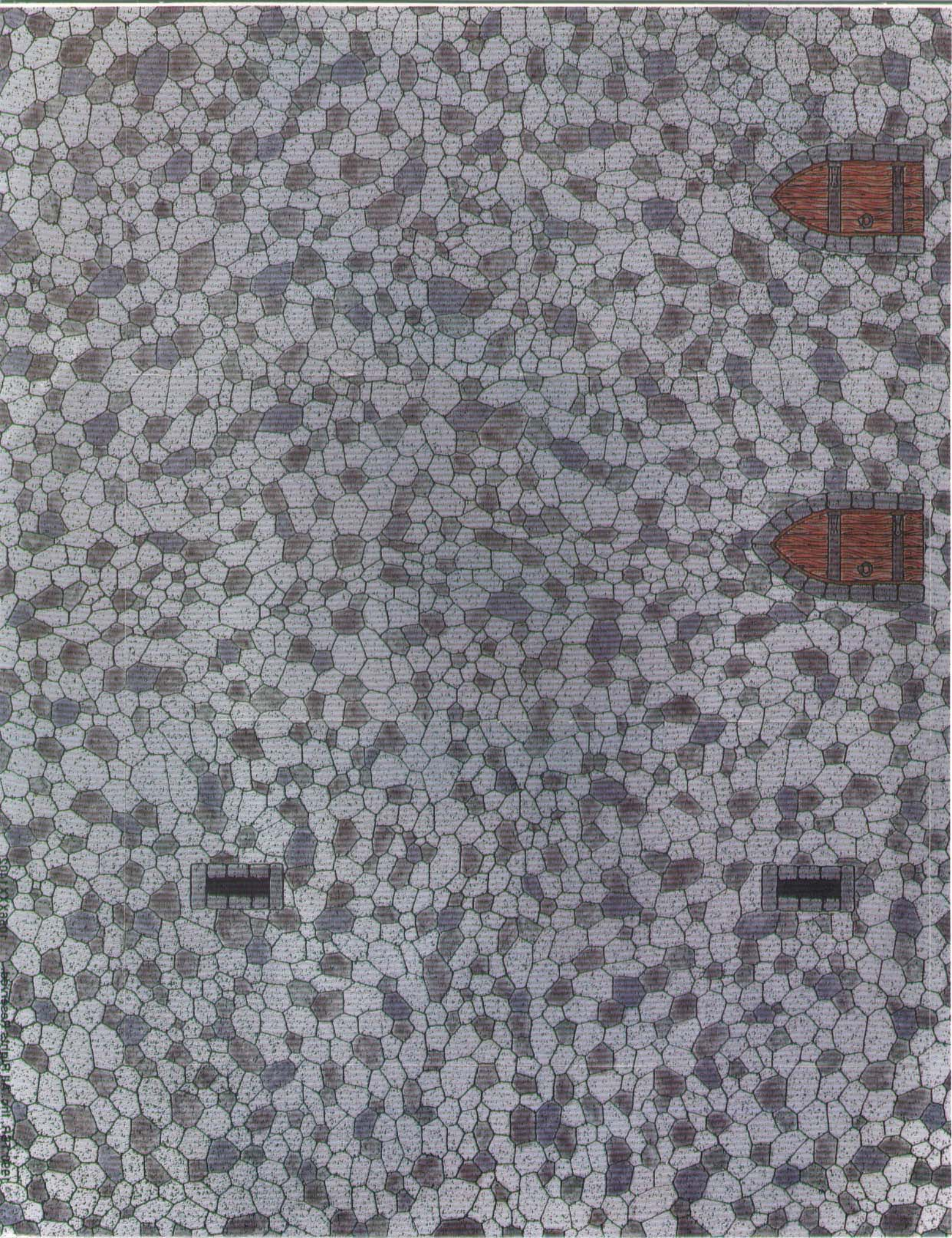
3" x 3"

D9





D 1	D1
D 1	D1
D 2	D2
D 2	D2
D3	D3



3" x 3"

