EMPIRE

Requires the use of the
DUNGEONS & DRAGONS® PLAYER'S HANDBOOK,
THIRD EDITION, published by
Wizards of the Coast.®

EMPIRE

All empires are nothing more than power in trust.
Let the people believe they govern… and they will be governed.

INTRODUCTION

"To sit in darkness here, hatching vain Empires."
— John Milton

To wield a sword with skill and might is a good thing for an adventurer. A few stout blows send a monster fleeing — terrified, while the simple promise of naked a naked blade can prevent a battle from taking place. Magic works with equal aplomb. The right spell cast at an auspicious moment can prove more useful than a hundred swords raised in anger. Both might and magic bear the hallmarks of greatness. Most heroes rely on their skills, armor, weapons, and spells to survive the deadly perils they face. From the deepest levels of a dungeon to the distant, realms of the planes, an individual's ability to think on his feet, wield magic, and stand tall in battle play key roles in determining his survival.

Yet, in the mundane world such skills are not as useful. When bargaining with a merchant for a new suit of armor, the most powerful warrior finds his sword useless lest he wish to earn a quick trip to the gallows. A wizard's spells can bind and capture demons, but they cannot prevent a city council from banning conjuration magic from within the city walls. In such situations, the adventurers' talents for battling evil and surviving dangerous environments is completely meaningless. Ironically enough, the safer the situation an adventurer faces, the more likely he is to have few, if any, talents that will serve him well in it.

For this reason, in a sense the kings, queens, barons, and other nobles that rule the worlds of fantasy gaming are in diametric opposition to the typical paladin, wizard, or rogue. An adventurer yields a fair amount of personal power. He can fight a regiment of the king's guard to a standstill, slip past the treasuries deadliest traps, and channel tremendous arcane power. The nobleman's power is vested in his authority. While he cannot singlehandedly defeat the orc king, he can raise an army and hire mercenaries to put his foe's troops to the sword, crush his strongholds, and defeat him. The adventurer's skills are easily purchased with a few hundred gold coins, a magic trinket, and a medal. Many adventurers, whether they realize it or not, are mere playthings for those who wield the true power. A sword or spell is useful in some situations, but economic might or political strength are globally beneficial.

This book presents new vistas for adventure, ones that might not be as exotic as a parallel world or a deep, underworld cavern but one that presents just as many dangers. *Empire* gives you the tools and rules necessary to run a realm, from a tiny barony tucked away in a kingdom's frontier corner to a sprawling, worldwide empire. For players, the rules allow them to establish strongholds, raise armies, and make a name for their characters as rulers and important political figures. For DMs, this book gives you rules to chart a character's rise as a ruler and present him with challenges appropriate to the demands of heading up a state.

Chapter 1 covers the mechanics behind ruling and running a domain. It details the resources needed to maintain a realm, the resources it can produce, the various posts and positions that must be filled with advisors, and rules for resolving how a domain prospers or suffers over the years.

Chapter 2 gives complete rules for fighting great battles between thousands of troops. The art of rulership is also the art of war. In the heroic worlds of fantasy adventure characters who accept the mantle of power can expect to fight wars against political rivals, terrible monsters, and orc hordes who seek to seize and steal domains the characters worked hard to establish.

Chapter 3 presents sample units for use in the mass combat system. From goblin spider riders and stout dwarf warriors to rampaging hill giants, many of the monsters and humanoids that commonly take part in mass battles are converted and presented here.

Chapter 4 covers the basics of rulership. It serves as a player's guide to using these rules and includes notes on how the core classes interact with this system.

Chapter 5 is meant for DMs. It provides advice and ideas for running a campaign using these rules and serves as a guide for adding them to an existing campaign or building one from the ground up.

Empire provides a whole new vista of adventure. No longer can you simply slay the monsters that stand against you or venture into distant, unknown territory without worrying about what you have left behind. Politics demands a subtle touch, while the concerns of rulership can range from the epic, such as an invasion by horrid outsiders, to the mundane, like a year of drought that leaves your crops withered and diminished. You can simply slay an orc, but the slimy, traitorous lord next to your domain requires a lighter, more diplomatic touch. Politics may seem safe, but the dangers it reveals are simply subtler and more difficult to spot than those that might come to mind.

While running a domain comes with great responsibility, it also yields tremendous rewards for those who are clever, wise, and thoughtful enough to manage their holdings well. This chapter includes nuts and bolts for running and maintaining a domain, including building a government, raising an army, producing and selling trade goods, erecting castles and other strongholds, and clearing wilderness to convert it into civilized land.

Chapter 1:

The Rules of Power

OVERVIEW

Stronghold management is broken down into four seasons, each of which has specific actions and options you may select to guide your land's growth and development. The four seasons each cover a general type of action.

Spring represents the beginning of the year. During the spring, you set your domain's course for the year, assigning settlers to regions within your realm, raising armies, attracting people to your land (or losing them if things are going badly), and commencing public works projects such as the creation of new roads, fortifications, and other useful sites. During the spring, you must decide how your realm will operate for the coming year and the goals you want to make a priority.

Summer is a study in contrast. During times of peace, it is a peaceful if busy time as workers toil to complete construction projects, farmers tend to their fields, and the plans you laid down in the spring come to fruition. Diplomats from far and wide may come to your land in search of an alliance or trade agreement. The summer is a time of hard work but brings few important choices. On the other hand, if you are at war summer is the prime season for campaigning. With the roads free of snow and the weather amenable to foraging, regiments march to battle.

Fall is an important time for business, as the farmers harvest their crops and prepare them for market. During this season, you can reap the benefits (or drawbacks) you sowed in the spring. Fall is critical as it sets the stage for the winter and next spring. If your fields are fertile and your efforts to exploit your lands successful, you may find yourself flush with a small fortune in gold resources. Otherwise, you may have to take out loans to build up enough supplies for the winter.

Winter is the quietest season of all. With snow falling and the weather difficult to contend with, people stay put and prepare for the coming spring. For rulers, this is the ideal time to adventure. A minor nobleman can leave his lands in the capable hands of his advisors and helpers while he ventures into dungeons, tracks down wondrous treasure, and foils evil plots. With little beyond the daily management of the realm to take care of, a ruler can afford to attend to other matters.

The realm management system relies heavily on abstract notions of resources, money, and people. Rather than track an exact population, the people living in a realm are counted as units of settlers. Each unit can be assigned to a specific task, placed to dwell in an area within the realm, and so forth. The advantage of this system is twofold. First, abstract units for gold, metal, timber, and food make it much easier to track your realm without delving into any unnecessary layers of detail. Second, these units allow the system to scale easily from a single barony to an epic scale that covers an entire continent. This realm scale system (*described on page 6*) is a key component of these rules.

In addition to the burdens of managing your realm, you must also recruit administrators, courtiers, and others who can assist you in running your lands. While in some cases a sole ruler can manage everything, most of the time you need helpers to take care of many of the minor,

though still important, issues that arise. The character and ability of these ministers is an important factor in how efficiently your realm works.

Finally, loyalty is a key. If you ministers are happy, they do their jobs better and avoid the temptation to skim money from the treasury or ignore their duties. If your people are happy, they work harder, are more productive, and provide you with a stable realm. On the other hand, if your policies upset them or anger them you could face a revolt that you must squash. Finally, your army's loyalty helps determine how hard it fights. If your troops are paid well, given good equipment, and drawn from the local population, they are more likely to fight valiantly to defend your lands and defeat your enemies. If you treat the army poorly or allow it to become too powerful, you might face a military junta. A key component of rulership lies in walking the fine line between extracting work from those beneath you and keeping them happy enough to accept your rule.

THE REALM SCALE SYSTEM

The realm scale system takes advantage of the abstract nature of these rules to allow you to apply them to a wide range of situations. Whether you rule a tiny barony or an empire that sprawls across a continent, the rules work the same. In a barony, you might build a single castle and extract enough iron ore from the hills to forge weapons and armor for 100 men. On the empire scale, you would build dozens of castles to fortify a frontier while your mines produce the metal needed to equip a legion of 10,000 warriors. For rules, the processes work the same. The key component that changes lies in what the abstract units of men, materials, and land translate into. A unit of gold in the barony scale may be worth 1,000 gp, while in the empire scale it is worth 10,000 gp.

The three scales in this system are (from smallest to largest) the barony, kingdom, and empire scales. Each level is meant for use with a different style of campaign.

The barony scale works best when the characters each control a small domain that has no more than one or two villages or towns, a few hundred soldiers defending it, and measures a few miles in each direction. If the characters start their realms from scratch or begin as low-ranking nobles, this is the scale they should

use. In the barony scale, a ruler may know everyone in his employ and expects to spend a lot of time directly handling problems that arise on his lands. His ministers are specialists who deal with specific areas such as the treasury, magical phenomenon, and military development.

The kingdom scale represents the next step up from a barony. Under this system, a character has nobles working beneath him to manage portions of his lands. Only those events or problems that face the kingdom as a whole, rather than a specific region are important enough to command the ruler's personal attention. Under this scale, entire nations wage war, exchange diplomats, and compete for trade. Think of the abstract land units of the kingdom scale as entire baronies, with the resources they produce as the abstract composite of a barony's industry.

The empire scale encompasses superpowers, nations powerful enough to stand against alliances of lesser governments and spark events that have worldwide repercussions. If at the kingdom scale a realm consists of baronies, at this scale a realm consists of many kingdoms.

There are three basic, abstract units in the realm management system: population, resources, and land. Each unit represents a key component of your domain. Population covers its citizens, resources include all the materials it produces and needs, and land describes its physical geography.

Population units represent people, whether they are humans, dwarves, orcs, or even undead zombies and skeletons. These units may have descriptors and abilities attached to them that affect how they work within the system. See **Population** below for more details. Depending on the current realm scale, a population unit represents different numbers of citizens.

Resource units represent the materials that a realm can produce, such as metal ore from its mines, lumber from its forests, and food from its fields. Unlike the other units, most of the resources have no concrete definition. Only gold units, which can represent coins or raw, valuable materials including platinum, silver, or gems, have a defined value. The rest of the material units are given relative values in gold and are used to build villages, sites, castles, and other parts of a domain. For example, you may know that a unit of wood is worth $\frac{1}{10}$ of a unit of gold, but there is little value in knowing how many cords it consists of. On the other hand, knowing that you need four units of wood to build a village is crucial for managing the realm.

Land units represent incremental areas within a realm. They are used to break down your holdings into discrete portions. Each land unit is given a specific type, such as forest or water, that determines how you can exploit it for resources and any other special effects it has on your realm. A realm with many forest units can produce plenty of lumber, while one with hill and mountain units enjoys plenty of mineral wealth. By their nature, land units are perhaps the most abstract of the three types. An area in your realm may include wooded hills and a stream, but in the realm system it counts as a forest unit because its primary resource is the trees that grow there.

The realm scale table gives you defined values for each of the three types of units in the realm management system. For resources, only gold is given a concrete definition. The other resources only have value when defined in terms of gold or when used to complete projects that deal with them solely in terms of abstract units.

REALM SCALE TABLE

Scale	Population Unit	Gold Unit	Land Unit
Barony	100	1,000 gp	1 square mile
Kingdom	1,000	10,000 gp	20 square miles
Empire	10,000	100,000 gp	400 square miles

REALM CREATION

The rules presented here consciously avoid giving you a mechanical option for granting a PC ownership of territory. One of the key issues you may need to grapple with is how to put a character (or each character) into a position of rulership.

You could require a PC to spend a feat selection to gain the ability to rule a land. However, in many cases this option has an artificial feel that violates the political processes that may normally occur in your campaign. A character does not simply waltz up to a sovereign power and demand the right to rule. On the other hand, the characters could simply stake out a stretch of unclaimed wilderness, raise a castle, and claim rulership over the land. There are a variety of methods you can use to give the characters political control of a realm, and the method you choose should have an impact on what a character's realm looks like when he first assumes control over it. This section covers different methods you can use to place the characters in power and presents several options to determine what a character's realm looks like when he first claims power.

This section covers two topics. First, it discusses how you can grant the characters access to power without stretching their disbelief. The second one gives you various options you can use to determine the size of the lands they rule, the resources present there, and the people who already dwell within it.

THE PATH TO POWER

Nobody comes to power by accident. While sometimes it may seem that way, a variety of forces work to place people in the positions they claim. Politics, history, necessity, and determination all combine to play a role in how far someone can go in gaining power over others. How the characters come to rule a land is just as important as what they do with it once they gain control of it.

Politics holds the easiest explanation for a PC's rise to power. If through their actions the characters win the support of a kingdom's leaders, they could be granted lands and titles in return for oaths of fealty to the crown. In this situation, the characters rely on the king's goodwill to maintain their grip on power and must pay a yearly tax to satisfy their feudal obligations. Furthermore, they may be required to donate men and material to war efforts the king undertakes.

History plays a major role in how power dimensions are shared in most societies. Those born to noble families, clans that many generations ago gained power, inherit their parents' titles and rise to rule. In this situation, tradition dictates who gains power and what they can do with it. Perhaps one of the characters is noble born and destined to rule. You can create a variety of plots involving

such characters, from attempts by jealous relatives to seize power to adventures necessary to protect and aid the land before the PC gains control of it.

Necessity can drive a common man into a critical position. If the characters happen to be the most powerful, skilled adventurers in the area when a great cataclysm hits, they may have to take up the mantle of leadership for lack of better options. As heroes (or at least powerful figures) the people may turn to them when things take a disastrous turn. In the face of a demonic invasion that destroys the ruling family or some other apocalyptic event, the PCs may have to take power and work to defend the people.

Determination alone can push a character into a position of power, especially if he operates far enough from civilization that no one is likely to dispute his claim to power. A crusading paladin could establish a castle deep within the wilderness, while a wizard may build an isolated tower to escape from the distractions of civilization. In both cases, small villages may grow around these structures. The inhabitants of the land would naturally turn to the PC for leadership, especially if he establishes himself as a self-styled ruler. In this case, a character with enough chutzpah and economic resources can establish himself as a monarch.

Once you have established how and why a character rules a domain, you can then consider the state and resources of his lands. A domain must start somewhere, whether it begins life as a small clearing cut out of a forest far from civilization or it is an ancient barony passed down from generation to generation of the ruling family.

GENERATING A DOMAIN

Determining the resources and lands available to a character is a key component to the realm management system. Where a character starts dictates his realm's expansion, the options he has in growing and managing it, and the potential his lands have to grow and prosper. You have several options in deciding the characteristics of the land.

If a PC is set to rule an area that you have already detailed in your campaign, then you can simply translate the region into a realm using these rules and go from there. After all, if you know that the paladin is destined to rule his father's lands and he has adventured there in the past, you can simply take your campaign and adventure notes and use them to generate the land's attributes using this system. This is perhaps the best option to follow, since it gives the land an organic, realistic feel that fits into your campaign.

If you do not have an area set aside for the characters to rule, you need to generate the terrain they have acquired and determine the resources that are found there.

As a rule of thumb, a starting domain should include a total of 20 areas broken down according to the starting domain land types table. While you may want to alter the starting terrain to fit the campaign world's geography, these values are calibrated to allow a domain to begin play as a viable entity. In addition to the terrain listed below, a domain should also start with one village and a keep that serves as the domain's capital. Finally, roads connecting the village and keep to the nearest settlements in neighboring domains should run through the area. When mapping out the domain, place like land types next to each and try to create a logical progression of terrain. For example, the swamp should be near the water terrain and the hills should be clustered next to each other. Remember that land types are an abstraction. A stream could run through the domain, but it only counts as a water terrain in the two areas where it forms small lakes or ponds.

The domain's starting population should equal half the total number of areas it comprises. If you are using the optional rules for population descriptors, choose ones that fit the region where the domain is located.

STARTING DOMAIN LAND TYPES

Type	Areas
Forest	5 (25%)
Hills	2 (10%)
Plains	10 (50%)
Mountains	0
Ruins	0
Swamp	1 (5%)
Wasteland	0
Water	2 (10%)
Population	10 (50% of total areas)
Keeps	1
Villages	1

If you choose to create a domain from scratch without using this table, there are a few key issues to consider regarding resources and growth. First and foremost, the domain needs to generate enough food to support its current population unless you want to depict a land gripped by famine or overpopulation. If during his first spring season a character must cut population in order to avoid starving his people, he faces an uphill battle to ever turning his lands into a prosperous realm. Second, watch out for giving a character too many resources. You can be fairly generous with lumber and food, but mineral wealth should be restricted since it creates a lot of income and is a key component in many expansion projects. If a PC can quickly build a large fortress and raise a heavily armed and armored fighting force, he can swiftly dominate the region. As a rule of thumb, a starting realm should be able to produce enough food to supply each area with 2 units, 1 unit of lumber per total unit of area, and 1 unit of mineral resources per 10 units of area. These values allow a realm to grow without letting it move too quickly or languish and suffer for want of resources.

ALTERING THE BASIC PROFILE

Sometimes, the basic starting domain does not fit into the campaign. Perhaps the manner in which the PCs gained the realm allows them to start with a developed area or even a city. In other campaigns, the characters may establish their holdings in a desert, along the coast of an ocean, or in some other area with terrain that does not match the sample given above. In this case, you need to alter the basic, starting conditions for a domain.

First of all, the guidelines given above work for most situations in which the characters are expected to carve a new holding from an area of wilderness. If the PCs acquire lands from a current, active sovereign power chances are they are given territory that the crown wants to see developed. Short of a scandal or revolt, most of the land within a kingdom is already claimed and ruled by a variety of noble families. To fit the characters into the picture, the king must find for them land at the periphery of his realm that no one has any claim to. Chances are, such areas are underdeveloped, under-populated, and in need of a firm, guiding hand to turn them into civilized lands.