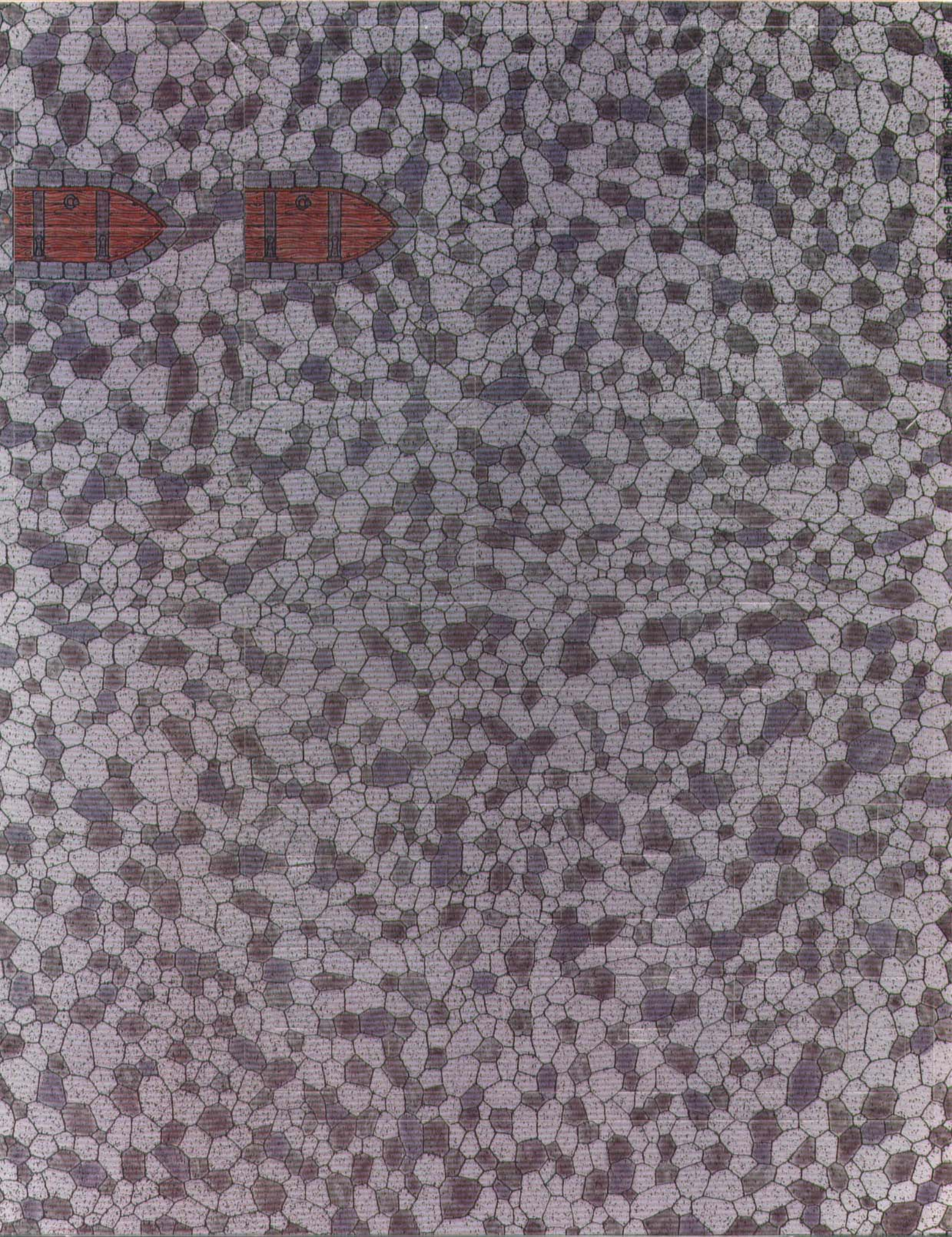
D1

3" x 3"

D2

3" x 3"