In some situations, though, it makes sense to present the characters with land that has either more developed or has fewer people and settlements on it. Other times, the terrain and the climate of the region make a realm with the spread of land listed above nonsensical. In this case, you need to tailor the starting resources the characters have in order to fit the campaign.

Note that you should not diverge too widely from the guidelines given above without good reason. Remember that the sample starting profile helps ensure that each character begins his career as a ruler on the same footing and with enough of the basic building blocks to create a viable domain.

Simulating a land that is underdeveloped is easy enough. Simply cut back on the existing population and eliminate the starting keep and village. Furthermore, the PC must pay to have a road built into the land to begin development there, as no existing road leads there. While this is not strictly necessary, a domain without roads faces significant drawbacks.

If the climate of the region is significantly different than normal, you can alter the spread of starting terrain to fit the area. Several tables list the various climate and terrain types along with a starting list of terrain distribution you can use.

STARTING DOMAIN LAND TYPES: COASTAL

Type	Areas
Forest	2 (10%)
Hills	0
Plains	7 (35%)
Mountains	0
Ruins	0
Swamp	3 (15%)
Wasteland	0
Water	8 (40%)

STARTING DOMAIN LAND TYPES: DESERT

Type	Areas
Forest	2 (10%)
Hills	2 (10%)
Plains	8 (40%)
Mountains	2 (10%)
Ruins	0
Swamp	0
Wasteland	5 (25%)
Water	1 (10%)

STARTING DOMAIN LAND TYPES: FOREST

Type	Areas
Forest	10 (50%)
Hills	2 (10%)
Plains	6 (30%)
Mountains	0
Ruins	1 (5%)
Swamp	1 (5%)
Wasteland	0
Water	0

STARTING DOMAIN LAND TYPES: HILLS

Type	Areas
Forest	4 (20%)
Hills	8 (40%)
Plains	6 (30%)
Mountains	2 (10%)
Ruins	0
Swamp	0
Wasteland	0
Water	0

STARTING DOMAIN LAND TYPES: MOUNTAINS

Type	Areas
Forest	3 (15%)
Hills	2 (10%)
Plains	4 (20%)
Mountains	6 (30%)
Ruins	1 (5%)
Swamp	0
Wasteland	4 (20%)
Water	0

POPULATION

A stronghold's starting population should be tied to its location relative to the centers of civilization in the campaign world. A fief situated near a sprawling metropolis should have a higher population initially than one found at an empire's distant edge. Population works as a function of a realm's maximum level of food production. Determine how many units of food a realm could produce if all its areas were producing goods. Most of the time, a population in units of roughly 50% of this total is a good place to start. For sparsely populated areas, this proportion can drop as low as 10%. In some desolate, isolated areas, the population could start at zero, forcing the PCs to recruit homesteaders and farmers to migrate to their lands. In contrast, a land located in a densely populated area could begin with a population equal to *75%* of its

maximum food production. Going above this level is a bad idea to start with in all but the most extreme cases, such as if the characters are granted lands that have long been an important center for trade or lie deep within civilized lands. If you go above 75%, there is not much room left for the characters to grow and develop their territory.

STARTING STRONGHOLDS

The greater the population in an area or the greater its economic or military importance, the more likely that it features a town, castle, multiple villages, or some other array of structures other than the standard village and keep that a domain normally starts with. The characters could start with a variety of population centers and strongholds under their control.

As a starting point, a domain should have one village and one keep for every 20 areas. You can place these for the PCs or you can let the players decide where they are located. These two strongholds are large enough to provide support and defense for the 20 units of population normally found in a beginning domain. If the characters have a larger domain, grant them a village for every additional 10 areas they control and another keep for every 20 extra areas.

Try to avoid allowing the characters to start with a city, town, or castle unless the land they now control already features one in your campaign world. There are no hard and fast guidelines as to how many areas a domain must have before it can support those strongholds.

STARTING RESOURCES

A stronghold that has just been founded should start with one unit of resources per area it covers. These resources are chosen from the ones that the domain can produce. In essence, select one resource unit for each land area in your domain to produce. These resources represent materials that are already on hand and supplies that you can generate as you start the first construction projects on your lands.

ROOM FOR GROWTH

The final step to creating a new realm is to determine how much room it has for growth. The 20 areas that characters control represent the territory that has been claimed for the wilderness or that forms the foundation of their lands. Beyond their borders, the wilderness can hold a variety of resources and riches that ambitious characters can seek to exploit.

For purposes of development, all areas outside of a realm are considered wasteland. Normally, wasteland produces no resources and cannot support many population units. However, with time, money, and hard work the characters can convert wasteland areas into different terrain types and harvest resources from them. More information on wastelands and managing territory is given below.

Leaving wastelands and wilderness around the characters' territory is critical to maintaining a steady progression for the characters. Over time as they develop their lands, they may need more space to expand into. As their population grows, they need living space. As their armies swell, they need fields to produce supplies for them. As a rule of thumb, place three times a domain's starting size in wasteland areas near it as a region that the characters can expand into. This gives the characters plenty of room to play with as they invest in their domains and work to improve them.

In some cases, it makes no sense for a domain to have plenty of empty wasteland around it. If the characters inherit or gain control of a domain surrounded by civilized lands, they may have little room to maneuver. You can always place these wastelands within the characters' domains and set them aside as goblin-haunted forests, isolated mountain ranges, and other areas that have not been exploited. In other cases, even this solution fails to make any sense in terms of your campaign world. In such cases, the characters may need to focus on politics and improvements on a small scale, as their domains are already mostly developed for them. Still, they can leverage power by raising armies, organizing their lands, and working to improve the territory they control.

RESOURCES

The resources your domain produces are the engines that drive its prosperity. During times of plenty, your realm grows tremendously as the many products it creates draw customers from across the world. With the income you gain, you can build castles, recruit a mighty army, and expand your power. During times of scarcity, your castles crumble and gather dust, people riot in the streets as food sources run low, and your army breaks up as mercenaries seek employment elsewhere.

Resources are handled in an abstract manner in this system. They are measured in resource units, with most types of materials never given a concrete definition of exactly what a unit of copper or lumber consists of. As a ruler, your character is unlikely to venture into a copper mine and count out each gram of ore as it is extracted from the earth. Much of the trade activity that takes place and the income you derive from it reflect the profits your gain via taxes along with the direct sales of materials you own.

Each land area in your domain produces resources depending on the type of terrain and the population you devote yourself to. Plains can be used for agriculture, forests are useful for producing lumber for buildings, bridges, and other projects, and so on.

In terms of value, all resources are defined in terms of gold. Each resource lists how many units of it equal one unit of gold.

Food

The backbone of any realm's resource base, food is necessary to keep your citizens happy, and ready to work. A domain that runs short of this supply faces riots, rebellion, and a swiftly dwindling population. Food usually fetches a low price when used as a trade good, but as the easiest resource to produce it can provide a small but consistent source of income.

Value: 20 food units/1 gold unit

Lumber

This resource includes all raw wood and timber. Lumber is a key component of many construction projects. It is used to build strongholds, especially villages and cities. It plays a lesser role in keeps, castles, and other fortified places. Lumber has a low gold value, making it more useful to harvest and use it to expand a settlement rather than as a trade good.

Value: 15 lumber units/1 gold unit

Minerals

Minerals are a separate sub-class of resources that cover a wide range of metals, from cheap ones such as copper, to useful ones such as iron, to rare and valuable ones such as gold or mithral. The various mineral resources include:

Adamantine: This incredibly strong metal is a key component of many potent magical weapons and stout suits of armor. Adamantine rarely appears in large enough quantities to outfit a lord's army or even a unit within it. Instead, it is best used as a trade good.

Value: 1 adamantine unit/3 gold units

Copper: While worthless in small quantities, copper still fetches a fair price when used as a trade good. While it has little utility in building or expanding a domain, a copper mine provides a steady if small stream of cash.

Value: 10 copper units/1 gold unit

Gold: This valuable metal provides a great windfall for any domain lucky enough to sit atop a vein of it. A gold mine can transform a realm from a sleepy backwater to a vibrant, active land that quickly moves to the top of the social and economic pecking order.

Value: 1 gold unit/1 gold unit

Iron: While not the most valuable mineral available, iron allows you to equip military units cheaply. A realm with access to an iron mine has an army equipped with plate armor and heavy barding for its horses. Iron is also a useful product for producing finished goods for export.

Value: 10 iron units/1 gold unit

Mithral: While not as valuable as adamantine, mithral is still a tremendously valuable resource. A mithral mine outpaces even a gold vein in terms of the economic and trade power it can bring to a realm.

Value: 1 mithral unit/2 gold units

Silver: Similar to gold but less valuable, silver provides a useful stream of revenue and can allow you to expand your army, strongholds, and fortifications in a short period of time.

Value: 5 silver units/1 gold unit

Stone: Via quarrying and mining, your people can extract large blocks of granite and other tough stone from the earth. Stone resources are critical to erecting castles, keeps, and other fortified strongholds. They fetch better prices than lumber at market, but their weight and bulk make them better suited for use as building resources than as a trade good.

Value: 12 stone units/1 gold unit

Resources are produced by assigning population units to work specific areas. Each fall, you receive the fruits of those labors and can place them in a resource pool. You can choose to spend supplies on public works projects, sell them to raise money, or stockpile them.

POPULATION

Like resources, population is measured in arbitrary units though it is also given a conversion rate depending on the realm scale you are using. Obviously, population measures the number of people who live in your domain and are available to work on the various projects and tasks you wish to complete. You use your population by assigning it to different actions. Many of your population units may work on farms to produce food, others produce lumber in your forests, while still others are assigned to your army to train as soldiers.

Not all population units are created equal. Dwarves are much better at mining than elves, who in turn excel at harvesting food and wood from the forests. Your realm's population is measured not only in terms of units but also by the traits and characteristics of the people that live there. Much like resources are presented in various different types, population units are divided into several different races to cover the races the PCs are most likely to rule over. A domain can feature population units drawn from a variety of different races and cultures, though if two races have tensions between them forcing them to dwell in close proximity can cause unrest or even revolt within a domain. The details of these rules are covered below under **Loyalty**. In essence, if you ask two groups with radically different alignments to live near each other

they may grow resentful towards you or even towards each other, causing productivity to decline and in extreme cases sparking violence between them.

Each of the different settler types presents abilities and options along with a base loyalty modifier. As you can see, different settlers are better suited to various jobs within a particular domain. If you do not see a humanoid type that you wish to use in your domain, you can pick the abilities presented for a different race as the best fit to the new population type's capacities. For example, many of the evil humanoid races, such as bugbears and gnolls, match up with the traits given for orcs or hobgoblins. On the other hand, azers would most closely match dwarves because of their shared talents in mining and metalworking. Alignment is another key aspect in determining how large numbers of humanoids will act. Use that as a guide along with a creature's tendencies and abilities in mapping humanoid races to the abilities given below.

Each humanoid includes a short description of its abilities and a recruitment modifier, usually based on the race of the lord doing the recruiting. The process for drawing a population into a domain is covered below. Suffice it to say that negative recruitment modifiers make it harder to draw a humanoid race and positive ones make it easier.

Dwarves

Tough, resilient, and industrious, dwarves are loyal workers who can quickly transform a barren mountain range into a center for metal ore production and refining. They rarely enter into pacts with non-dwarves, for they know that while they keep their word the same cannot be said for elves and men. Thus, dwarves rarely allow lords of other races to command them. Dwarves are expert miners and craftsmen. Not only are they talented at extracting ore from the earth, but their talent for forging items yields beautiful, treasured goods.

Game Rules: Dwarves gain a +2 bonus to their base loyalty but have a –4 recruitment penalty when a non-dwarf tries to gain their services. When assigned to work in areas that produce mineral or stone resources, dwarves increase production by 0.5 mineral units per area or 1 stone unit per area they work. When assigned to strongholds to produce finished goods, they produce 1 additional unit of metal items for every 4 units they produce.

Elves

Elegant, beautiful, and wise, the elves are masters of the natural world. They exist in harmony with the world, reaping lumber, food, and other supplies from the forests without upsetting the natural balance of things. As vassals, their talent for magic and their knowledge of nature makes them valued for their ability to harvest forests for resources and produce magical items. The elves' chaotic

nature and their long lifespan makes them very unlikely to remain within a non-elf ruler's lands for long. Like the dwarves, they feel most comfortable serving one of their own.

Game Rules: Elves cause a –4 recruitment penalty check when a non-elf attempts to attract them to a holding. In addition, there is a chance each spring that the elves wander away from their current home to seek new lands. Each spring, the elves check for emigration as if their loyalty was +0. If their loyalty slips below zero, double it for purposes of the emigration check. When assigned to forest areas, elves produce 1 additional unit of lumber and food per area. When assigned to strongholds to produce finished goods a unit of elves counts as having levels of arcane casting ability, allowing them to be assigned to magic item production.

Gnomes

Like the dwarves, gnomes are hard working, dedicated, and skilled. Unlike their cousins, they are sociable, willing to work for any lord that can provide them with a safe haven. Gnomes, along with halflings, are the most likely of the good-aligned humanoid races to accept a ruler who is a member of a different race. Gnomes are capable miners, though their diminutive size prevents them from being as successful as the dwarves. However their innate talent for magic promises they are valuable craftsmen, as they can produce many simple magic items.

Game Rules: Gnomes have a –2 recruitment penalty. While they are open to working for any reputable lord, they are few in number and their services are in demand. A unit of gnomes produces 0.25 additional mineral units or 0.5 additional stone units when assigned to generate resources. You must pick one bonus or the other, and the gnomes must be in an area that can produce the resource you select. When assigned to a stronghold to create finished goods, gnomes count as having levels in arcane casting classes and can thus produce magical items.

Goblins

Craven, disobedient, and prone to rebellion, goblins make poor workers and even worse soldiers. However, they are easily cowed by a powerful warlord and can be easily forced into slavery. Many evil rulers see goblins as an easy source of cheap labor. However, using goblins is a sure way to alienate yourself from any good-aligned allies or followers you may have. Goblins are poor workers, but they require such small amounts of food other supplies that they compensate for their poor skills with sheer numbers. However, if a ruler gathers too many goblins to his realm he may face a sudden, decisive rebellion as the creatures rise up and seize control of the land.

Game Rules: Goblins are untrustworthy creatures. They have a –5 penalty to loyalty, but they never suffer penalties to this score for lack of supplies, poor treatment, or other adverse conditions. Thus, a powerful ruler who can offset this penalty has at his command a virtual army of slaves. When assigning goblins to produce resources, reduce the total resource of each type by 1 in each area the goblins work. Since goblins are used to squalid, cramped conditions, you can assign twice as many of them to harvest an area as normal. If you do this, double the goblin's production. Note that this double takes place after subtracting one for the goblin's poor work efforts. Assigned less than double the required number of goblin settlers has no effect. For example, a plains area requires 1 population unit to produce 4 food units. If you placed 1 unit of goblins on the plains to produce food, they would generate 3 food units. If you doubled the goblin population to 2 units, they would create 6 units of food.

Halflings

Halflings only rarely develop realms of their own, as they typically seek shelter from human, elf, and dwarf lords who are more adept at fighting and have gathered great armies to defend their realms. As settlers, halflings are about as talented as humans are in terms of ability, drive, and dedication. Their true value lies in their cultural heritage. Halflings are well known as sneaks and tricksters. Many folk mistrust them, and while they can cause trouble for those that insult or attack them they are staunch allies when given a reason to trust and aid a lord. Halflings excel at shadowy industries such as illegal trade, black market dealings, and even blatant thievery. For these reasons, a lord who gains the allegiance of a group of halflings has access to goods and secrets that he may otherwise have overlooked.

Game Rules: Halflings have no modifiers to loyalty or recruitment and offer no benefit to the production of resources or finished goods. However, they are experts in espionage and thievery and can offer their skills as scouts and spies to their rulers. For each unit population unit of halflings that is not assigned to any task within your domain, you gain a +1 bonus to all Gather Information checks to determine a group's loyalty. You also gain a +1 bonus to all availability checks to determine if weapons, armor, and other materials are available for purchase and their current level of scarcity. The halflings wander across the land, keeping their ears and eyes open for trouble or useful bits of information and report back to you whenever possible. They do not form a true secret police or spy ring. Rather, they see you as a helpful benefactor and attempt to help you by relaying what they come upon in their travels.

Humans

Humans are the most reliable and flexible of all the different races you can recruit as workers and settlers on your lands. While they rarely harvest wood or mine the mountains with the same skill and expertise as an elf or dwarf, they are well suited to almost any task and are reliable, loyal followers. Humanity's strength is its ability to adapt, allowing it to turn what seems like a drawback into an advantage or preventing disaster through quick thinking and ingenuity.

Game Rules: If you have humans and nothing but humans assigned to produce any given resource or trade good, you gain a +2 bonus on the yearly events check to determine if a random occurrence has altered its production. While other, less flexible races may stumble in the face of an unexpected development, humans are likely to overcome it or find some unexpected advantage.

Orcs

Brutal, fierce, and violent, orcs would seem to make a poor choice for servants. However, a sufficiently powerful ruler can bend this barbaric race into a useful, productive group of followers. Orcs love battle and violence above all else, and when their bloodthirsty impulses are fulfilled and their hunger for loot and treasure is satiated they make excellent followers. Orcs fight hard and are ready for battle at the slightest provocation. In many ways, the orcs are truly poor farmers or miners as they are good warriors who can work fields and mine ores in between battles.