D3



E 2

E 1

E 2

E 1

E2
E2

E1
E1

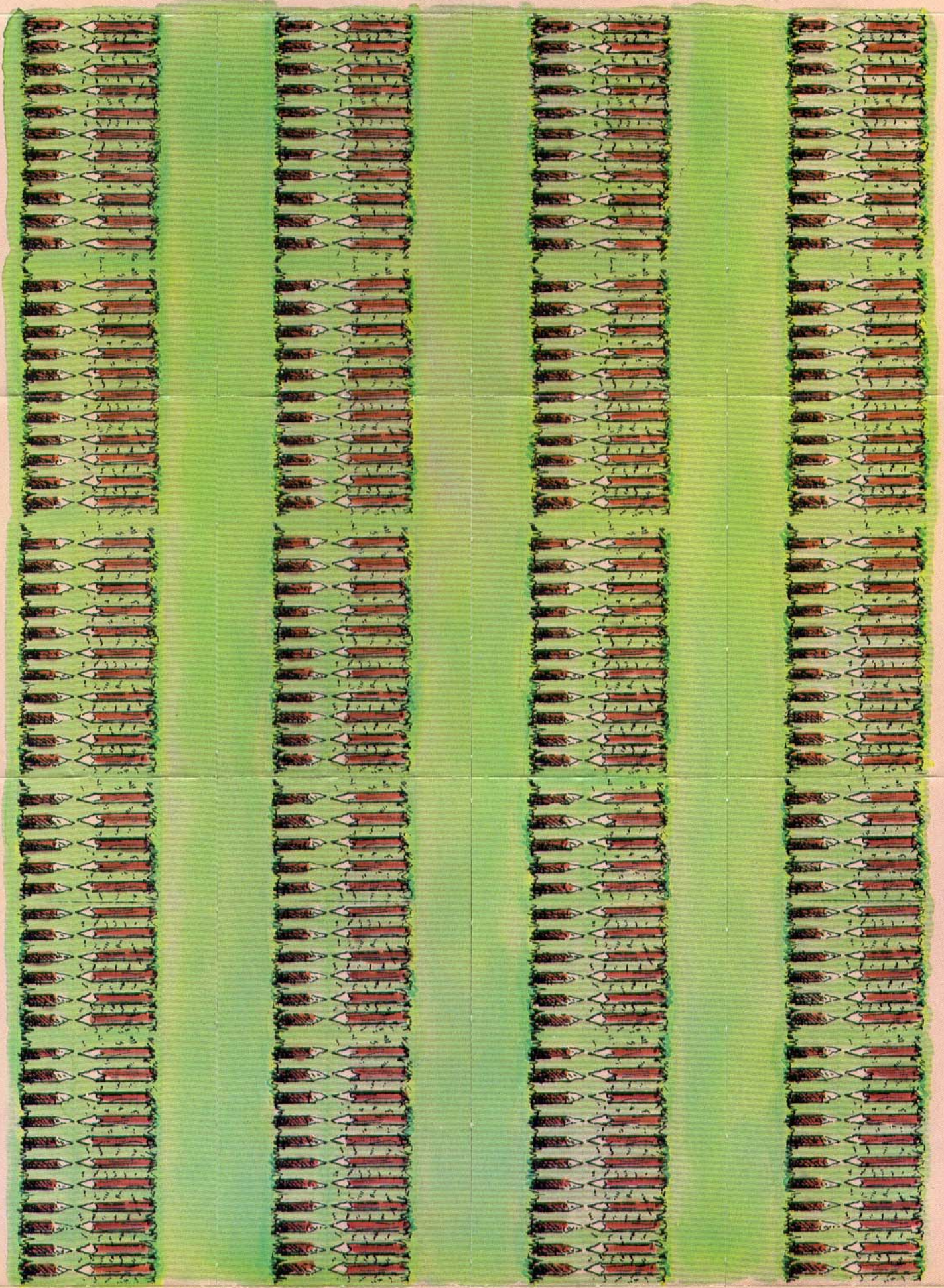
E 2

E 1

E 2

E 1





Stakes

Stakes

Stakes

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Stakes



Fieldwork

Fieldwork

Fieldwork

Fieldwork

Fieldwork

Fieldwork

Fieldwork

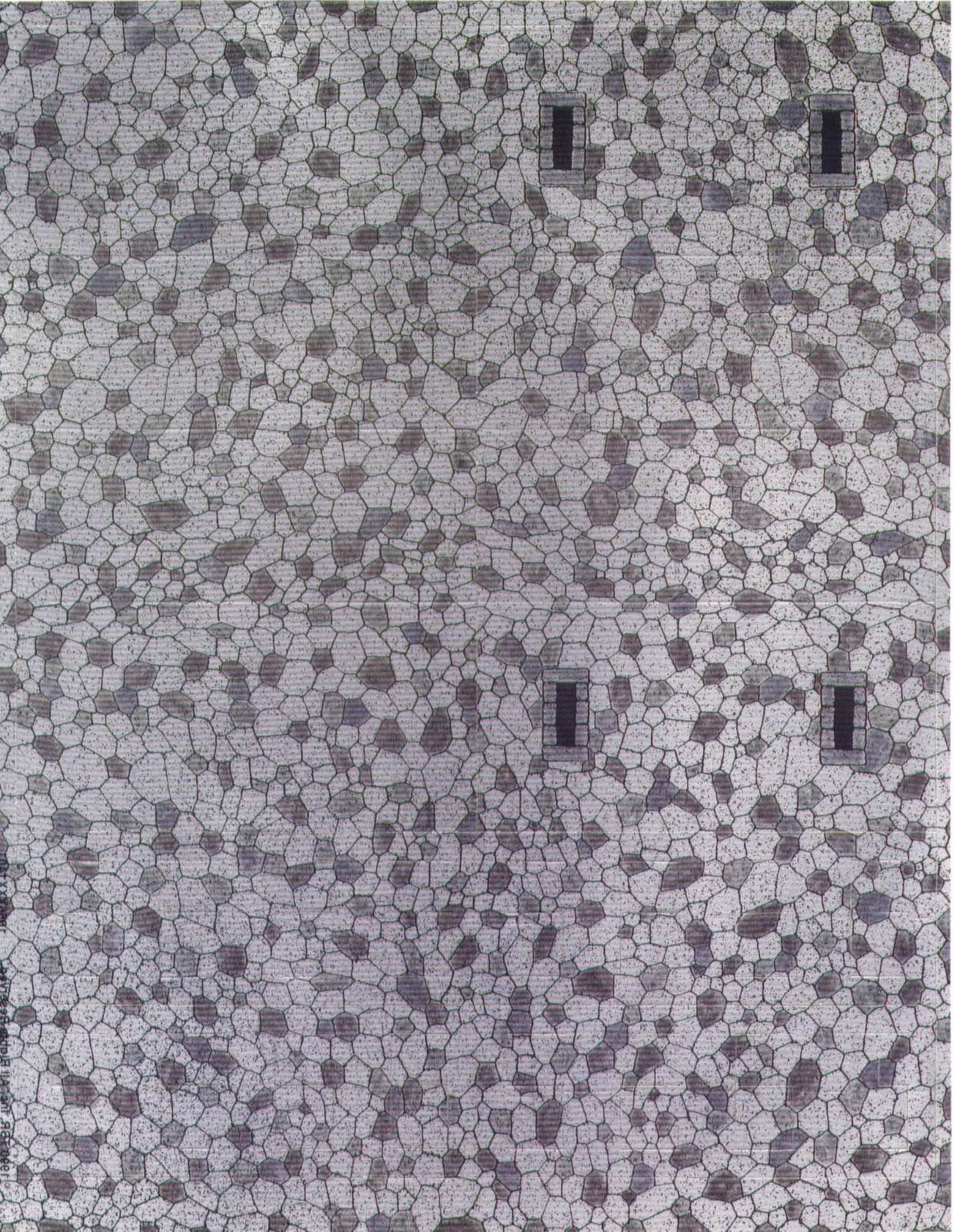
Fieldwork

Fieldwork

Fieldwork

Fieldwork

Fieldwork

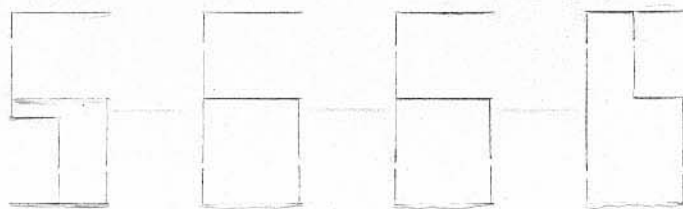
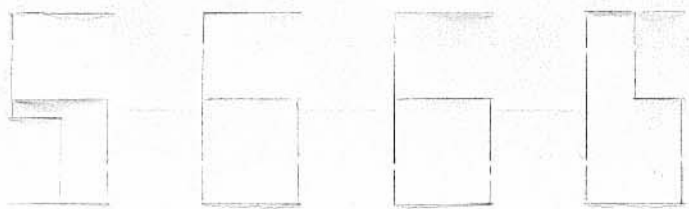
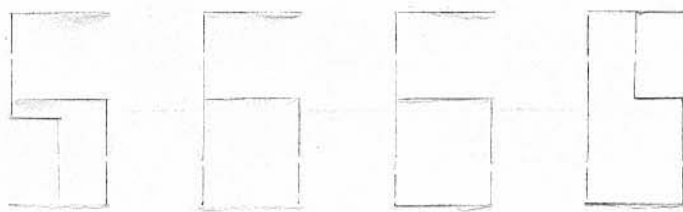
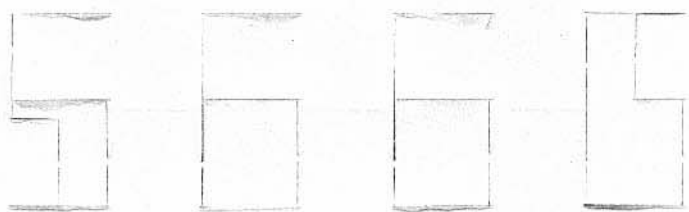


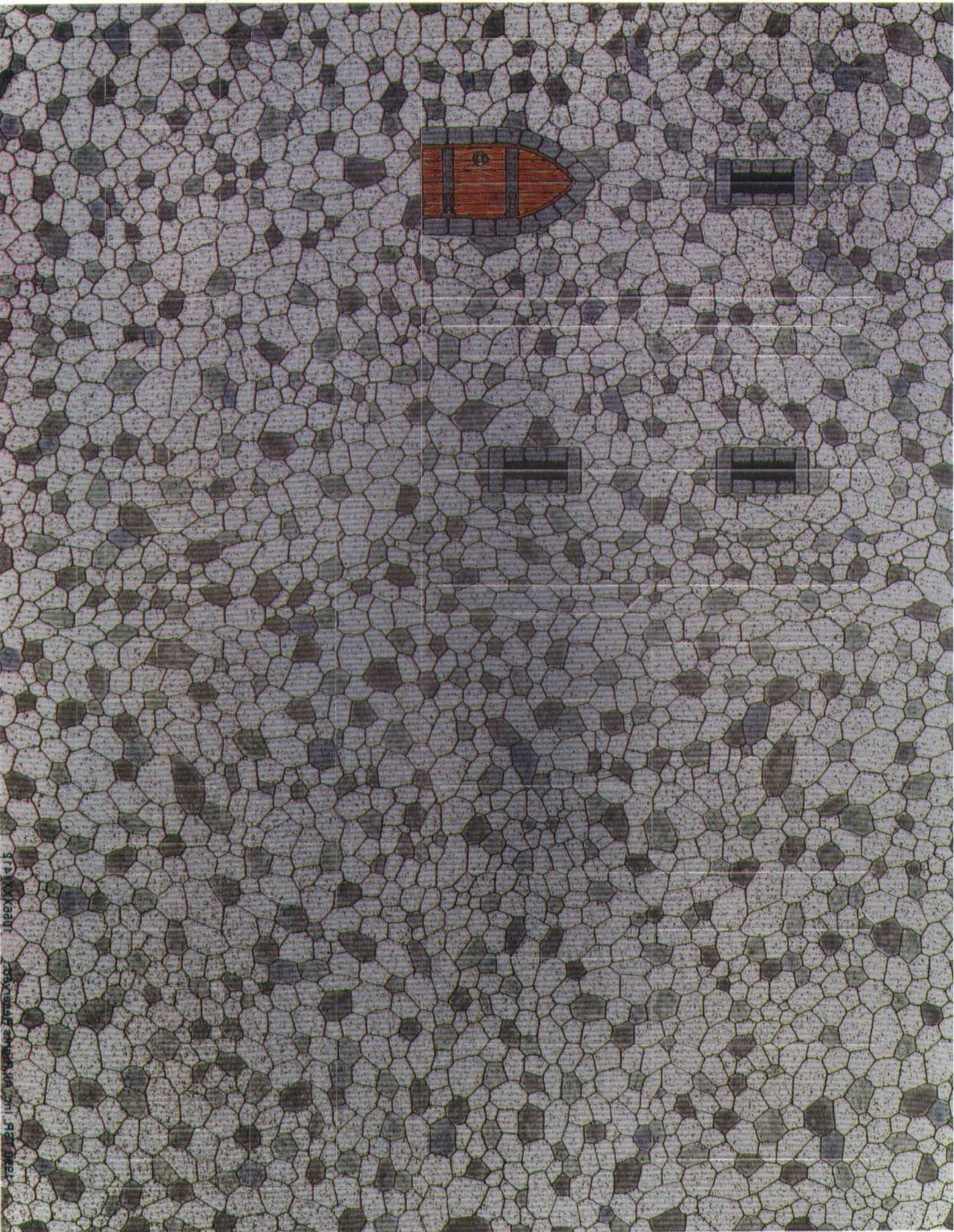
E2

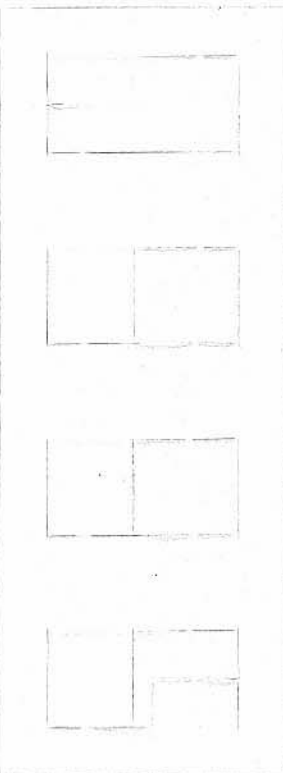

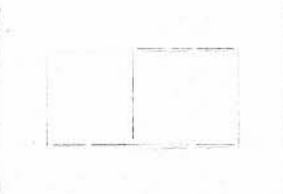
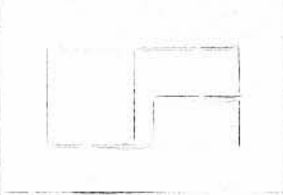

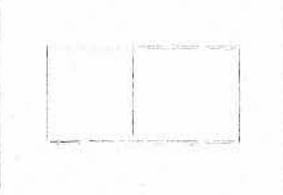
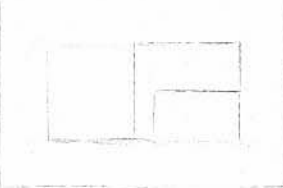
E1