Game Rules: Orcs have a −5 penalty to their loyalty score, as they are liable to turn against a ruler at the first sign of weakness or abandon him as soon as his luck turns bad. They also make poor workers. Like goblins, reduce the output of any area the orcs work by 1 unit for each resource that area produces. However, the orcs are rough and ready fighters. During times of war, almost every last orc can take up a sword and shield and fight in his lord's armies. A unit of orc population can automatically muster a unit of orc infantry. These orcs count as 1st-level warriors and must be equipped and supplied as normal. For each year that passes without at least half the orc population units used as soldiers, the orcs suffer a cumulative −1 penalty to loyalty. Reduce this penalty by 1 for each year that the orcs are mustered. This penalty cannot be transformed into a bonus. For example, the orcs of a kingdom spend three years without fighting, giving them a −3 loyalty penalty. They then fight for five consecutive years, reducing the penalty to +0. The penalty cannot be converted into a positive modifier.

Undead

This type of population unit covers skeletons and zombies. Other types of undead are usually too small in numbers to serve as settlers and workers. While few aside from a small number of necromancers and evil priests are willing to abide undead servants, the walking dead are a cheap source of disposable, low maintenance labor. Unfortunately, the dead have a disturbing tendency to strike terror into the living inhabitants of a realm, leading them to riot, revolt, or flee in large numbers. The undead need neither food nor water and they can toil in mines and quarries for endless hours. However, as unintelligent creatures they make poor farmers. Tending fields requires thinking and planning skills they simply lack. Luckily, they have no need for food. During times of need, the undead can be given swords and clubs and quickly turned into a fighting force. Best of all, they cannot rebel unless their controller turns against the ruling cabal.

Game Rules: The undead have no loyalty score and can only be recruited if you can cast the spell *animate dead* or have a follower or minister with access to that magic. Otherwise, you must be able to cast *greater animate dead*, a new spell detailed in this section, or command a vassal who can use that spell. In either case, the undead offer no special benefits or penalties when used to produce resources, though they cannot aid in food production. While they work tirelessly, they are mindless and tend to work inefficiently. Undead population units do not require food or other supplies to sustain them. You can muster one unit of undead into a unit of Medium-size skeletons or zombies during the spring phase. The presence of the walking dead unnerves the living. If you have

---

NEW SPELL: GREATER ANIMATE DEAD

Necromancy [Evil]
Level: Clr 5, Sor/Wiz 7
Components: V, S, M
Casting Time: 1 action
Range: Touch
Targets: One or more corpses touched
Duration: Instantaneous
Saving Throw: None
Spell Resistance: No

As per *animate dead*, except with the following restrictions and expansion. You may not animate corpses larger than Medium-size with this spell. Each casting of *greater animate dead* can produce up to twice your caster level in HD worth of undead. There is no limit on the number of undead you may control, allowing you to raise entire armies of the walking dead.

Material Component: You must place a gem worth 100 gp in the mouth or eye socket of a corpse to be animated with this spell. The gem is rendered into worthless ash once the spell is complete.

any undead population units in your realm, all non-evil followers (including commoners and military units) suffer a –2 penalty to their loyalty scores.

LOYALTY

Along with your realm's resources and population, loyalty is one of the most important measures and attributes you need to track and manage. As its name indicates, loyalty measures how much a group or person trusts and believes in you. If your people have high loyalty, you can ask them to make sacrifices and work hard in your name without fear of any resentment. While loyalty is low, you run the risk of a rebellion, poor production, and resistance to your decrees. A ruler who cannot win his subjects' loyalty rules in name only, as his commands and desires fall on deaf ears.

Loyalty works much like a saving throw. You use it to modify a d20 roll. The higher the roll's result the better. If you roll poorly or suffer a bad result because your subjects' loyalty has dropped below zero, you could face a revolt.

LOYALTY RANGES

Loyalty Value	Description
–10 or lower	Open revolt, scorn for your rule, and hatred.
–9 to –5	Open displeasure, protests, anger, seething resentment.
–4 to –1	Displeasure, resistance to the law, discontent.
0	Acceptance of law, no special problems or dedication.
1 to 4	Patriotism, open support, drop in *crime, general contentment.*
5 to 9	Pride, open and spontaneous shows of support, genuine love and respect.
10 or higher	Fanatical love, commoners willing to die in your name.

A select number of NPCs and groups within your domain are assigned loyalty scores. The DM has final say over which groups or individuals are important enough to warrant a loyalty score. More importantly, as a player you may never know the current loyalty score of your domain and its inhabitants unless you make an effort to learn it. The DM makes all loyalty checks in secret and he must keep track of the various groups' scores at all times. One of the perils of rulership and politics lies in never knowing exactly where you stand in someone's heart.

Loyalty comes into play primarily during the morale upkeep action during the spring season. This action determines how your allies and subjects view you based on your actions of the past year. Sometimes, you must make loyalty checks during the year in response to terrible events and other dire emergencies. For example, if an enemy army invades your lands, a loyalty check helps to determine if your people stand and fight, flee for their lives, loot your castle, or greet the invaders as liberators.

A loyalty check works just like a skill check or saving throw. You must equal or beat a DC by rolling a d20 and adding a loyalty score and any relevant modifiers.

Determining Base Loyalty

The base loyalty for an individual equals his Will save. For a group, use the average group member's Will save. Loyalty can go up or down over time based on how you treat the people beneath you. These modifiers are summarized on the loyalty modifiers table. Most of these modifiers are left open to the DM's interpretation.

LOYALTY MODIFIERS TABLE

Action/Event	Modifier
Singled out for abuse	–4
Poor treatment	–2
Famine	–2
Military defeat	–2
Oppressive laws	–1
Tax increase	–1
Military victory	+1
Tax reduction	+1
Fair and just treatment	+2
Abundance of food and supplies	+2
Preferential treatment	+4

In addition, a DM can levy an arbitrary bonus on penalty depending on the circumstances surrounding an NPC's relationship with you. A hated rival forced into working with you would have a poor loyalty score, while a trusted companion whose life you had saved several times would undoubtedly have a much higher than normal one.

Each time you undertake an action that could hurt or improve a group's loyalty score, your DM can make a secret check for that group against a DC of 10. If the group makes the check, it gains a +1 bonus to loyalty if the action helps it and a –1 penalty if it harms it. As you can see, loyalty has a feedback cycle built into it. If you win someone's loyalty, chances are that you can make them more loyal with further actions that help them. On the other hand, once someone has turned against you they are more likely to nurse the grudge. Note that this rule applies only to actions that the DM judges could have an effect on loyalty but do not have an automatic effect. The effects of chance are modeled with the saving throw. In some cases, he can directly apply modifiers without the initial check.

Assigning Loyalty Scores

As mentioned above, not every last person, bureaucrat, or group in a domain needs to have a loyalty score. Generally speaking, only those people in a position of great power and large blocs of citizens who would normally share the same opinions and beliefs would share a loyalty score. Listed below are several groups and individuals that should normally have loyalty scores.

The General Population: Even in a monarchy, the will of the people cannot be ignored. Revolts, riots, and civil war can result when a leader fails to account for the growing sentiment against him from the commoners. As a default measure, the people as a whole have a loyalty score. Several of the actions listed later in this section address and modify its value. In addition, you can break the commoners down into different factions with different loyalty ratings. For example, in a kingdom ruled by a wizard, anyone capable of using arcane magic gains special rights and privileges. Thus, it makes sense to break down the population into spellcasters, who have a special attachment to the king and his (as they see it) enlightened rules, and the commoners. In such cases, any modifier that applies to the commoners should be applied to any subgroup of them that is directly affected by the action tied to the modifier.

The Military: As with the general population, the military is by default assumed to have a loyalty score. An army with a high loyalty score fights harder and is braver in the face of the enemy than one with a poor rating. As with the commoners, you can break the military down into specific groups. An elite unit of knights assigned to protect the king may have a higher loyalty rating than a phalanx of spearmen assigned to guard some remote outpost that only rarely receives supplies from home.

Ministers: The NPCs who help manage a realm should all be given loyalty ratings. If they fail a check, they may start to plot against their lord. The minister of finance could skim money from the treasury, while a rogue general could lead his troops in a rebellion.

Important Individuals and Groups: Temples, guilds, archmages, master criminals, and others who exist outside of government but wield considerable power should all have loyalty ratings. As with any other group, if they turn against the government they may arise in open rebellion.

Full details and mechanics for resolving loyalty on a year-to-year basis are given below under the morale upkeep action, an event that takes place for each domain during the spring season.

MINISTERS AND BUREAUCRATS

No one can rule alone. Even the mightiest despot needs support and ministers around him to deal with the daily issues of managing a realm. A king cannot afford to look over every last detail of a trade agreement or a legal pact. Instead, he relies on various experts and aides to take care of such details for him, leaving him to cope with important, large-scale issues that face the land. Your ministers are a key component to successfully administering a realm. They can grant you advice, handle many esoteric matters, and improve your realm's performance. In return, they expect a good wage and fair treatment. Without them, managing a realm is terribly difficult. With them, you can forge your lands into a prosperous nation that draws the envy of its neighbors.

To keep things manageable, under this system a ruler needs three advisors beneath him to make his realm work. Those advisors are the treasurer(also called the minister of finance), general (also called the minister of war), and the prime minister.
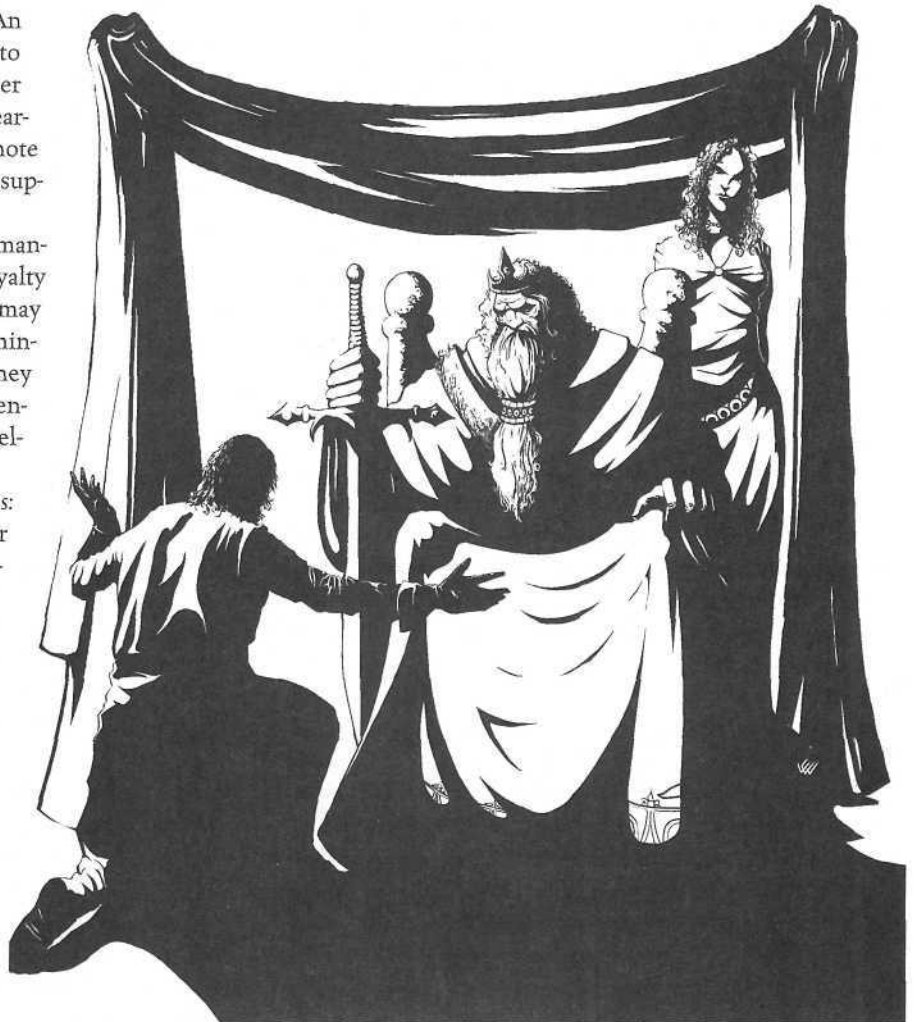
The *treasurer* is responsible for managing your finances, paying off any debts, collecting taxes, and tracking your domain's economic health. The Knowledge (economics) skill is a key component of the treasurer's abilities. When his talents come into play, he must use that skill to efficiently manage your realm. Whenever you sell goods or attempt to raise money through taxes, your treasurer determines how well your efforts work.

The *general* is responsible for commanding your army during both times of peace and times of war. His abilities only come into play during battles, making it most useful to hire a fighter with access to the mass combat feats (see chapter two) to lead your forces. You need to keep the general's loyalty high, since if he revolts he can rally the army around him.

The *prime minister* is the most important of your three advisors. He handles all of the daily details that would overwhelm you and do not fall under your other two followers' abilities. The prime minister is critical to your success because he can use his Diplomacy, Sense Motive, and other social skills on your behalf when you receive other nobleman and ambassadors. In addition, while you are away from your domain the prime minister rules in your place until you return.

You can hire ministers based on the amount of gold you allocate to their salaries and other benefits. The gold units used for this purpose cover servants, payment, living quarters, and so on. The more units you spend, the more total levels your three ministers have. In addition, you can appoint NPC followers and allies and even PCs to these roles to save money and ensure their loyalty. Note that if you need fewer than three ministers, you need only divide the total levels you can afford the higher amongst one or two advisors. For every gold unit you allocate to this position, you can distribute 3 levels amongst your advisors.

If you do not have an advisor to fill a role, you can make skill checks in his place but suffer a −2 circumstance penalty as you must juggle several jobs at once. Generally speaking, the treasurer is the most important position in terms of game effects. If you hire only one advisor, hire someone to fill that role.

THE MILITARY

Your armed forces play a critical role in defending your realm from attackers, keeping the peace, and presenting an image of a safe, secure place that can attract settlers. Raising and maintaining a big army may seem an attractive option, but the upkeep needed to pay, equip, feed, and house troops can quickly sap away your realm's wealth.

You can recruit your army by mustering soldiers from your populace or hiring mercenaries. Mustering soldiers has the benefit of keeping costs low, as your citizens require less pay and upkeep than mercenaries do.

However, mercs are better trained, usually come with their own equipment, and present a wider range of options in terms of training and abilities. The drawback to their expanded abilities is their price. Mercenaries do not come cheap, and over time they can sap your treasury. As a rule of thumb, mustered soldiers are best used for defense and internal security. Mercenaries are key during wartime, as you can hire them for short periods and release them from service before they grow too expensive.

Full details on managing your armed forces are given below, under the domain management actions.

MANAGING A DOMAIN

Once you have designed the basic characteristics of a domain, it is ready to see action in play. The domain management rules set down the actions the characters can take according to the current season. Each season has a different focus and demands that the players are ready and able to project their plans for the coming year.

For simplicity's sake, try to start the characters' careers as nobles during the spring season. Spring is the time when the characters can plan their development for the coming year, and starting during this season allows the characters a chance to jump right into the rules. However, starting during a different season does not necessarily cripple the PCs or cause any major drawbacks to them. It simply is not as much fun to take control of a region when the best weather for building and expanded a realm has passed.

THE BASIC SEASON STRUCTURE

Each season is described below, listing the general type of activities that occur during it and the actions that characters may take throughout the season. Actions are the foundation of realm management. A ruler may take action to start the construction of a road, clear out a forest to turn it into farmland, and raise a company of soldiers to patrol his lands. There is no limit on the number of actions you can take during a season, but the resources and money you have available are but a barrier to what you can get done. If your citizens are busy working in the fields and expanding your castle, you cannot order them to begin work on a monument to your reign without delaying your other projects' completion.

ACTIONS

Actions are presented in a specific format outlined below.

Name: The action's name.

Descriptors: Several descriptors are used to designate certain restrictions, limits, or abilities that are tied to actions. These descriptors are outlined here.

Construction: Actions with this keyword are used to create new strongholds within your domain.

A NOTE ON SEASONS

The seasons presented here are never given a specific time frame or length. Instead, use your campaign world's calendar and climate to determine their length and nature. You may run a game world or focus on a climate that lacks the four traditional seasons as they occur in temperate climes. If this is the case, you can reorganize the actions listed below along the lines of your world's weather patterns. If the weather is always warm, you can extend spring and summer actions to all four seasons. If your world is gripped in cold, you can place a limit on the number of actions the characters can take during the spring and summer, as those two seasons are too short to get much done beyond tending crops. Otherwise, you can simply alter the season names to better fit the tone and background of your world. Winter can become the rainy season in which monsoons prevent agriculture and travel, while summer might be known as the flame time, and so on. Like everything else in RPGs, you can modify these rules to better fit your world if necessary.

Limited: The action may only be taken once per season.

Obligatory: Actions with this descriptor must be undertaken during the seasons in which it can be used. For example, you must use an action every spring to determine if your population grows or shrinks. Most obligatory actions are used to gauge the growth and change of certain factors, such as loyalty, based on your actions in the past year.

Political: These actions are used to influence the attitudes and faith of your soldiers, citizens, ministers, and anyone else who has a loyalty score.

Prerequisites: Resources, items, and other abilities you must have in order to use the action.

Cost: Resources and other items you must spend to use the action. Cost is different from prerequisites in that the prereqs are not necessarily consumed in the process of completing an action. The items listed under the cost are subtracted from your current totals when you take the action. You cannot use an action if you cannot afford to pay its cost.