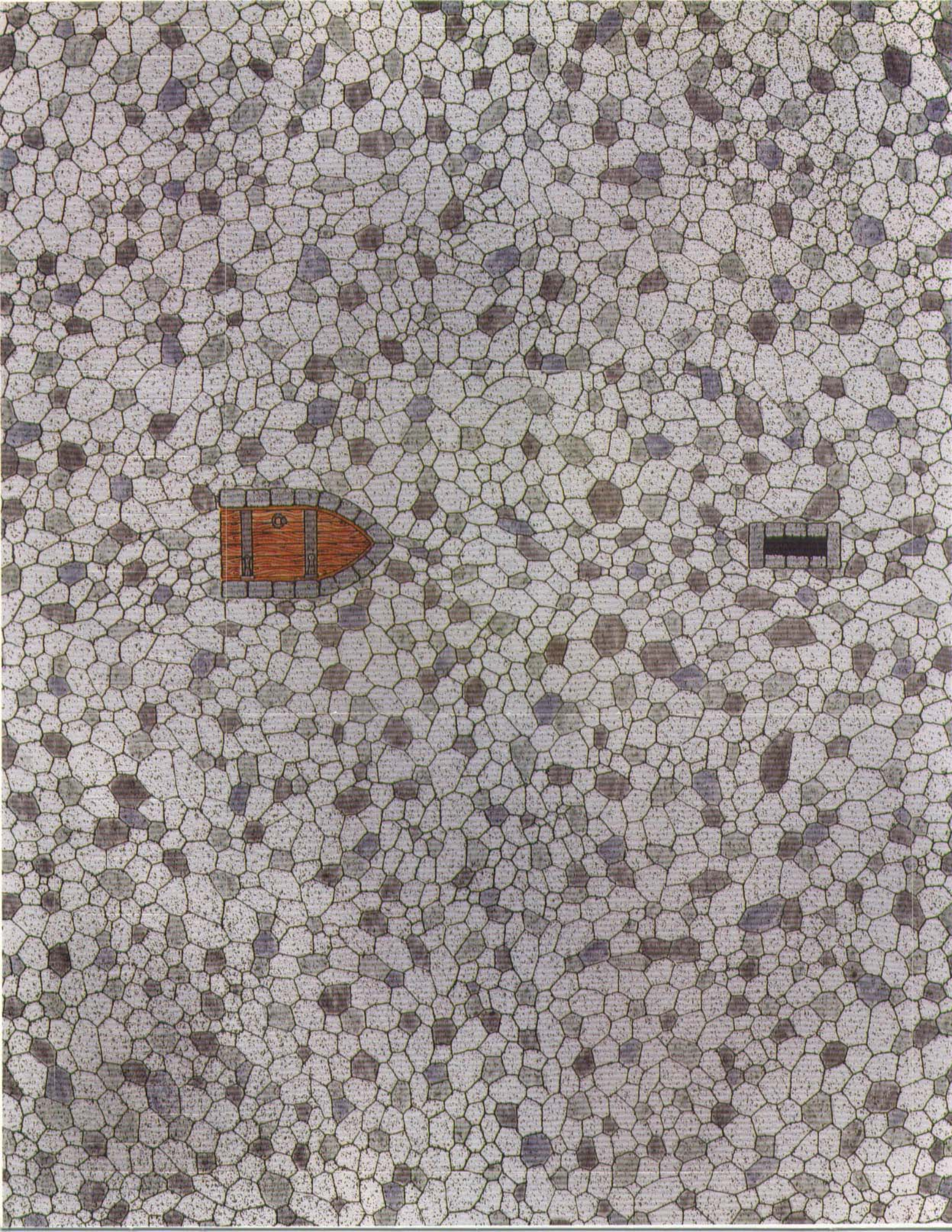
3" x 4"

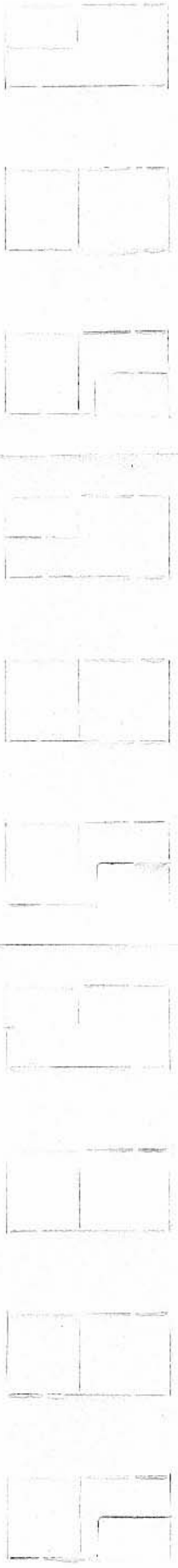
3" x 4"





	<p>C2</p>	<p>B 3</p>	<p>B 3</p>
	<p>B3</p>	<p>B 4</p>	<p>B 4</p>
	<p>B3</p>	<p>B 3</p>	<p>B 3</p>
	<p>B3</p>	<p>B 3</p>	<p>C 2</p>
	<p>B4</p>	<p>B 4</p>	<p>C 2</p>
	<p>B4</p>	<p>C 2</p>	<p>C 2</p>
	<p>C 2</p>	<p>C 2</p>	<p>C 2</p>





2" x 4"

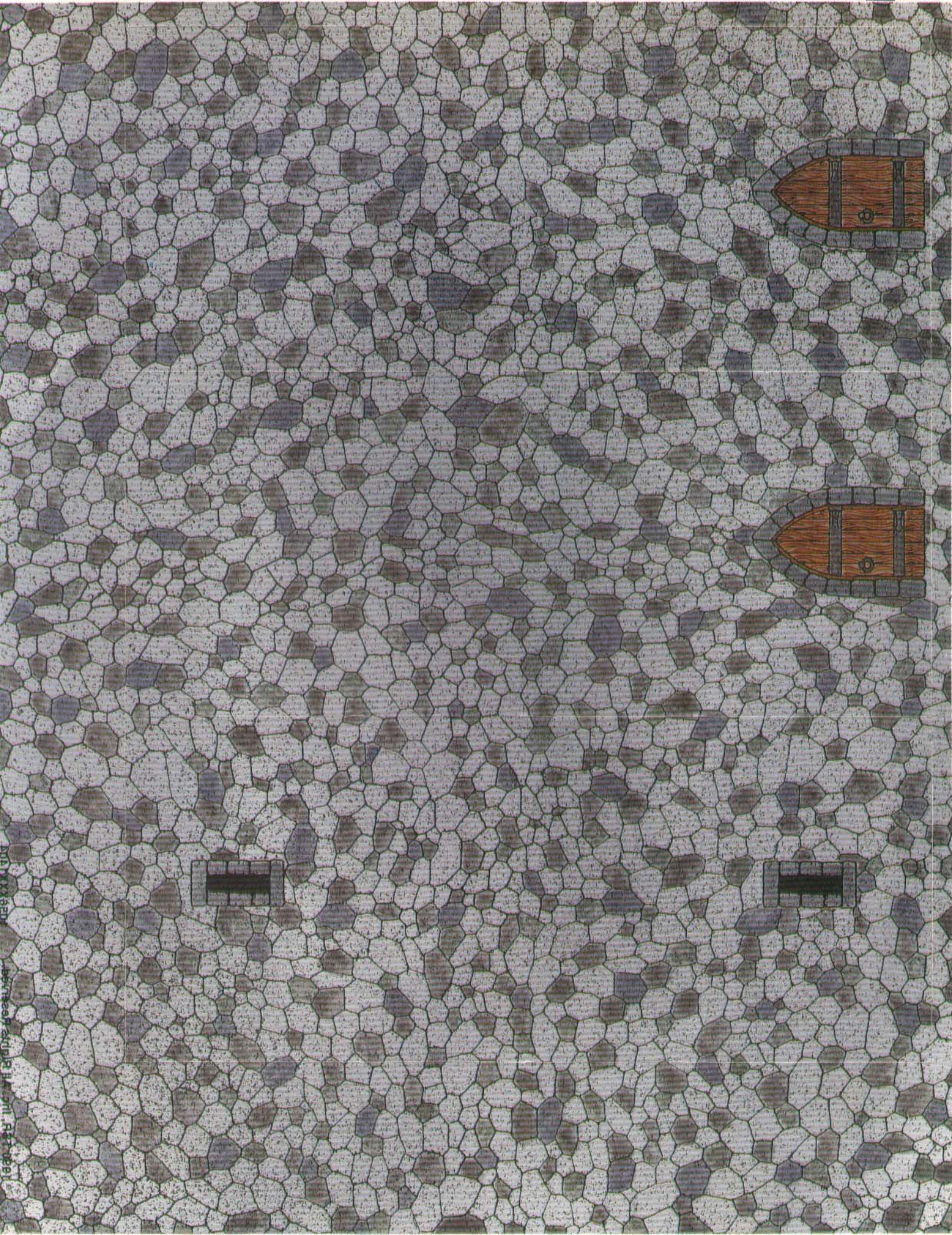
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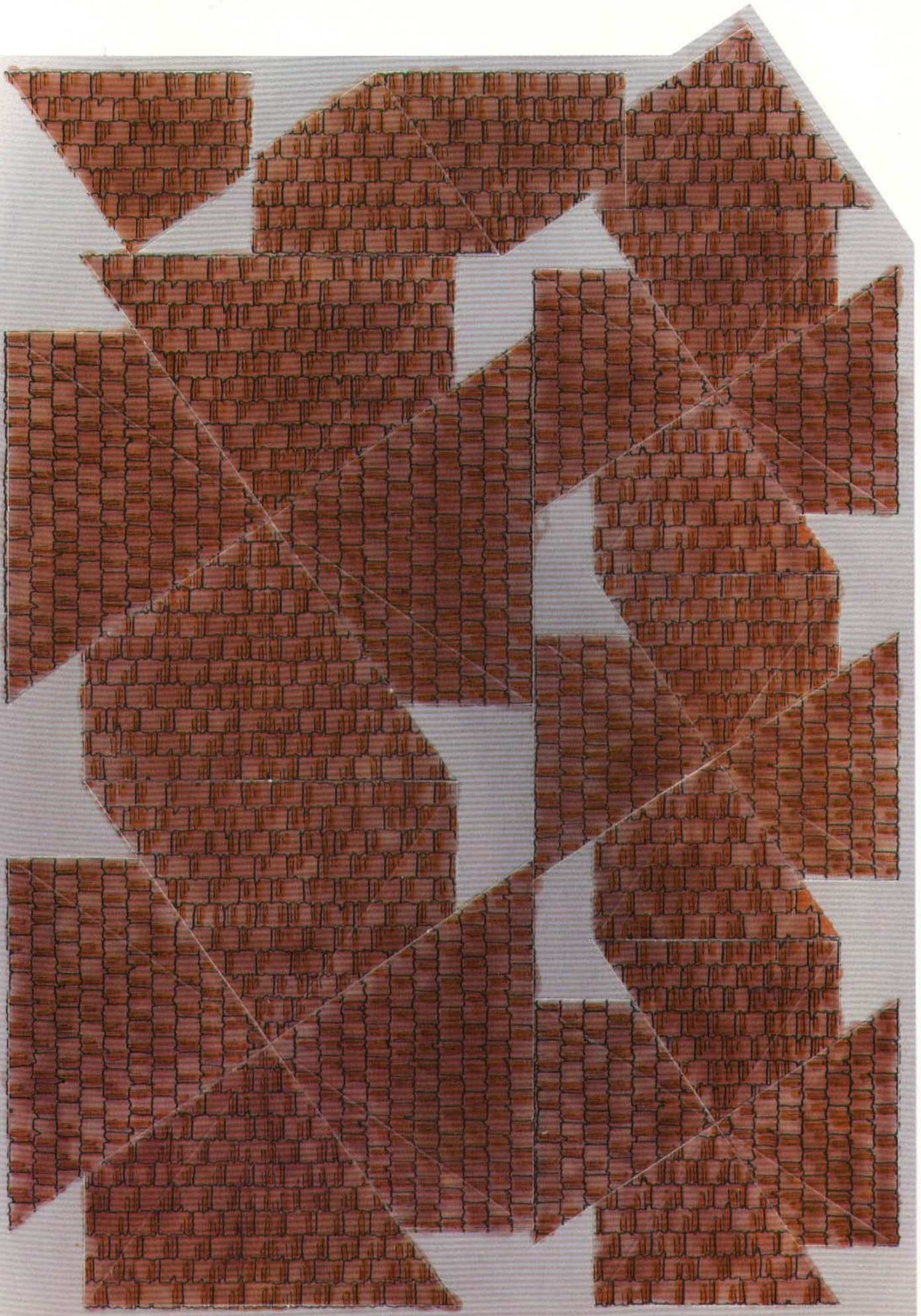