Season(s): The seasons during which the action may be used.

Prohibited: The seasons during which the action cannot be used.

Restricted: Seasons during which the action may be used with certain modifications.

Description: An overview of the action, covering its game effects and describing it in terms of the game world.

GENERIC ACTIONS

Many actions can be taken during any season. From dispatching diplomats to neighboring realms to selling the fruits of your realm's production, there are many different actions you can take at any time during the year.

GENERIC ACTION SUMMARY

Action	Description
Adventure	Leave your lands to adventure.
Buy Goods	Use your available wealth to buy resources.
Dispatch Diplomats	Send diplomats to other realms.
Produce Trade Goods	Convert raw materials to finished products.
Raise Loans	Gain a temporary increase in your available gold.
Raise Taxes	Install higher tax rates to gain more gold for your government.
Sell Goods	Find markets to sell your goods for units of gold.

Adventure [Limited]

Season(s): Winter.

Prohibited: None.

Restricted: If you take this action during the spring, summer, or fall, your followers must make loyalty checks (DC 15) or suffer a –1 penalty to their loyalty scores.

Description: When you take this action, you decide to leave your post and go adventuring with your companions. You cannot take any more realm management actions during this season, leaving your NPC followers to manage your realm in your place. The DM makes all decisions for them, some of which you may not agree with or be happy about. For this reason, be sure to find trustworthy followers. Winter is the best time to go adventuring, as your absence has little effect on the realm. During the winter, little happens as your people hunker down and wait for spring.

If you spend more than one season away from your domain, your followers must make another loyalty check each season after the first. They must make a check during winter in this situation. The DC of this check increases by 1 for every consecutive season you have been away.

Buy Goods

Season(s): Spring, summer, fall.

Prohibited: None.

Restricted: If you take this action during the winter, you suffer a +5 penalty to DCs to find the goods you want to buy.

Description: You can purchase units of resources at their listed gold prices. However, to find any specific good you or your minister of finance must make a Knowledge (economics) check against DC 10. If you fail this check, you cannot find the item for sale. If you beat it by 10, you can buy +1 unit at the same listed price. You must have a port or roads connecting your strongholds to a market to use this action. Otherwise, merchants cannot reach you.

Dispatch Diplomats [Limited, Political]

Prerequisites: A servant, minister, or ally available to visit a foreign land and a method of delivering him there.

Cost: 1 gold unit, paid when this action begins.

Season(s): Spring, summer, fall.

Prohibited: Winter's harsh weather precludes most travel.

Description: You send a diplomat to a neighboring realm in hopes of securing an alliance. You diplomat must make a Diplomacy check. The result of this check determines if your neighbor enters into an alliance with you. Your diplomat gains a modifier from −10 to +10 depending on whether you and your neighbor share an alignment, have common goals, have had previous squabbles,

and so on. As a rule of thumb, your DM should assign each neighboring realm a diplomacy modifier based on your actions. A −10 modifier applies to a realm that is ready to go to war against you, while a +10 modifier indicates a realm that shares many goals and values with you and is ready to ally with you in any potential conflict.

Subtract 20 from your diplomat's skill check and divide the result, if it is above 0, by 4. The result is the base loyalty score your diplomat wins for you. You gain benefits from an alliance based on the current loyalty score. If a neighboring realm already has a loyalty score towards you, this result replaces if it is higher. Otherwise, you must attempt to increase the loyalty of your neighbors as per the morale upkeep action described below under **Spring Actions.**

The higher a neighbor's loyalty, the more benefits he can provide to you. Loyalty indicates an alliance and mutual aid, granting you military reinforcements, bonus supplies, and so on. You gain the benefits listed for your current loyalty level and all lower levels on the table. However, an alliance is a two way street. You must take the actions listed under the different benefits or your neighbor's loyalty score immediately drops to 0. Each
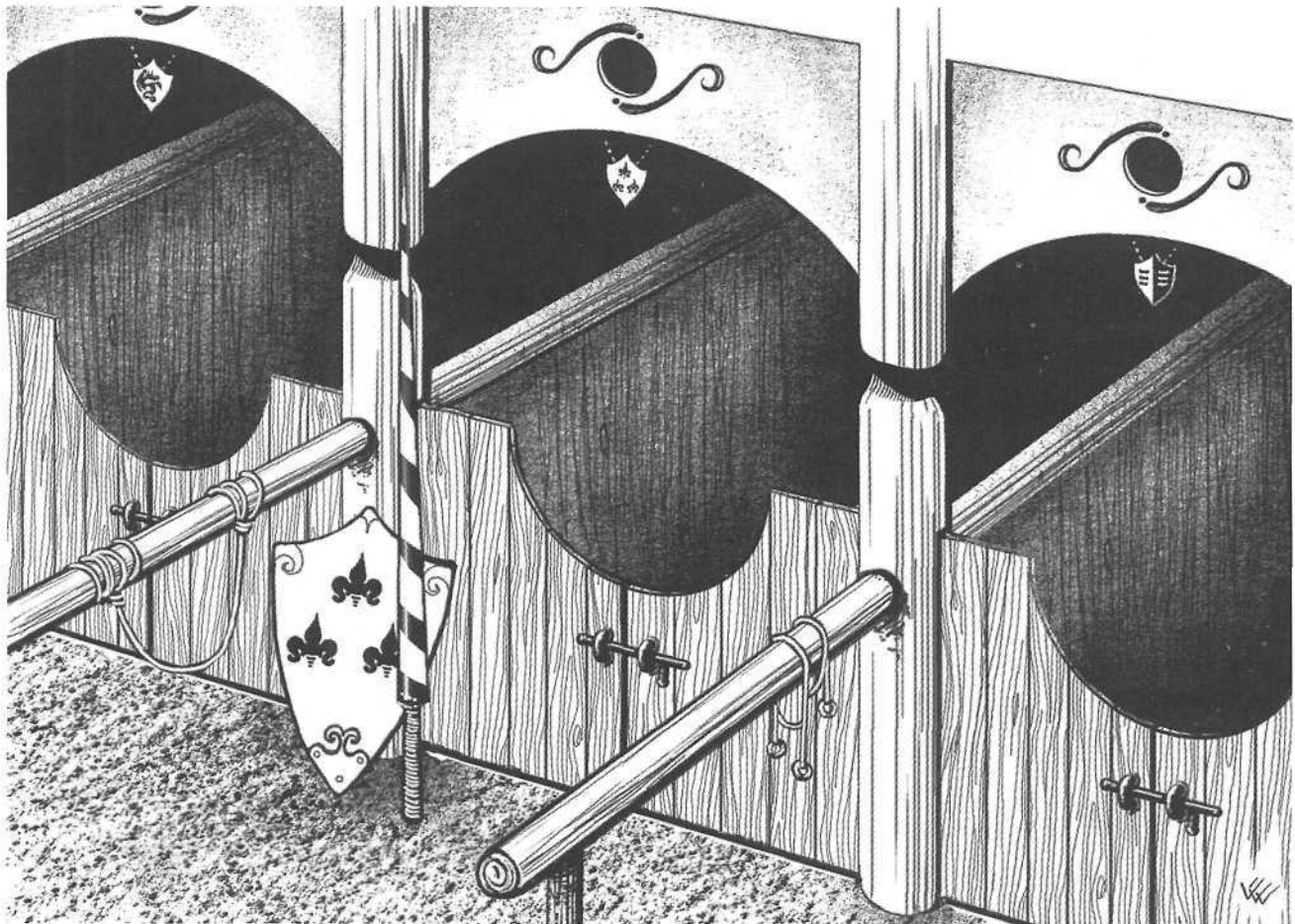
time you refuse to hold up your end of an alliance, you and your diplomats suffer a −5 circumstance penalty to win an alliance. This penalty stacks each time you break a pact. You may gain any of the benefits of an alliance once per season.

ALLIANCE BENEFITS TABLE

Current Loyalty	Benefit
10+	*Vassal:* Your neighbor functions almost like a vassal as he works to aid you. You may swap up to eight units of your resources for any eight units he has in his resource pool, though you cannot trade for minerals more valuable than iron. In return, you lose four randomly determined resource units from your pool each time you use this ability as your ally asks for economic or material assistance.
7 – 9	*Open Travel:* Your close ties allow you to draw population from your neighbor's realm. You may claim up to eight population units per year to harvest resources or build strongholds. You do not need to have living space or food units for these workers. However, your ally asks for one gold unit for every four population units you gain in this way as a tax on their travel and work.
4 – 6	*Armed Alliance:* If you are invaded, your ally lends half his army to your defense so long as he is not under attack. In return, you must send your army to aid him in the event he is attacked.
1 – 3	*Trade Pact:* You may exchange goods with your neighbor, swapping materials for gold at a reduced rate. Subtract one from the total number of units you must sell for one unit of gold. In return, you must sell your units of one resource to him at this reduced rate.

Produce Trade Goods [Construction]

Season(s): Any.

Description: You may assign free population units to your strongholds for the purposes of transforming raw resources into finished products. Full details on what you can produce and the goods' value are given under **Strongholds** below. Not every good is available to you. The various goods and their effects are summarized at the end of this chapter under **Trade Goods**. The number of population units you can assign to this task is limited by the strongholds in your domain. A village can support 1 unit per season, a town 4 units, and a city 8 units. The workshops and facilities in those places put a cap on how many workers and craftsmen can take part in production.

Raise Loans [Limited]

Season(s): Any.

Description: You may attempt to secure a loan to purchase supplies or fund your military. To gain a loan, you or your ministers must make a Knowledge (economics) check. Subtract 20 from the check's total to determine how much gold you can gain as a loan. You pay 10% interest on this loan until you pay it off. You must pay this interest at the beginning of every season except for the season in which you took out the loan. If you have an outstanding loan, you may take out new ones as long as you pay off the interest on the current loan. Keep track of any fractional interest you must pay. If you fail to make a payment, you may not take out any additional loans. If you go a year without making payment, the bankers and traders conspire to ruin you. You must sell double the normal number of resources to gain the same amount of gold until you pay off your loan.

Raise Taxes [Limited]

Season(s): Any.

Description: The system assumes that you have taxes and supply contracts in places that allow you direct access to many of the supplies your realm produces. You do not literally gain control of all the lumber produced in a wooded area. Instead, the lumber supplies represent your share of the materials and the taxes you gain from them. Thus, you can attempt to raise taxes to increase production.

Raising taxes causes a −2 penalty to loyalty amongst all your subjects except members of your government. In return, you may increase the resources currently available in your resource pool by 10%. Generally speaking, it makes the most sense to increase taxes in the fall, right after you have harvested your realm's goods.

Since this is a limited action, you may only use it once per season.

Sell Goods

Prerequisites: You must have units available in your resource pool and a road that connects at least one stronghold in your realm to a port or trade center. If your stronghold counts as a port or trade center, you meet this requirement.

Season(s): Spring, summer, fall.

Prohibited: The difficulties involved in traveling during the winter causes you to increase the number of units you must trade for a unit of gold by 2. For example, 10 copper units are normally worth 1 gold unit. During the winter, this increases to 12 copper units per gold unit.

Description: With the assistance of your minister of finance, you may trade resource units for gold at the listed prices. See **Resources** above. With each transaction, your minister may attempt a Knowledge (economics) check (DC 20). On a success, reduce the units of a resource you must sell for 1 gold unit by 1. For every 10 he beats this DC, reduce the number of units you must sell by 1 to a minimum of 1 unit sold per unit of gold.

If your minister rolls a natural 1 or the total of his check is less than 10, you must increase the number of units you sell per unit of gold by 1d4. Note that a rebellious minister can intentionally make mistakes to automatically roll a 1. Your DM may make this check in secret.

Once you commit to selling goods, you must complete the transaction. You cannot look at the results of your minister's check and decide to cancel the sale. If a sale results in less than 1 whole unit of gold, track the fractional amount you gained. You can use this to sell small amounts of multiple goods to gain a single unit of gold.

Selling goods takes time. After completing a transaction, you lose access to the resources you sold but you do not gain any gold from the sale until the start of the next season.

SPRING ACTIONS

Spring is a time of renewal as the world throws off the shackles of winter and prepares to welcome in the long, warm days of summer. In a similar manner, as a lord you must set your realm's policies at this time and plan for the coming year. Time is a limited resource for a monarch. Men you train and equip as warriors return to their farms and homesteads too late to seed and tend to their crops for the summer. If you set aside money and laborers to build a castle, you cannot later change your mind and have them erect irrigation canals and roads. During the spring, you must carefully plan the projects for the coming year and make the best use of the warm summer months as possible.

Of all the seasons, spring presents the most obligatory actions. During spring, you check your followers' loyalty and determine if your population rises or falls based on your realm's performance and your recruitment efforts. Spring features four obligatory actions. You must take three of these, morale upkeep, population upkeep, and assign population in order before taking any other actions. After taking all your actions, use the random spring events action to see if anything has befallen your realm.

SPRING ACTIONS SUMMARY

Action	Description
Allocate Projects	Assign men and materials to tend crops, build strongholds
Assign Population	Determine if you have enough living space for your people
Hire Soldiers	Pay mercenaries to serve you in the coming year
Morale Upkeep	Determine attitudes, possibility of rebellion
Muster Soldiers	Recruit soldiers from population
Population Upkeep/ Recruitment	Determine rise or fall in population numbers
Random Spring Events	Determine banes or boons that strike the land
Recruit Ministers	Hire courtiers to help you manage your realm

Allocate Projects [Construction]

Prerequisites: Gold and manpower necessary to initiate construction projects.

Cost: Variable, depending on the nature of the project.

Season: Spring.

Prohibited: Winter.

Restricted: You may use this action during the summer and fall, but projects initiated during those seasons add +1 and +2 seasons to their duration, respectively.

Description: Using this action, you can assign population units to build roads, clear terrain to use it for farming, or grow food and work the mines on your realm. There are a variety of different actions you can take within this action, all of which are summarized below.

Each action has a cost in population, time, and resources. The population needed for a project must not be assigned to any other projects. The time is measured in seasons, counting the current spring season as one season. For example, an action that requires two seasons would take place during the spring and summer seasons. Resources must be immediately deducted from your current pool.

You can choose to stop a construction project before it ends in order to assign the population units working on it to different tasks. You do not regain any resources spent on it. If you later try to restart a project, the time and resources already devoted to it still count against the cost, but increase the total time to finish it by 1 season and the resources needed to finish it 1 unit of each resource type listed. For example, if you decide to stop a road building project early, you can later finish by spending 1 stone unit and 1 lumber unit in addition to the materials already allocated to the project. The time needed to finish the project increases by 1 season, but any seasons already devoted to it would count towards the time needed to complete the roads.
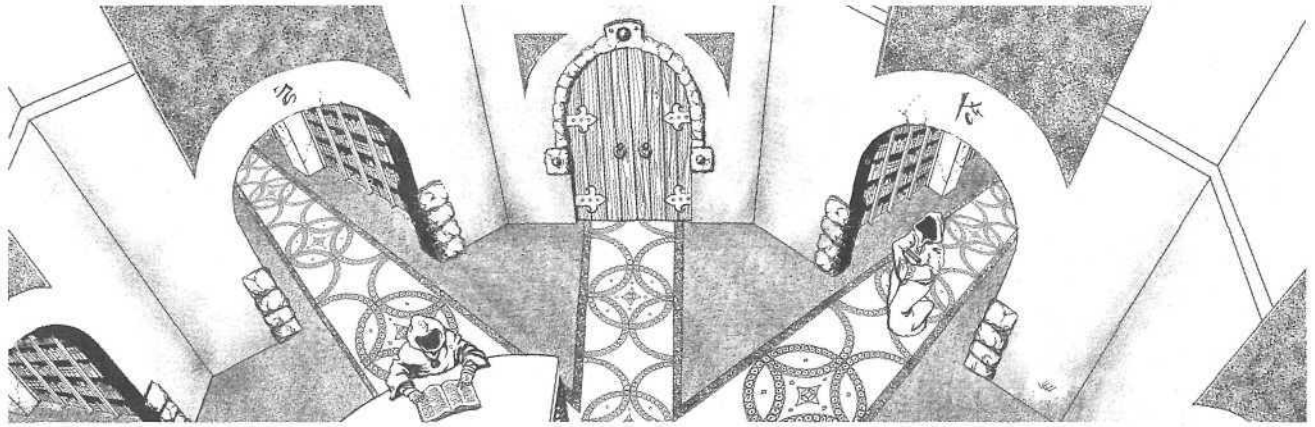
Build Roads: Roads are a critical to your realm's development. Without them, you cannot engage in trade and may have problems moving troops and supplies around during times of war. With this action, you can create roads that crisscross your lands. When you take this action, you can build a road that crosses up to four areas. If the road does not start at a stronghold or a previously built road, increase the costs by 1 population unit and 1 lumber unit.

Population units: 1; seasons: 2; resources: 1 stone unit, 2 lumber units.

Build Strongholds: Building a stronghold requires different levels of time and effort to complete it. These costs are listed below under **Strongholds**.

Convert Terrain: You can convert an area of wasteland terrain to a different type if the area lists a secondary terrain type in addition to wasteland. By spending the necessary resources, you convert the area from wasteland to its secondary type. A road must connect the area to a stronghold or it must be adjacent to one. Otherwise, increase the resources needed 5 lumber units and the time needed to 4 seasons.

Population Units: 2; seasons: 2; resources: 3 lumber units, 2 food units.

Harvest Terrain: By assigning a population unit to an area, you can produce raw materials for sale or to supply construction efforts. Full details on the resources terrain can produce are listed below under **Land Types**. In addition, some of the land types list optional actions you can take when assigning your population to harvest them. You can only choose this option during the spring season.