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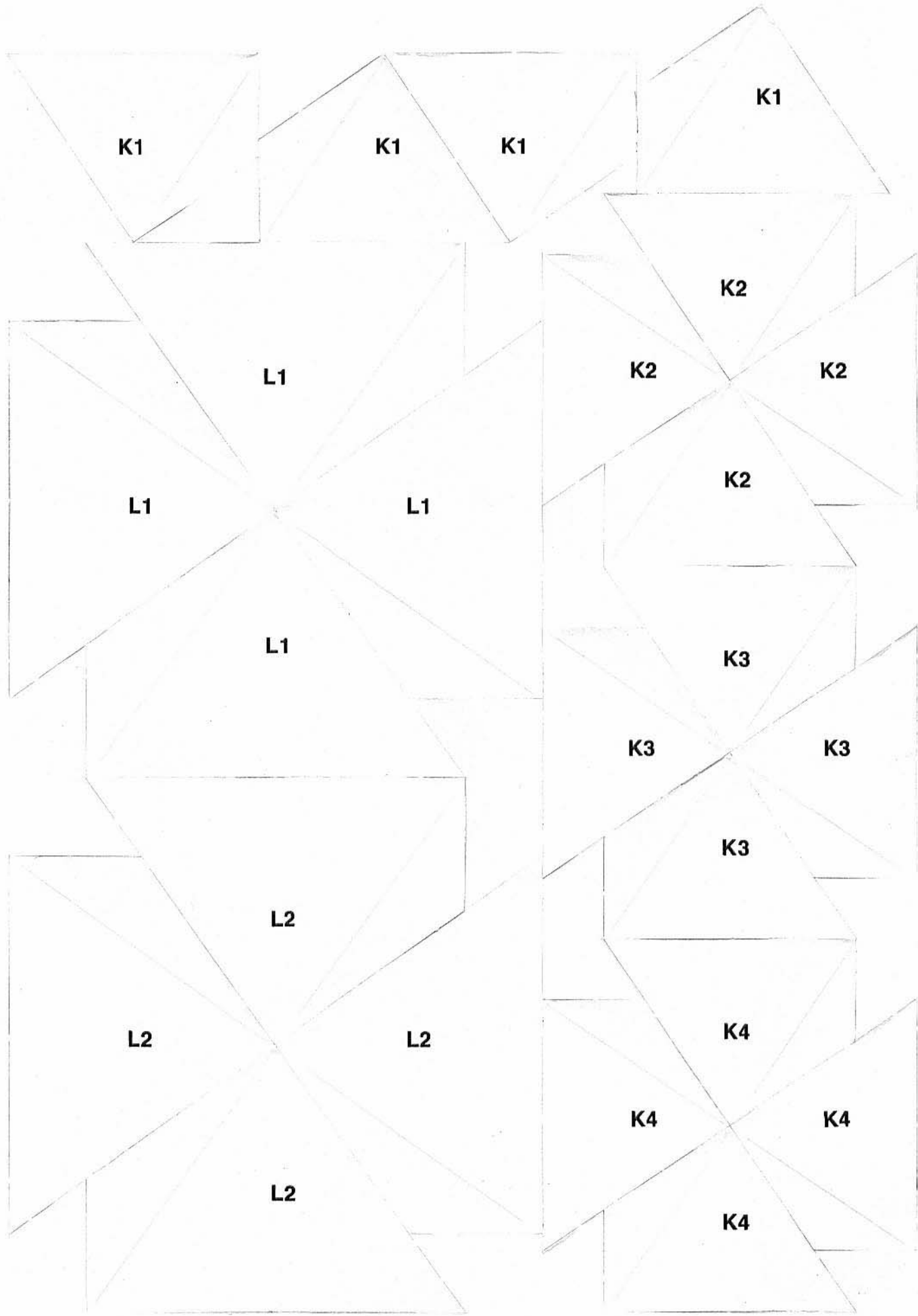
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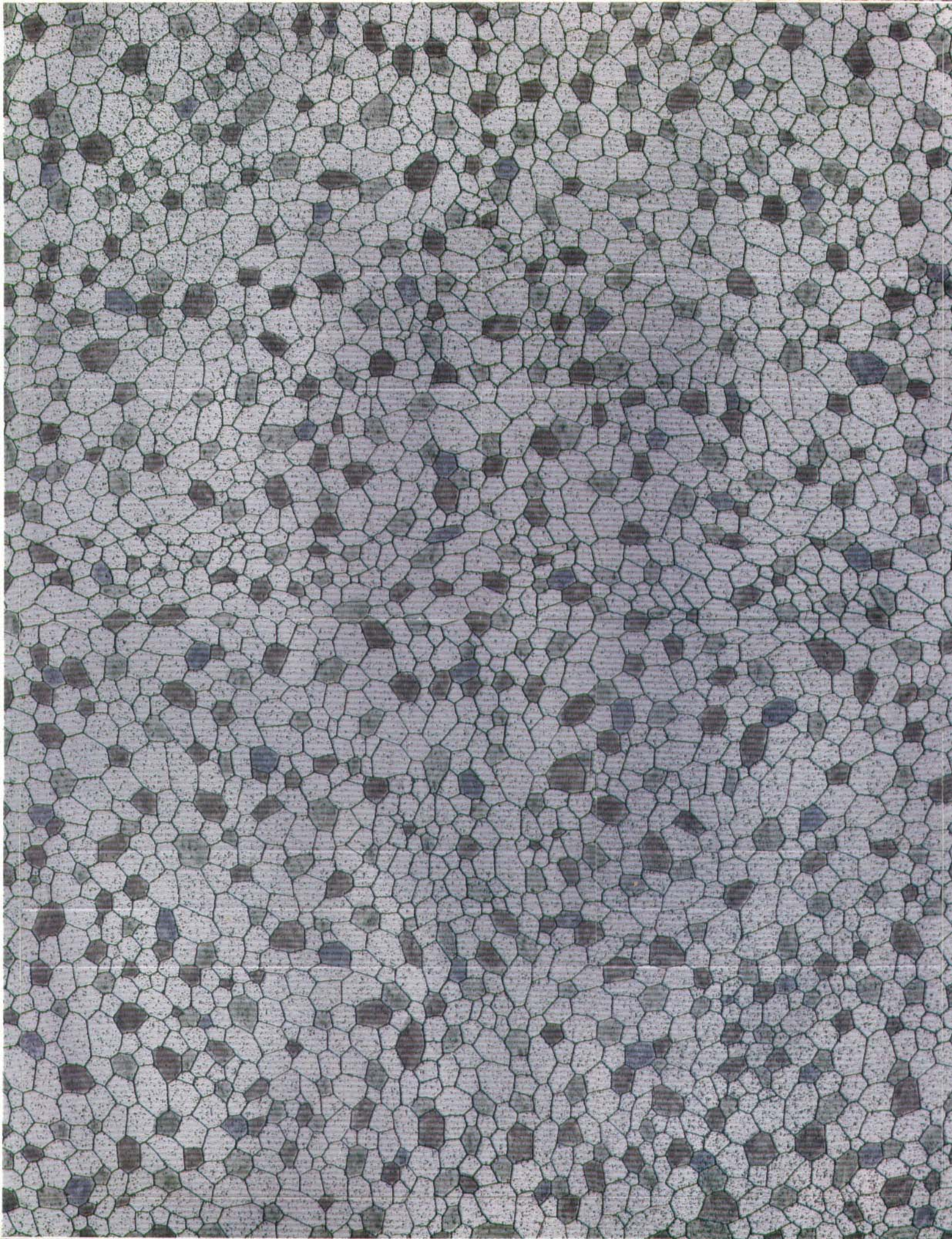
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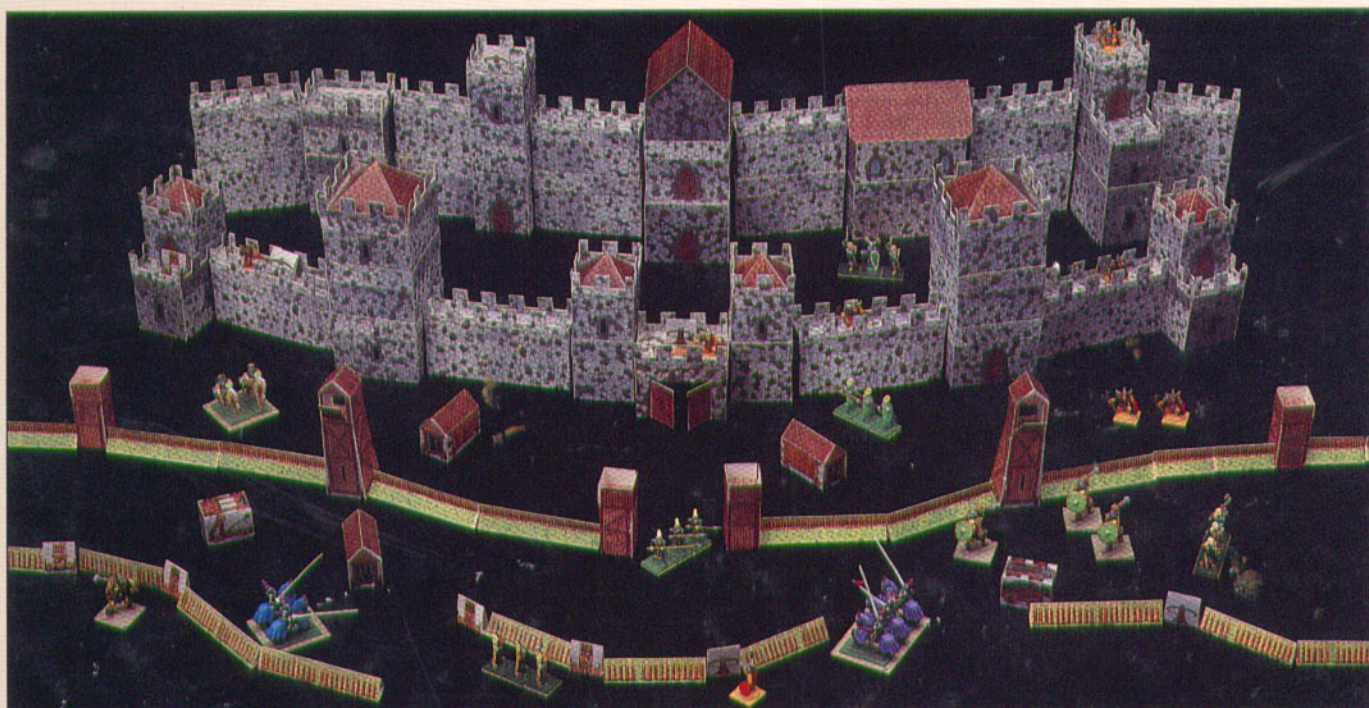
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