Population Units: 1/area; seasons: 2; resources: none.

Assign Population [Limited, Obligatory]

Season: Spring only.

Description: After determining your population's total growth and any additions due to settlers moving into the region, you must check to make sure that you have enough living space to fit all your people. Total up the living space provided by each area and stronghold under your control. If the result is greater than or equal to your population pool, you have enough living space. On the other hand, if the total living space is less then your population pool, your realm faces overcrowding. Subtract your available living space from your population pool and divide the result in half. The total is a negative modifier that you must immediately apply to your commoners' loyalty score. If your DM keeps track of separate loyalty scores for different commoner groups, he should apply this penalty only to those groups that would logically be affected by the living space squeeze. For example, the rich nobles and merchants of your realm are unlikely to have many problems due to rising population, but the laborers and peasants are likely to feel the pinch.

Hire Soldiers

Cost: *See text.*

Season: Spring

Restricted: When using this action outside of spring, increase all recruitment DCs by 5. Most mercenaries find work in the spring in order to fight during the summer campaign season.

Description: You seek out mercenaries to serve in your military for the coming year. Each time you take this action, you must make a Diplomacy check to hire a mercenary unit. You can make this check yourself or have any of your ministers or aides attempt it. For each unit of gold you spend on this action, you gain a +2 circumstance bonus to your check. Your total check determines the maximum mercenary level or CR you can hire. You can only hire mercenaries who are not directly opposed to your alignment on the good — evil access. Neutral rulers can hire good or evil mercenaries but not both. Your DM has final say on whether a monster type or mercenary unit is available to hire.

As a base, you can hire CR ½ units as a DC 15 Diplomacy check and CR 1 units as a DC 25 check. For every 10 you beat 25, you can increase the CR by 1.

Mercenaries must be paid their yearly wages immediately after you hire them. At the DM's option, they can be assigned loyalty scores that must be maintained lest they abandon you for greener pastures. The pay rate for a mercenary unit depends on its size and skill. As a base, a unit's pay equals a number of gold units equal to twice its CR. In addition, this base rate is multiplied according to the unit's size. See the mercenary pay rate table for details. Chapter two gives complete rules for mass combat, including full details on unit sizes.

MERCENARY PAY RATE TABLE

Unit Size	Pay Multiplier
Solo	×⅛
Tiny	×¼
Small	×½
Medium-size	×1
Large	×2
Huge	×4
Gargantuan	×8
Colossal	×12

A mercenary unit you hire comes complete with equipment. Multiply a unit's CR by 200 to determine how many gp of equipment each member has, to a maximum of 1,500 gp. Optionally, your DM may determine the attributes and equipment of the mercenary units available to you.

Under the barony scale, these units consist of 150 soldiers. In the kingdom scale they are 750 warriors strong, and under the empire scale they are formed of 1,500 troops.

In addition to paying your mercenaries gold, you must also set aside food for them. A unit needs an amount of food determined by its size. You must have these food units in your current resource pool, as you pay them immediately after hiring the unit. If you lack the required food, you cannot hire the unit.

MILITARY UNIT FOOD TABLE

Unit Size	Food Units/Year
Solo	0
Tiny	0
Small	½
Medium-size	1
Large	2
Huge	4
Gargantuan	8
Colossal	12

Morale Upkeep [Limited, Obligatory]

Season: Spring only.

Cost: *See text.*

Description: The first action for the spring phase is to determine the current attitudes of the people, army, ministers, and others who have loyalty scores. Each group must make a loyalty check with a DC determined by the DM. Note that this DC can be below t0 to account for negative modifiers.

In addition, as this point the ruler may spend a gold unit to give any one group a +2 bonus to its loyalty check and an individual a +5 bonus. In either case, if the check succeeds after this bribe the person or group's loyalty increases by 1 in addition to any modifiers caused by the check's result. Bribery (or bread and circuses) can do a lot to repair a monarch's reputation.

Conditions	Loyalty DC
Blatant mismanagement, famine	20
Food shortages, civil war, brutal policies	15
Excessive taxation, bad crops, declining economic health	10
Average year	5
Benevolent leader, skilled management, prosperity	0
Brilliant leadership, a new golden age	5

For each group that succeeds at this save by 10 or more, increase its loyalty by 2. For those that make it but not by 10 or more, leave their loyalty the same. For those that miss it by 9 or less, reduce their scores by 1. For those that miss it by 10 or more, reduce them by 2.

After checking for each group, determine if the realm faces a revolt or treachery. If an individual or group's loyalty drops below –5, they revolt or plot against the crown. The exact nature of this revolt is up to the DM. For ministers, secretly impose a –10 or –5 penalty to their skill checks to reflect their efforts to undermine the realm. He may also attempt to hire mercenaries to stage a coup or ally with a neighboring, enemy realm. The army may attempt to seize power by attacking the castle, while commoners can riot or revolt openly. In the later case, allow the commoners to secretly muster a Medium-size unit of 1st-level commoners armed with padded armor and clubs from half the total population units. The revolt takes place in the summer with those units attacking the ruler's castle and attempting to seize power. Randomly determine which units muster. These units stop any work projects they are assigned to. Non-mustering units function as normal to produce resources or complete projects. However, any project with less than the minimum number of population units assigned to it makes no progress.

Quelling a revolt requires either the destruction of the units or people involved in an uprising or an effort to raise their loyalty scores above –5. As soon as a group or individual's score moves above that mark, open rebellion ceases. A revolt usually lasts at least until the next spring (unless the conditions given above are met), when the ruler has a chance to make another morale upkeep action. If on that action the rebellious groups succeed in their saves, the rebellion peacefully ends.

Muster Soldiers

Cost: One gold unit, one population unit.

Season: Spring.

Restricted: When using this action in a season other than spring, you must spend an additional unit of gold to train the unit.

Description: This action allows you to create a new military unit by recruiting soldiers from your citizens. Each time you take this action, you convert a population unit into a Medium-sized military unit. Under the barony scale, these units consist of 150 soldiers. In the kingdom scale they are 750 warriors strong, and under the empire scale they are formed of 1,500 troops. In addition, you must spend a gold unit to equip the unit with weapons and armor. For each gold unit you spend on a unit, you have 100 gp to spend on the equipment kit for each individual soldier, including horses and other mounts. For example, you could use the 100 gp to buy scalemail, a large wooden shield, and a longsword. Each soldier in the unit would have that equipment.

Training and preparing the unit takes all of the spring season. Once that season is done, you may use the unit as normal. During its first year, you must spend food from your stores to supply the unit. These supplies must be paid when you create the unit. Population assigned to this action cannot be used for any other actions for the entire year. You can combine multiple Medium-size units to produce larger combat formations.

Each spring, you must decide whether to keep a unit together or disband. If you disband a unit, you do not have to pay the food and gold needed for the unit's upkeep. Otherwise, you must pay food and gold for the year. If you cannot afford these costs, the unit automatically disbands.

Units raised in this manner count as 1st-level warriors with the same race as the population unit used to create it. Some of the character classes have the ability to upgrade these units to different classes. In addition, each year you can opt to spend money to increase the unit's level. During the spring phase, you can spend a number of gold units equal to one plus the unit's current level to increase its level. You cannot raise a unit's level by more than one per year. A high-level unit expects better pay than normal. You must pay it one additional gold unit per year per level above 1st.

Military Unit Upkeep Table

Unit Size	Food Units/Year	Gold Units/Year
Solo	0	1
Tiny	0	1
Small	0	1
Medium-size	1	1
Large	2	1
Huge	4	2
Gargantuan	6	4
Colossal	8	6

Population Upkeep/Recruitment [Limited, Obligatory]

Cost: *See text.*

Season: Spring only.

Description: This action determines if your population naturally grows or falls and if you can attract more settlers to your lands. The first step in this action is to determine the natural change in your population due to the birth rate, malnutrition, and so on. First, determine the shortfall or surplus in food production your realm suffered, if any. The total shortfall counts as penalty to your population growth check, while any surplus counts as a bonus. Only food allocated to support your population counts towards this modifier.

Next, divide the commoners' loyalty score in half (rounding up) and use this as a loyalty modifier to your population growth check. The happier your people, the more likely they are to settle down and raise families or attract their extended families (cousins, in-laws, and so on) to settle in your domain with them.

Finally, roll a d20 and add those two modifiers. Look up the result on the population growth table and immediately apply any changes to the total population pool of your domain.

If your commoners are broken down into different groups and races, apply these changes to each group separately. If you keep track of loyalty separately for each group, roll to determine population change for each. Optionally, your DM can rule that you must roll for each group separately.

Population Growth Table

Result	Description
21+	10% increase
11 to 20	5% increase
1 to 10	No change
0 to –10	5% decrease
–11 or lower	10% decrease

After applying modifiers to your total population, you can then attempt to recruit settlers to your lands. During this phase, you can attempt to lure settlers to your lands with promises of a good life, plenty of land, and a healthy economy.

To attract a pool of settlers to your lands, you must make a settler check by rolling a d20, adding your Charisma modifier, and adding the current loyalty score of your commoners or a group of commoners that most closely matches the settlers you want to attract. In addition, for each unit of gold you spend on a check you gain a +4 bonus to your check. You can make up to three checks during this action, each time targeting a different race for recruitment. Consult the settler check table to determine the results of your roll. After making up to three checks, add the pool of settlers to your total population pool. You do not have to add the entire pool to your population. You can add from none to all of them, as you wish. Adding less than the total pool is a good idea if you attract more settlers than you have living space or food to handle. Population units attracted in this manner can be immediately set to tasks during the spring phase.

SETTLER CHECK TABLE

Total Result	Settler Pool
1 – 10	No increase
11 – 15	+1 population unit
16 – 20	+2 population unit
+5 result	+1 population unit

Random Spring Events [Obligatory]

At the end of the spring phase, you must roll for random events as detailed below under **Random Domain Events**.

Recruit Ministers

Cost: *See text.*

Season: Spring.

Restricted: When using this action in any season other than spring, you must spend an additional unit of gold to hire a new minister.

Description: You attempt to find and recruit a new minister to replace an old one or to help you manage your domain. For every gold unit you spend, you can recruit three levels worth of ministers. You immediately spend this money to gain the ministers' services. In addition, each year you must spend a gold unit for every three levels this aides have as payment for their services.

SUMMER ACTIONS

Summer is a time for putting into action the events set forth in the spring. Projects grind to completion, men work in mines or toil in fields, and your armies march to fight the campaigns you have planned. Summer is a time of little administrative action, though if you invade a neighboring realm you may find yourself quite busy.

SUMMER ACTIONS SUMMARY

Action	Description
*Allocate Projects	Assign men and materials to tend crops, build strongholds
*Hire Soldiers	Pay mercenaries to serve you in the coming year
Manage Forces	Allocate supplies for military units
*Muster Soldiers	Recruit soldiers from population
Sack Enemy Lands	If your armies seize an enemy town, you gain loot
*Recruit Ministers	Hire courtiers to help you manage your realm

*These actions are described under the spring actions and may be undertaken with penalties during summer

Manage Forces [Obligatory]

Prerequisites: You must take this action if you have any active military forces under your command.
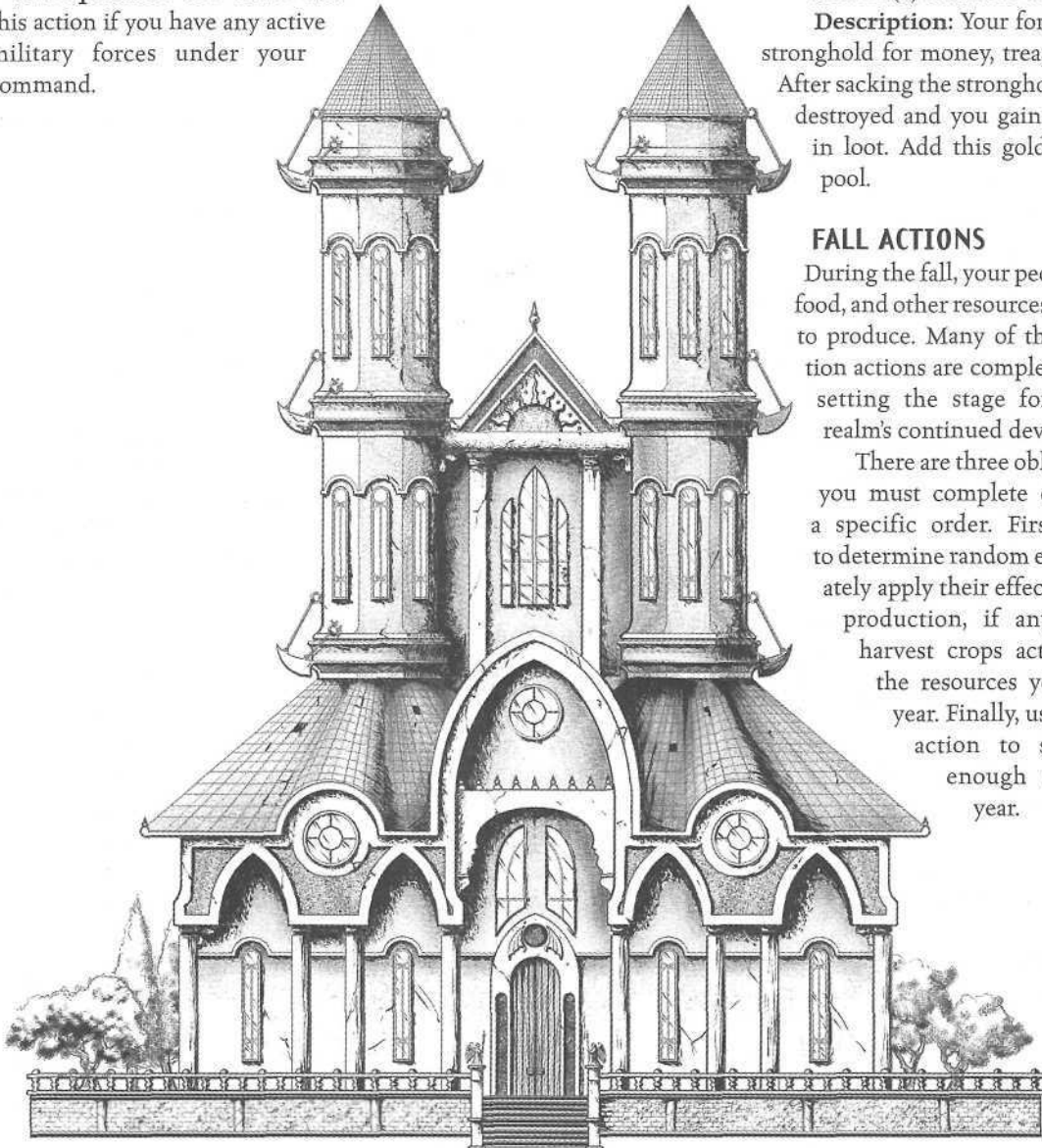
Season(s): Summer only.

Description: For each unit under your command, you must link it to a stronghold within your lands. That stronghold holds the unit's barracks and food. In the event of an invasion or war, that stronghold produces supply units in sufficient quantities to keep the units it supports going. See chapter two for more information on supplies during sieges and campaigns. Once you have allocated supplies, they remain in place until next summer.

Sack Enemy Lands

Prerequisites: Your army must seize control of an enemy stronghold.

Cost: The occupying military unit must spend two days looting with a clear path between the point it occupies and your borders.

Season(s): Summer only.

Description: Your forces loot an enemy stronghold for money, treasure, and supplies. After sacking the stronghold, it is considered destroyed and you gain 1d6 units of gold in loot. Add this gold to your resource pool.

FALL ACTIONS

During the fall, your people gather the ore, food, and other resources they have worked to produce. Many of the domain production actions are completed by this season, setting the stage for trade and your realm's continued development.

There are three obligatory events that you must complete during the fall in a specific order. First, you must roll to determine random events and immediately apply their effects to your resource production, if any. Then, use the harvest crops action to determine the resources you gained for the year. Finally, use the allocate food action to see if you have enough supplies for the year.

FALL ACTIONS SUMMARY

Action	Description
Allocate Food	Assign food supplies to your population
*Allocate Projects	Assign men and materials to tend crops, build strongholds
Harvest Crops	Gain control of the resources your realm produces
*Hire Soldiers	Pay mercenaries to serve you in the coming year
*Muster Soldiers	Recruit soldiers from population
Random Fall Events	Check to see any boons or banes that effect your lands
*Recruit Ministers	Hire courtiers to help you manage your realm

*These actions are described under the spring actions and may be undertaken with penalties during fall.

Allocate Food [Limited, Obligatory]

Season(s): Fall only.

Description: With this action, you must spend food units to feed your people for the coming year. If you do not have enough food, you risk revolt or at least a drop in your population's loyalty. If you have only half the food you need, your population suffers a famine as per the moral upkeep action during the spring season. If you have only three-quarters of the necessary food supplies, your realm suffers from a food shortage as per the DC of the loyalty check for the morale upkeep action.

Food allocated in this manner is considered spent. You must allocate one food unit per population unit in your domain or you suffer the penalties outlined above.

Harvest Crops [Limited, Obligatory]

Season(s): Fall only.

Description: At the onset of fall, you immediately add to your resource pool all units produced on the land areas to which you have assigned people to work. For example, if you have four plains areas with workers on them you add 16 food units to your pool. All resources are immediately available for you to use.

Random Fall Events [Limited, Obligatory]

Season(s): Fall only.

Description: At the beginning of the fall phase, you must roll for random events as detailed below under **Random Domain Events**.

WINTER ACTIONS

During the winter, there is little for you to do. Your people sit and wait for the spring to finally arrive, while trade and diplomacy grind to a halt due to the poor weather conditions. There are no actions exclusive to winter.

WINTER ACTIONS SUMMARY

Action	Description
*Hire Soldiers	Pay mercenaries to serve you in the coming year
*Muster Soldiers	Recruit soldiers from population
*Recruit Ministers	Hire courtiers to help you manage your realm

*These actions are described under the spring actions and may be undertaken with penalties during winter.

Random Domain Events

Random chance can have a tremendous effect on your realm's development. Bad weather, an invasion by raiders or bandits, and similar disasters can cause a tremendous strain on your resources. By the same token, good weather, the sudden discovery of new resources, and other beneficial events can catapult your realm forward.

At the beginning of the fall season and the end of the spring one you must roll to determine random events. In both cases, use the random events table. Normally, this roll is not modified. However, the cleric class offers the ability to alter this roll as the gods watch over their minions' lands.

RANDOM EVENTS TABLE

d20	Result
1–2	Incursion
3–5	Infestation
6–8	Poor weather
9–15	No event
16–18	Good weather
19–20	Beneficial find

Incursion: A band of raiding orcs, brigands, or a similar threat invades your land. They move into your domain during a randomly determined season for the coming year. Your DM may choose an appropriate threat depending on the time of the year and the creatures that live near your domain. Otherwise, you face 1d4 units determined by rolling on the threat table.

THREAT TABLE

d100	Creature	Unit Size
1–10	Orcs	Medium-size
11–20	Goblins	Large
21–30	Gnolls	Medium-size
31–40	Ogres	Small
41–50	Hill giants	Small
51–60	Frost giants	Small
61–70	Fire giants	Small
71–80	Trolls	Small
81–90	Kobolds	Large
91–100	Bugbears	Medium-size

Infestation: Rats, thieves, or a similar menace devours some of your supplies or succeeds in stealing them. Random select a resource in your supply pool and reduce

the amount you own by 1d4 × 10%. You immediately remove these supplies from your pool and do not have a chance to use them.

Poor Weather: The conditions for tending crops and gathering supplies prove difficult. Heavy rains, drought, an early frost, and so on hamper your realm's productivity. Reduce all resources your realm generates by 10% for the rest of the year.

Good Weather: Your realm is blessed with warm weather, rain, and other conditions necessary for your fields to bloom. Increase all resources your realm generates by 10% for the rest of the year.

Beneficial Find: Your people uncover a cache of treasure, a vein of gold, or some other valuable discovery. You have three options. If you have an area that produces mineral resources, it can now produce gold in addition to any of the types it can currently produce. Otherwise, you immediately add 1d4 gold units to your treasury as tax revenue from a cache of gems and jewels found on your land or a similar discovery.

LAND TYPES

The following land types cover the different sorts of terrain and resources that naturally appear within a domain. Towns, cities, and other manmade structures are covered below under **Strongholds**. The key to remembering the difference between a land area and a stronghold one is that strongholds must be built, while land occurs naturally.

Keep in mind that as the realm scale grows larger, fewer details emerge for a given area. A cluster of areas in the baron scale may include plains, forests, and swamps, while in the empire scale that area as a whole counts as forest. You can assume that on any level, there are natural variations in the terrain. The rules only care about the most common terrain type or the resources found in a fief. For example, a region of mountains could be covered in trees and meadows, but since that spot produces iron ore in great quantities and only enough timber to support the mine, it counts as a mountain area. When categorizing portions of your game world, worry more about the rules effects than pinning down an exact definition. The rules here include a level of abstraction to keep things simple and to make the game move at a reasonable speed.

Land Descriptions: Each land type includes an overview of its physical traits and a list of the resources it produces each year that it is occupied by settlers. All the rules information is summarized after the descriptive paragraph. The production header lists the various options open to you if you have enough settlers to work an area. The harvest header lists how many units of population must live in an area to ignite production. In addition, the settlement listing tells you how many population units can fit into the area.

Forest: Forest areas are thick with trees, though they may have open areas between them and paths that run through them. The primary resource forests offer is lumber, a key component to constructing strongholds of all types. Lumber is sometimes a useful trade good, particularly if you need some extra cash to make it through a year, but most of the time it is best used to develop your holdings. Forests also provide a ready source of furs, berries, nuts, and meat, though rarely in quantities great enough to support an entire fief or yield excess stock for sale. However, forest areas do produce enough food to support the folk who live on them.

Production: 4 lumber units/area and 1 food unit/area.
Harvest: 1 population unit/area.
Settlement: 2 population units/area.

Hills: The low foothills surrounding mountains or breaking up plains and forests are usually categorized as other terrain types, as they usually follow the resource patterns of the surrounding area. Sometimes, though, hills can produce mineral wealth and raw stone useful for constructing castles and other fortifications. While rarely as productive as mountainous regions, hills can provide a fief with much-needed stone and ore resources.

When you first attempt to harvest minerals from a hill, roll once on the minerals table to determine the available resources. You can assign 1 population unit to spend 2 seasons surveying the hills for new veins. Roll a d100. On a result of 95 or higher, you can roll again to see if your teams have found a new vein of ore.

Production: 2 stone units/area or 1 mineral unit/area.
Harvest: 2 population units/area.
Settlement: 2 population units/area.

MINERALS TABLE

d100	Result
01–03	Adamantine
04–20	Copper
21–27	Gold
28–87	Iron
88–90	Mithral
91–100	Silver

Plains: The backbone of any settled area, plains are the ideal terrain for growing and tending crops. Note that plains is a generic term to indicate any area that has fertile, easily worked soil. The plains in a forested area could include vineyards and open fields tucked amongst the trees, while those in the desert could include an oasis or grassy areas useful for raising camels and other animals.

Production: 4 food units/area.
Harvest: 1 population unit/area.
Settlement: 4 population units/area.

Mountains: Difficult to travel through and requiring intensive labor to harvest, mountains are a source of mineral wealth and stone building materials that can prove profitable for those with the resources needed to exploit them. Mountains are best left for settlement once you have established a steady stream of food production and have enough money saved up to invest in expanding your holdings.

When you first attempt to harvest minerals from a mountain, roll twice on the minerals table to determine the available resources. If you roll the same material twice, then only that mineral can be mined there. You can assign 1 population unit to spend 2 seasons surveying the mountains for new veins. Roll a d100. On a result of 90 or higher, you can roll again to see if you teams have found a new vein of ore.

Production: 2 mineral units/area or 4 stone units/area.
Harvest: 2 population units/area.
Settlement: 2 population units/area.

Ruins: The remnants of an older, forgotten civilization, ruins can provide a steady stream of curios, minor magic items, and other valuable items but they require steady work for uncertain gain. Sometimes, a whole year can pass without ruins yielding anything of note. Then, the next year a band of explorers unearths a treasure chest full of diamonds and gems. Ruins are best used when you are desperate for extra cash or have the spare resources to devote to them. Of all the terrain types, the ruins are the only ones to yield a random amount of materials each year.

Production: 1d10 – 4 gold units/area.
Harvest: 2 population units/area.
Settlement: 2 population units/area.

Swamp: Watery, oozing with mud, and saddled with a sinister reputation, swamps are usually seen as a burden that chokes a fief's potential for growth. However, with some work they can grow to produce food and rare alchemical and magical ingredients. Most swamps qualify as wastelands (*see below*) but a few offer strange mushrooms and bizarre flowers that sell for a good price on the open market.

Production: 1 food unit/area and 1 gold unit/area.
Harvest: 2 population units/area.
Settlement: 1 population unit/area.

Wasteland: A generic term used to describe any empty, useless stretch of ground, wasteland can take on the form of any of the terrain types given here. In addition to "wasteland", these areas should be given a secondary description from the list of terrain types to mark their characteristics. A swamp wasteland might be filled with nothing more than biting insect, frogs, rotting trees, and deep mud.

Wasteland plains are windswept, barren stretches of rock and dirt that cannot support crops. A wasteland area produces nothing, but with work it may grow into a useful terrain type. One of the actions you can take during the summer months allows you to assign workers to a wasteland area to transform it into a usable area through irrigation, draining excess water, clearing out overgrown plants, and so on.

Production: None.
Harvest: None.
Settlement: 1 population unit/area.

Water: A water area can include a stretch of ocean, a lake, a river, or any other body of water. While its primary attraction may be that it can help speed traffic to and from a fief, water areas can also produce food in the form of fish, seaweed, and other material harvested from its depths. While not as productive as cultivated plains, it can still support coastal fiefs and supplement a domain's stores.

Production: 2 food units/area.
Harvest: 1 population unit/area.
Settlement: 1 population unit/area.

DEVELOPING TERRITORY

While the territory you start with dictates your initial options in running a domain, it does not set your history and the avenues of development in stone. With some work and investment, you can sculpt the areas of your domain to better fit your needs.

Strongholds

The key to most fiefs lie in the strongholds you develop there. Towns and cities attract trade. They help convert raw materials to finished goods and provide markets where you can buy items at discounted rates and sell them at good prices. Castles defend your realm and provide a focal point for your military. Furthermore, the more heavily defended your realm, the easier it is to attract settlers and merchants. If businessmen see that you have plenty of castles built in your realm, they feel safer from bandits, monsters, and other threats and are more likely to travel there. The game effects and costs of the various strongholds are detailed below.

Stronghold Descriptions: Each stronghold is given a summary of its appearance, form, and function. In addition, two sub-headers list the benefits a stronghold provides and the time, resources, and labor costs needed to complete it.

Castle: The mainstay of defensive fortifications, a castle is a large, heavily built structure designed to fend off attackers and serve as a headquarters for you and your army. Castles are best placed near areas of importance in your domain, such as towns and cities, or at crossroads or

other key defensive points. A castle has walls with 100 hit points each for purposes of the siege system.

Benefits: A castle provides a defensive fortification for your realm and increases the total population units that can settle in a place by one.

Cost: 10 stone units, 8 gold units, 8 lumber units, 2 population units, 4 season's duration.

City: Cities are the crown jewels of any nobleman's holdings. They draw merchants to an area, making it easy to sell finished goods and raw materials while granting access to markets across the world. Cities also cause a tremendous rise in a region's population, as laborers and others move to the city to find work in the markets and industries that spring up in it. Best of all, cities draw artisans to the area who can drive down the cost of converting raw materials into finished items.

Benefits: A city increases the number of population units you can place in an area by 4.

Cost: 10 stone units, 10 gold units, 10 lumber units, 2 population units, 4 seasons duration.

Keep: A keep is normally the inner portion of a castle, but for purposes of this system it includes any smaller defensive fortifications. A keep is a good choice to defend areas that are of lesser importance than the main trade routes and production areas of your holdings. These structures can also serve to defend your borders and hold a position until you can raise the funds to build a castle. The keep has 80 hit points for purposes of the siege system.

Benefits: A keep provides a defensive fortification for your realm and increases the total population units that can settle in a place by one.

Cost: 5 stone units, 4 gold units, 4 lumber units, 1 population units, 2 seasons duration.

Mine: A mine allows you to take advantage of the mineral and stone resources available in your holdings. With a mine, your workers have an easier time extracting and processing raw ore and rocks. A mine can only be placed on an area capable of producing stone or mineral resources. When you place the mine, you must choose which of the two resources benefits from its presence. A mine set up to extract stone is normally referred to as a quarry.

Benefits: A mine increases the mineral production of any area that can already produce minerals by 1 unit. You can only place one mine on an area.

Cost: 4 stone units, 3 gold units, 3 lumber units, 1 population units, 2 seasons duration.

Town: One step below a city in terms of size and utility, a town is still a good option when your holdings are young and you still have plenty of room for growth. Towns serve as trade centers and as places where you can convert raw materials into finished goods. Multiple towns increase the total wealth of your holdings and help promote trade.

Benefits: A town increases the number of population units you can place in an area by 2.

Cost: 5 stone units, 5 gold units, 5 lumber units, 1 population unit, 2 seasons duration.

Village: The smallest settlement you can establish in your domain, a village is a good starting point or centerpiece for wide areas set aside for agriculture, mining, and other resource gathering activities. Villages act like nodes in your holding's nervous system. While they produce little on their own, they are important in building a web of connections and resource collection points to keep your domain running smoothly. If you want for villages, your production efforts become scattershot.

Benefits: A village increases the number of population units you can place in an area by 1.

Cost: 2 stone units, 2 gold units, 2 lumber units, 1 population units, 1 season duration.

Stronghold Upgrades

You can upgrade some of the strongholds you build into a more useful form. Upgrading a stronghold works just like any other construction project, except that during the time needed to complete the upgrade you still gain the benefit of the site's older, pre-upgrade form. You can upgrade villages into towns, towns into cities, and keeps into castles. Other strongholds, such as ports, can be added to existing sites.

The cost in time, labor, and resources to upgrade a location equals the difference between the current site's costs and the new site's costs. Otherwise, treat this as any other construction project except as noted here. Once the project is done, you gain all the benefits of the newly upgraded site. However, you no longer gain the benefits of the site's original form.

Stronghold upgrades are a good way to start small and build your way up. When you first establish your fief, chances are you cannot afford to build a castle, town, and other sites. By starting small, you can slowly save up resources to purchase the more expensive sites and options.

Other upgrades allow you to expand the number of trade goods you can produce. By hiring wizards and building a tower for them, you can make and sell magic items.

Craftsmen's Guild: By erecting a craftsmen's guild, you can attract skilled workers to settle in your realm. The guild is critical to any attempts to establish large scale production of finished goods in your realm.

Prerequisite: Town or city stronghold.

Benefits: Any town with a guild can produce weapons and armor, wooden goods, and exotic items as trade goods.

Cost: 2 gold units, 2 lumber units, 1 population unit, 2 seasons.

Grand Temple: By erecting a monument to the gods, you can hope to curry their favor in managing your realm and protecting it from disaster. A temple draws the gods' approval and gives you a bonus to ward off random events.

Prerequisite: City stronghold.

Benefits: For each grand temple in your domain, you gain a +1 circumstance bonus on all spring and fall random event checks.

Cost: 4 stone units, 4 gold units, 4 lumber units, 1 population unit, 4 seasons. In addition, you must pay 1 gold unit per year to each temple. Temples to which this payment is not made grant you a −1 penalty, rather than a bonus, to your random event checks as the gods are displeased with your impiety.

Marketplace: A marketplace draws merchants and other traders to your realm. It makes it easier for you to conduct commerce and is a good expansion option if you do not have access to any waterways on which you can build a port.

Prerequisite: Town or city stronghold that has roads connecting it to a major trade center.
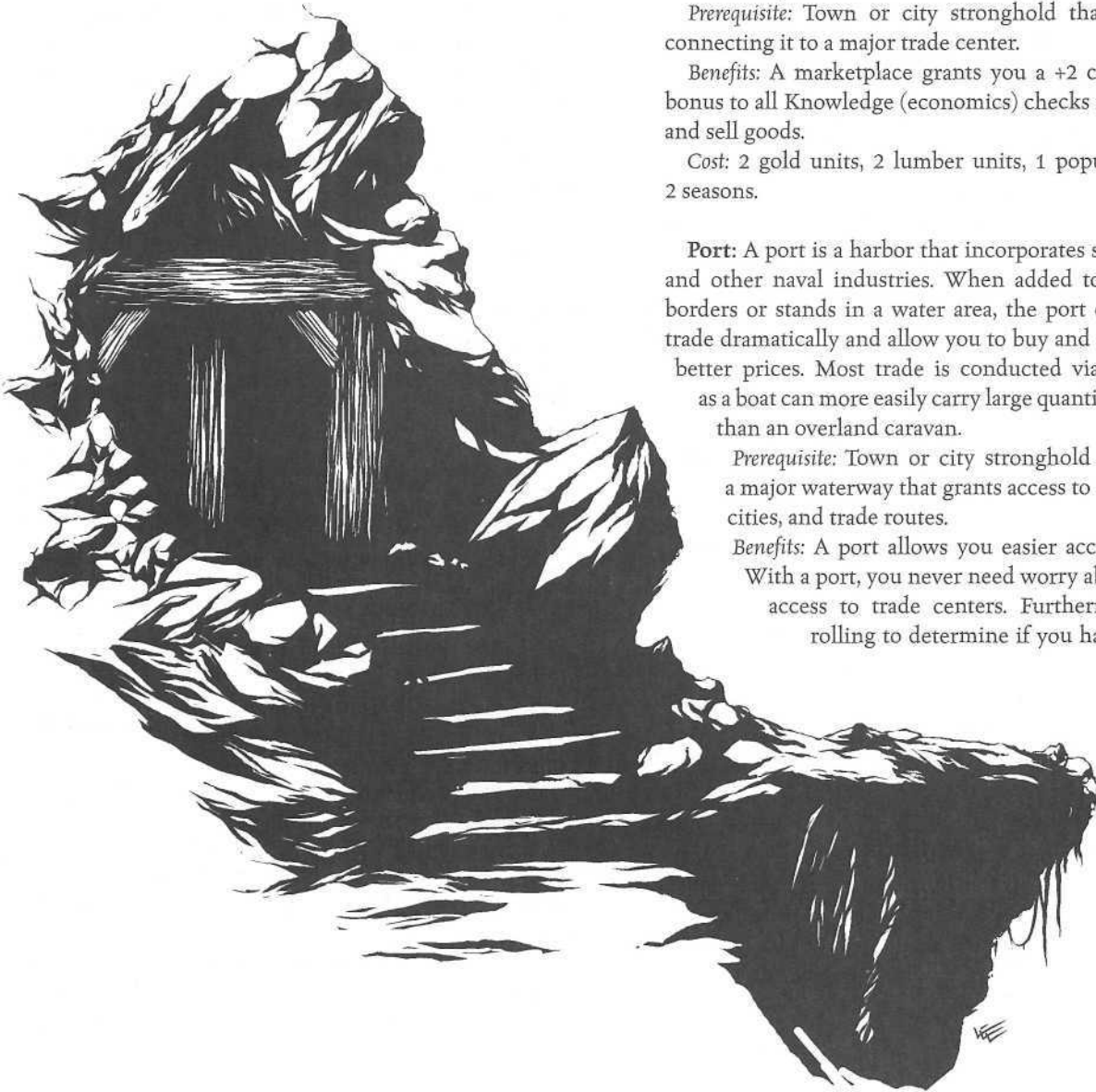
Benefits: A marketplace grants you a +2 circumstance bonus to all Knowledge (economics) checks made to buy and sell goods.

Cost: 2 gold units, 2 lumber units, 1 population unit, 2 seasons.

Port: A port is a harbor that incorporates shipbuilding and other naval industries. When added to a city that borders or stands in a water area, the port can increase trade dramatically and allow you to buy and sell goods at better prices. Most trade is conducted via waterways, as a boat can more easily carry large quantities of goods than an overland caravan.

Prerequisite: Town or city stronghold that sits on a major waterway that grants access to other towns, cities, and trade routes.

Benefits: A port allows you easier access to trade. With a port, you never need worry about gaining access to trade centers. Furthermore, when rolling to determine if you have access to

a trade good you gain a +2 circumstance bonus to all Knowledge (economics) checks made to buy or sell goods.

Cost: 2 gold units, 4 lumber units, 1 population unit, 2 seasons.

Wall: A critical defensive measure for any settlement located near wild borderlands or a contested zone between two realms, a wall provides a defensive fortification that can surround a stronghold.

Prerequisite: Town or city stronghold.

Benefits: A stronghold with this feature gains an 80 hit point barrier for purposes of the siege system. See chapter two for rules on sieges.

Cost: 2 stone units, 1 gold unit, 2 lumber units, 1 population unit, 2 seasons.

Wizards' Academy: Many wizards seek out quiet, peaceful homes where they can study the arcane arts in peace. By establishing a wizard's academy in your domain, you can draw spellcasters who can produce magic items and lend you magical support.

Prerequisite: City stronghold.

Benefits: Any city with a wizards' academy can produce magical items for use in your realm or trade.

Cost: 4 gold units, 2 lumber units, 1 population units, 2 seasons. In addition, you must spend 1 gold unit per year to maintain and fund each academy. If you fail to do so, you lose the academy's benefits for that year.

Trade Goods

You can convert raw materials into trade goods to increase your profits and produce items you can use in your domain. There are four basic types of trade goods: weapons and armor, magic items, wooden goods, and exotic items. They are each described below.

Exotic Items: This category includes everything from porcelain goods to beautifully rendered statues and paintings. Exotic items are generally luxury goods best used to sell for their cash value.

Cost: Mineral units worth 1 gold, 1 population unit, 1 season.

Selling Price: 2 gold units/unit.

Magic Items: Rare and wondrous to behold, magic item sales can quickly transform your domain into an economic powerhouse. Though expensive and slow to produce, they are worth tremendous amounts of money. In addition, you can supply your armed forces with magical items as per the unit outfitting table. That table lists how many units of supplies are necessary to grant a unit 100 gp of magical item supplies.

Cost: Mineral units worth 4 gold, 1 population unit, 4 seasons.

Selling Price: 6 gold units/unit.

Weapons and Armor: In the rough and tumble worlds of fantasy RPGs, there is never a shortage of demand on stout shields, sharp swords, and tough armor. In addition to selling weapons and armor, you can use it to supply your troops. The armor and weapons supply table summarizes how many units of goods are needed to outfit military formations. Each time you outfit a unit, you can buy a kit of 100 gp of gear to supply each of its soldiers. If you give multiples of the listed minimum, you can grant more expensive gear. For example, if you supply a military unit with twice the listed number of weapon and armor units you can spend 200 gp. For four times the listed minimum, you can purchase 400 gp of gear, and so on.

Cost: 5 iron units, 1 population unit, 1 season.

Selling Price: 1 gold unit/unit.

UNIT OUTFITTING

Unit Size	Supply Units/100 gp
Solo	1/8
Tiny	1/4
Small	1/2
Medium-size	1
Large	2
Huge	4
Gargantuan	8
Colossal	16

Wooden Goods: While cheap and easy to make, wooden goods are an excellent option if your realm produces excess lumber that you need to be rid of. This category includes furniture, wagons, ships, and other items.

Cost: 10 lumber units, 1 population unit, 1 season.

Selling Price: 1 gold unit/unit.
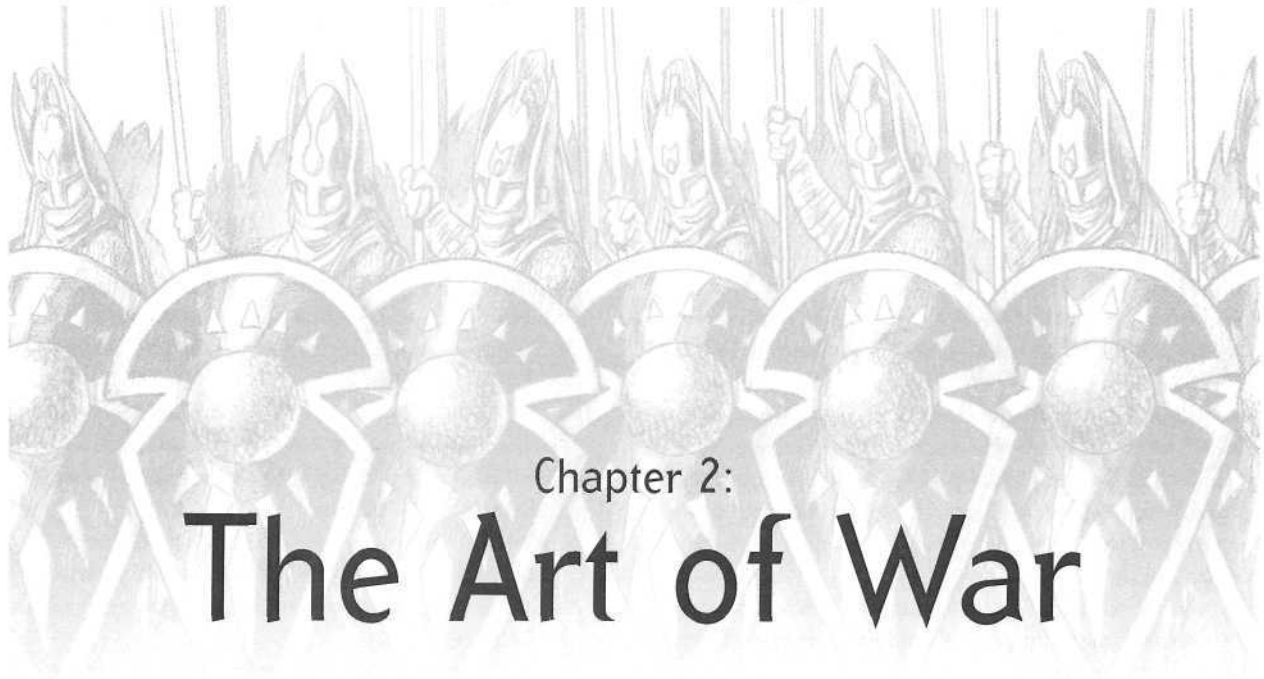
Chapter 2:
The Art of War

Goblin warriors ride savage wolves, bear down on stout, human pikemen, throwing themselves upon their foes' blades hoping for victory. Amidst the pikemen stands the paladin Sir Jeffers with his adventuring companions. As the goblins bear in on the soldiers, the valiant paladin cuts down the monster's leader while his comrades slay his bodyguard, sending the rest of the goblins into a panic as the pikemen turn aside their attack. Sensing his troops' ebbing confidence, the goblin general orders his war wizard to scatter the humans with a *fireball*. The flames burn and kill dozens of men, but before the pikemen can waver and break Sir Jeffers rallies their spirits. Soon, the pikemen advance to skewer the goblin infantry on their weapons and send them fleeing from the field. His army's spirit shattered, the goblin king is forced to run for his life.

Many empires are nursed on the blood and fury battle. While the core d20 rules can support fights between a handful of warriors, they are incapable of handling the clash of armies. This chapter introduces rules and guidelines for handling warfare between nations, with a system for orchestrating battles between thousands of soldiers.

In this chapter you'll find three sections. The first section covers rules for mass battles between thousands of warriors. These epic struggles can determine the fate of nations. The second section provides advice for GMs on how to run battles within the context of a campaign and how to present them to the players during a game session.

THE GOLDEN RULE

Before proceeding to the main rules in this section, there is one rule that you must keep in mind. When resolving anything on a battlefield, there may be times when something occurs that doesn't fit into these rules. When this happens, and when running mass battles in general, treat the units as single creatures in a normal, d20 system combat and make a ruling based on those rules. Treat each portion of a unit as a separate creature and think about how you would resolve an action or event in the normal combat system. Whenever possible, these rules were designed to act just like the combat rules you know and use in your campaign. They are the foundation to this system, and when in doubt use them to guide your decisions and judgements.

MASS BATTLE RULES

The mass battle system builds from the basic d20 rules. To handle large numbers of combatants, it introduces a few additional layers of abstraction. For example, combatants in the mass battle system do not roll to determine damage. Rather, they have static damage values. This system adds new rules for factors that play major roles in huge battles but rely on GM adjudication in the d20 combat system, such as morale and formations. A charging orc can dance around a single warrior's longspear to attack him, but a wall of hundreds of pikemen with their weapons ready can present an impenetrable wall of sharpened steel. A few weapons and tactics bear special consideration in a mass combat context.

Despite these differences, if you know how to run a combat in the core d20 rules most of this material is familiar to you. A unit makes an attack roll using its base attack bonus. If its total roll is greater than or equal to its target's armor class, the attack hits and deals damage. When a unit takes enough damage, it is destroyed.

SCALE

In keeping with the realm management system, the mass combat rules use a shifting scale of size and time to allow you to use them for epic struggles between sprawling empires or border wars between rival barons. Depending on the scale at which the campaign takes place, use the following values for the terms "Medium-size unit", "round", and "square". To keep things simple, the term unit is used throughout the text. Unless otherwise noted, assume that this term refers to a unit of any size. As you'll see later in the rules, the mass combat system uses the size descriptors to describe how many individual warriors or monsters make up a unit, rather than the physical height and length of a creature.

Scale	Soldiers in a Medium-size Unit	Length of a Combat Round	Size of a Square
Barony	100	1 minute	50 feet by 50 feet
Kingdom	500	2 minutes	100 feet by 100 feet
Empire	1,000	5 minutes	200 feet by 200 feet

A NOTE ON MARKERS AND MAPS

The mass battle rules use battlemats or graph paper and miniatures to keep track of where troops stand on the battlefield. Positioning is critical to a mass battle, and much of the challenge of generalship lies in outmaneuvering the enemy and attacking him in force. If you lack figures and a battlemat, you can use a chessboard and figures to represent the battlefield and the armies. Graph paper, as long as you block it off into squares large enough to hold pennies, dice, or other markers, also works well. Many word processing programs can produce tables. Create one with equal sized squares and you can print out as many battle maps as you need. If you would rather use an abstract system to resolve battles, such rules are given at the end of this section.

Throughout these rules, a square refers to a space on your battlemat, graph paper, chessboard, or whatever other surface you use to represent terrain. As long as the squares on your map are all the same size and are evenly distributed in rows and columns, you can use it to keep track of units in a battle.

SEQUENCE

Each mass battle consists of the following steps. One important difference between actions in the mass combat system and the standard rule is that combat is broken down into a variety of steps, such as missile fire, movement, and melee attacks. Since the rounds in the mass combat system are much longer than those in the standard system, each action type is given its own turn. No matter how quick a unit can move, it cannot hope to charge a group of archers without receiving fire as long as the archers are aware of their presence. This sequence also helps keep things clear.

1. Determine terrain (Optional). If the GM has already mapped the battle sight, he should simply present the map to the players.
2. Determine initiative for each unit in the battle. Just like in the core d20 combat rules, the mass battle system uses initiative to determine the order in which units act.
3. Deploy armies. Before a battle begins, the two generals must place their units on the map. Each army makes a scouting check by rolling a d20 and adding its general's Intelligence modifier. The high roller may opt to place a unit second or first. Each side alternates placing units. If one side has many more units than the other, that side should group its units together so that both sides have an equal number of opportunities to place units. For example, if one army has four units and the other one has eight, the army with more units would place two units at a time. If the larger army had nine, it might place two units three times and three units once. Try to break the units up into groups of the same size when placing them. These units do not have to be placed near each other or together as one unit.
4. Missile fire and spells. Starting with the unit with the highest initiative and working down to the lowest, each unit that wants to use missile fire or cast a spell resolves its actions. Units that want to use opportunity fire (see below) declare their intention during this step.
5. Movement. Starting with the unit with the highest initiative and working down to the lowest, each unit that wants to move resolves its actions.
5a. Opportunity fire and spells. During the missile fire step, some units may choose to delay their fire until a target presents itself. A squadron of archers watches a castle gate, ready to launch a volley of arrows at the first enemy unit to march through it. Opportunity fire takes place during movement.

6. Melee attacks. Starting with the unit with the highest initiative and working down to the lowest, each unit that wants to attack a target in melee resolves its actions.

7. Morale resolution. Starting with the unit with the highest initiative and working down to the lowest, check to see if a unit has sustained enough casualties that it must make a Morale saving throw. Units that fail this save lose the will to fight and may run away from the battle.

8. Repeat steps 5 through 7 until the battle is over. Some battles end when one army destroys the other, but sometimes special victory conditions created by the DM cause a fight to end early. For example, slaying the giant king could automatically defeat his army of hill giants, even if all his troops are still capable of fighting. Without their leader, the brutes run out of control and no longer pose a threat.

MASS BATTLE STATISTICS

Most of the statistics and attributes used in the mass combat rules are the same as those in the standard d20 combat system. If a creature has AC 14, then a unit of those creatures also has AC 14. A few statistics are simplified, most notable hit points and damage, to speed up mass combat, and a new saving throw type, Morale, is added to the mix. Finally, some abilities such as reach and spells work differently in large-scale battles. This section summarizes the typical creature statistics and how they are used in this system. Usually, a single figure in the mass battle system represents a unit of hundreds of creatures rather than a single combatant. While a unit uses the basic stats of its members, a few of these attributes need to be converted for use in the mass combat system.

Hits: To cut down on the number of die rolls in combat, all units use a simplified system of hit points. A creature has a number of hits equal to its hit points divided by 5. Round up decimals of 0.5 or higher, and round down those of 0.4 or lower. Units use the base hits of its member creatures to determine their total hits. Larger ones have more hits, while smaller ones have fewer hits. The section below titles **Combat Units** describes how to create units and determine their statistics.

If a creature would have 0 hits, it counts as having ½ hit. When forming units, creatures multiply their base hits by a modifier determined by the unit's size.

Initiative: Initiative is used to determine the order in which units act during a battle. It is unchanged from the core d20 rules.

Speed: Since the mass combat rules use an abstract unit, squares, to represent distance, a creature's speed must be converted to squares. Divide a creature's speed by 5 to determine how many squares it can move in a round.

In addition, a unit's size modifies its speed. Bigger units move slowly because they have trouble coordinating their actions. See **Combat Units** below for more information.

Armor Class: Armor class is used as presented in the core d20 rules but is also modified by a unit's size. See **Combat Units** below for more information.

Attacks: A creature's attack bonuses work exactly the same way in the mass combat rules as they do in the standard d20 rules. However, a unit's size modifies its attacks. See **Combat Units** below for more information.

Damage: Since the mass combat system uses hits rather than hit points, you need to convert a creature's damage from hit points to hits. To do this, look at the range of damage an attack can inflict. Add the minimum possible result to the maximum possible one. Divide the result by 10. Round up decimals of 0.5 or higher and round down those of 0.4 or lower. The end result is how many hits of damage an attack inflicts. For example, a human warrior inflicts 1d8+1 damage with his longsword. The minimum damage he inflicts is 2 (if he rolls a 1 on the d8) and the maximum is 9 (if he rolls an 8). Add those two values together (2 + 9) equals 11. Dividing this by 10 results in 1.1, which rounds down to 1. Thus, the warrior inflicts 1 hit of damage on a successful attack.

If an attack damage is 0 or less, it does 0 hits of damage. The attack is simply too weak to have any effect on a massed battle.

Face/Reach: A creature's face is determined by both its size and the size of the unit to which it belongs. See **Combat Units** below for more information. Reach has little effect on mass combat, since it has too limited an area of effect compared to the scale on which mass battles take place. Instead, it functions as a special ability detailed below under **Special Combat Abilities**.

Saves: In addition to the standard saves, all creatures in the mass combat rules also have a Morale save. This save is used to determine if a creature loses its nerve and runs from a fight. More information on the Morale save, including rules for calculating it, is given below under Morale. A creature's Morale save equals its Will save plus half its challenge rating or level, whichever is higher. Mercenaries are the exception to this rule, as their pay rather than experience determines their loyalty to a cause.

Abilities: The standard d20 ability scores and modifiers apply as normal to the mass battle system.

Special Abilities: Rules for converting most special abilities are given under the **Magic** section below. Most abilities, such as turn resistance and damage reduction, work exactly the same way in the mass battle system as they do in the core d20 combat rules.

Mounted Troops: Soldiers that ride into combat on horses, griffons, elephants, and similar creatures are at an advantage against infantry and other foes. The mass

combat system treats the rider and mount as one unit, combining their stats to produce a composite stat block to build units.

When determining their hits, use the greater hit point value between the rider and the mount. For example, a 4 hit point creature riding a 20 hit point mount would use the mount's hit points to determine its hits in the mass combat rules. Use the mount's speed and movement types (flying, swimming, etc.) in place of the rider's. If the mount can fight, it uses its attacks along with the rider's strikes. Determine the mounted soldier's AC by adding the rider and the mount's AC and dividing by two. Finally, use the greater size between the rider and the mount to determine the mounted troop's size for purposes of these rules. For the rest of the stats, use the higher of the two creatures' values. List both the mount and rider's feats, skills, and other abilities.

Some of the mounted combat feats grant cavalry special bonuses rather than their normal effects in the mass combat rules. These are detailed on page 42 under the **Spells and Abilities** section.

COMBAT UNITS

One of the key differences between the standard d20 combat system and the mass combat rules is the role units play in battle. One hundred warriors who march in tight formation and wield their weapons as one entity are much more effective than dozens of soldiers who scatter across a wide area and act without direction. In mass battles, the sheer number of creatures involved in a battle has a clear effect on an army's effectiveness. A group of 50 archers can quickly whittle through a mob of 30 goblins, but the same archers would have little effect on a horde of 3,000 humanoids. A unit's size determines its ability to fight and its facing on the battlefield.

Usually, a combat unit has the same statistics as a creature in the standard d20 rules. For example, a unit of 500 dwarf soldiers would use most of the same stats as a 1st-level dwarf warrior as described above. However, unit's size has an effect on several attributes. These modifiers are necessary to reflect the advantage a unit gains from its size.

E. Lofgren

A unit's size is ranked on the same scale as a creature's physical size, with the addition of one, additional size category: Solo. A Solo unit is meant to represent an individual hero or wizard and his bodyguards, retainers, and other followers.

To determine a unit's size, count up the number of creatures within it and use the chart appropriate to the realm scale used in your campaign or for a specific battle.

Barony-Scale	Unit Sizes
Solo	1 – 9
Tiny	10 – 49
Small	50 – 99
Medium-size	100 – 249
Large	250 – 499
Huge	500 – 999
Gargantuan	1,000 – 1,999
Colossal	2,000+

Kingdom-Scale	Unit Sizes
Solo	1 – 99
Tiny	100 – 249
Small	250 – 499
Medium-size	500 – 999
Large	1,000 – 1,999
Huge	2,000 – 4,999
Gargantuan	5,000 – 9,999
Colossal	10,000+

Empire-Scale	Unit Sizes
Solo	1 – 249
Tiny	250 – 499
Small	500 – 999
Medium-size	1,000 – 1,999
Large	2,000 – 4,999
Huge	5,000 – 9,999
Gargantuan	10,000 – 19,999
Colossal	20,000+

Once you have determined a unit's size, you can compute its speed, hits, damage, and face.

Speed: A small group can coordinate its actions and move as one with relative ease. Meanwhile, a huge unit must use drums, trumpets, and flags to keep itself together. Larger units are slow and ponderous, while small ones are quick and nimble. If after applying speed modifiers based on size a unit's speed is reduced to 0, increase it to a minimum of 1.

Unit Size	Speed Modifier
Solo	+4
Tiny	+2
Small	+1
Medium-size	+0
Large	+0
Huge	–1
Gargantuan	–2
Colossal	–4

Hits: A unit has a number of hits based on its size. A Medium-size unit has hits equal to twice its base creature's hits. For example, 1st-level orc warriors have 1 hit. No

MIXING CREATURES IN UNITS

The rules for units assume that you want to create ones that are composed of creatures with roughly the same stats. A unit of 400 orcs might have a wide range of Strength scores, feats, and so on, but the stats for the average orc work as a basic, representative description of the unit. If you want to produce a unit of 200 orcs and 200 goblins, you need a method to combine them. The easiest solution is to break them down into separate units. If this isn't acceptable, you can use a somewhat complex but workable method to mix them.

Determine the percentage of a unit a creature comprises. Multiply its stats by this percentage. Repeat this process for all the creatures in a unit, then add their stats together to produce a composite average member of the unit. Use this composite to determine the unit's stats. For non-numerical stats, such as face, use the most common value. If two values are tied, either pick one or use the smaller or lower one. As usual, round decimals of 0.5 or higher up and those of 0.4 or lower down.

For example, a unit consists of 200 orcs, 200 goblins, and 200 ogres. The orcs are AC 16, the goblins AC 14, and the ogres AC 17. Each unit represents 33% of the unit. Multiplying each creature's AC by 33% (or 0.33) gives an AC of 5 for the orcs, 5 for the goblins, and 6 for the ogres. The composite AC for the unit is 16. This value would then be modified by the unit's size according to the battle's realm scale. Hits, damage, saving throws, and other numeric values would be computed in the same manner.

matter what scale you use, a Medium-size unit of these troops would have 2 hits. The other size categories use similar multipliers to determine a unit's hits. Look up a unit's size and multiply its base creature's hits by the listed number.

After multiplying, round up any decimals of 0.5 or higher. Round down decimals of 0.4 or lower. If after rounding a unit has 0 or fewer hits, it has so few members that it is barely effective as a combat unit. Reduce its damage by half and assign a –4 penalty to its attacks. Round its total hits up to 1. Apply these modifiers before assigning any other modifiers based on size.

Unit Size	Hits Multiplier
Solo	¼
Tiny	½
Small	1
Medium-size	2
Large	4
Huge	8
Gargantuan	16
Colossal	32

Attacks: Large units have an easier time scoring a decisive hit in combat than smaller ones because they can bring more warriors to bear against an opponent. The sheer number of attacks they can make compensates for any shortcomings in their training and abilities.

Unit Size	Attack Modifier
Solo	−4
Tiny	−2
Small	−1
Medium-size	+0
Large	+1
Huge	+2
Gargantuan	+2
Colossal	+4

Face: Face represents that physical area a unit covers. It is based on both the size of a unit and the face of the base creature that comprises the unit's ranks. Look up a unit's base facing then modify it using its member creature's size. No unit can have a face less than 1 square by 1 square.

Unit Size	Base Face
Solo	1 square by 1 square*
Tiny	1 square by 1 square**
Small	1 square by 1 square
Medium-size	1 square by 1 square
Large	2 squares by 1 square
Huge	2 squares by 2 squares
Gargantuan	3 squares by 3 squares
Colossal	4 squares by 4 squares

* Reduce a creature's face modifier for its size by 2, to a minimum of zero, if it forms a Solo-sized unit.

** Reduce a creature's face modifier for its size by 1, to a minimum of zero, if it forms a Tiny unit.

Creature Size	Face Modifier
Tiny	−2 squares by −2 square
Small	−1 square by −1 square
Medium-size	+0 squares by +0 squares
Large	+1 square by +1 square
Huge	+2 squares by +2 squares
Gargantuan	+3 squares by +3 squares
Colossal	+4 squares by +4 squares

Damage: Damage does not necessarily scale with a unit's size. Instead, it changes when units with different sizes fight. The more soldiers a unit can devote to a fight, the more damage it can potentially deal. When a unit attacks a smaller opponent, it deals +1 hit of damage for every 5 points it beats its target's AC. For example, a Large unit attacks a Small unit with an AC of 15. The Large unit's total attack result is 22, beating the AC by 7. For every 5 full points it beats the AC, it gains +1 damage. In this case, the Large unit deals +1 damage. If it had beaten the AC by 10, it would have gained +2 damage. This bonus damage applies to all melee and missile attacks. It also applies to spells and special abilities that require an attack roll.

COMBAT BASICS

For the most part, the mass combat system works just as it does in the standard d20 system. Units are essentially large numbers of creatures that the mass combat rules treat as a single entity for most purposes. This section provides an overview of how the mass combat rules work and what happens in a round. You can fight complete battles using the rules given here and under the **Spells and Abilities** section.

INITIATIVE

Initiative in the mass combat system works almost exactly as it does in the core d20 rules. Each unit rolls for initiative. The unit with the highest initiative goes first during a phase and on down to the one with the lowest result.

During a round, each unit may take up to two actions. A unit may spend these actions however it wishes. Each turn type lists the different actions a unit may take. For example, the various movement actions are given under the description of the movement turn.

Unlike the standard d20 rules, units may not take actions such as refocus or delay to alter their initiative results. However, if a commanding officer or general has certain feats or skills he can improve his army's initiative. Rules for such abilities are given below under **Heroes and Generals**. A unit may always choose to wait until a lower initiative count to takes its actions, though no unit may delay to a count lower than 0 – its initiative. Delaying in this manner does not change a unit's initiative.

DEPLOYMENT

After rolling for initiative, the two sides take turns placing their units on the battlefield. Each side must either select an edge of the battlefield as its starting position or the GM assigns them.

The unit with the highest initiative is placed so that it touches its side's edge of the battlefield. It may then take one move action as described below under **Movement**. If this movement would result in any damage or other effects to the unit, apply them as normal. The one exception to this movement is that no unit can use the charge action to initiate melee combat, nor can it use any actions that allow it to do anything other than move.

After the unit with the highest initiative has gone, continue down the initiative order until all units have gone. A unit may opt not to move, instead remaining at the battlefield's edge, but it must be placed on the field.

COMBAT ACTIONS

During a given battle round, a unit may take two actions. It may use them in any combination during the missile fire, movement, and melee attacks turns. For example, a unit could use one action to move, then a second one to

attack in melee. A different unit could use both its actions during the missile fire turn. Each of the turns is described below along with the actions a unit can use during it.

Missile Fire and Spells

Starting with the unit with the highest initiative and working down to the lowest, each unit that wants to use missile fire or cast a spell resolves its actions. Units that want to use opportunity fire (see below) declare their intention during this step. On a unit's turn, it can use one or both its actions. Remember, though, that a unit has two actions to use on all three turns: missile, movement, and melee. A unit that uses both actions during this turn can neither move nor fight in melee.

Remember that a larger unit can deal bonus damage to smaller opponents based on the results of its attack. If the attacking unit is larger than its opponent, it does +1 damage for every 5 full points it beats its target's AC.

Aim: By spending an action to ready an attack, a unit can take aim at a target before firing. The aiming unit gains a +2 competence bonus on all missile attacks it makes for the rest of the round. Since competence bonuses do not stack, a unit should normally aim once per round.

Cast a Spell: A unit or individual within a unit may opt to cast a magic spell. See **Spells and Special Abilities** for more information on magic on the battlefield.

Fire: As a single action, a unit may fire any missile weapons it carries. Resolve the attack as a full attack action. The unit may take all of its attacks as normal if it receives multiple strikes. For example, a unit of 6th-level fighters has a base attack bonus high enough to gain multiple attacks (+6/+1). When attacking with this action, they may use both attacks. Units equipped with crossbows and thrown weapons may use of all their attacks. The time scale in the mass combat rules is such that crossbowmen have time to reload and fire again while units with thrown weapons can draw a second weapon and use it.

When resolving ranged attacks, there are a few additional factors to consider. The most important conversion is range. Since range increments are given in feet, be sure to convert them over to squares depending on the realm scale the battle uses. Alternatively, you can simply count the squares between two units and multiply the total by the length of a single square in feet. While not exact, particular-

ly if the range requires you to count squares diagonally, it is close enough for purposes of the game.

Otherwise, use the standard d20 system modifiers for attacks, such as the −4 penalty for firing into melee and all cover modifiers. Cover applies if at least half of a unit gains its benefits.

Opportunity Fire: A unit that chooses this action opts to wait until a target presents itself before firing. Units that can cast spells and those equipped with ranged weapons may use this action. At any time during the movement turn, including during an enemy unit's movement, the unit may resolve its attack. It may cast a spell as normal or it may make an attack as if it used the standard attack action. For most units, this means it can take only a single attack. Since the unit must waste precious moments waiting for a target to appear, it cannot unleash a full volley. If the unit does not use its opportunity fire attack before the movement turn ends, this action is wasted. Normally, it is easiest to place a penny or similar marker next to a unit that chooses the opportunity fire action as a reminder. Once the unit fires, remove the penny.

Use a Spell-Like or Supernatural Ability: A unit may use any supernatural or spell-like abilities it possesses as normal. See the section below on **Spells and Special Abilities** for details on converting these abilities to the mass combat rules.

MOVEMENT

Starting with the unit with the highest initiative and working down to the lowest, each unit that wants to move resolves its actions. As usual, each unit has only two actions per round. If it spent all its actions firing missile weapons or casting spells, it cannot move. By the same token, if it uses all its actions moving or firing weapons, it cannot attack in melee.

When a unit moves, the terrain it travels through can affect how far it can go. Open plains allow easy, fast movement, but forests and other obstacles can slow a unit or force it to spread its ranks and leave it vulnerable to attack. The effects of terrain are detailed later in this section of the chapter.

Charge: By spending two actions, a unit can charge forward to engage an enemy formation in melee. A charging unit gains the standard bonuses and drawbacks as listed in the core d20 combat rules. It may immediately attack as if it used a full attack action against its target. This is one of the few cases in which a unit may attack during the movement turn.

In order to charge, a unit needs reasonably clear terrain. A unit cannot charge if it must move through terrain that costs more than one area of movement to enter or if the target unit gains cover from terrain.

Climb: A unit can climb as per the standard d20 rules for climbing. See **Movement Modes** below for more information.

Forced March: A unit that takes a force march spends two actions to move at four times its normal speed. While using the forced march action, the unit sheathes its swords, stows its shields, and concentrates on moving rather than defending itself. A unit that uses the forced march action loses any shield bonus to AC it normally gains and suffers an additional –2 penalty to AC.

Man Fortifications: If a unit occupies a fortified terrain (see **Terrain**, below) it may spend an action to gain the benefits of that terrain's defenses.

Receive Charge: This action is one of the few that allows a unit to attack during the movement turn. A unit equipped with weapons that can be set to receive a charge may, if it has any actions remaining, immediately use an action to attack a charging unit with the weapons it can set against a charge. Resolve this attack before resolving the charging unit's attack. A weapon set to receive a charge deals double damage. As you can see, cavalry and other fast units should avoid charging pikemen.

Standard Move: By spending a single action, a unit can move its normal speed in squares across the battlefield.

Take Cover: If a unit is in terrain that grants cover, the entire unit may fortify its position by taking cover. A unit that spends one action to take cover increases the cover bonus to AC it gains by +2 so long as it remains in its current position. This bonus persists from round to round so

long as the unit remains in place. Portions of the unit that are not within squares that do not grant cover gain this +2 bonus, but they do not gain the benefits of the cover. This action may also be used to increase the benefits gained from a fortified square. The unit strengthens the defenses and reorganizes itself to take better advantage of them. A unit may only use this action once to increase its cover bonus to AC. Subsequent uses are wasted unless the unit loses this bonus, at which time it can re-use this action to regain it.

Opportunity Fire and Spells: Remember to resolve any opportunity fire, whether from spells or ranged weapons, during this turn. Any opportunity fire actions left unused are wasted.

Movement Modes

Some creatures can move via different methods, either with in-born abilities or through the use of magical items. Purple worms burrow through the earth to devour their prey from below, while a skilled wizard can use a spell to soar above his enemies.

Burrow: A burrowing creature moves beneath the ground, tunneling through the dirt and rock. While a creature burrows, mark it with a coin or counter to indicate that it is beneath ground. While burrowing, a creature is shielded from most physical attacks and spells. It can also move beneath other units. Only creatures with a magical item or a listed burrowing speed can use this movement method.

Burrowing creatures can move beneath enemy units to attack them. If they do this, they may ignore any cover an enemy unit gains from the terrain it occupies. The burrowing unit attacks from below, emerging within or behind fortifications or walls.

Certain terrain features may block burrowing movement. For example, a deep lake might extend too far downward for a burrowing creature to move beneath it. The floor of an underworld cavern may be solid stone too thick and strong for burrowing creatures to dig into. The standard terrain rules assume that a burrowing creature can pass beneath anything, but you may decide otherwise.

Climb: A climbing unit moves one level per action spent climbing. Successfully scaling a surface requires a Climb check as per the standard rules for that skill. If a unit uses its last action to climb it is caught in mid-climb and suffers several penalties. It loses its Dexterity bonus to AC, cannot use shields, and grants attackers a +2 bonus to hit. A unit can climb a number of levels equal to half its speed with one action. For more information on levels, see the rules below for flying.

Fly: Flying creatures soar above the battlefield, swooping down to attack their targets before rising up to escape any counter attacks. To keep things simple, altitude is measured in levels. One level of altitude equals the length of a single square according to the battle's realm scale. A creature with one level of altitude is one square above the ground. Use all the standard d20 rules for flying to determine how a creature moves and how well it maneuvers, though remember to convert all distances to squares. Remember that a unit in the mass combat system moves almost exactly like a single creature in the standard combat rules.

The easiest way to keep track of flying units is to place them on the board and use counters, coins, or similar chits to mark their altitude. One chit equals one level of altitude. Thus, a unit of griffons with three chits next to it would be flying three levels above the battlefield. If the unit is directly over another unit, you can mix their markers (counters, miniatures) on the battlefield or move the flying unit aside and use a smaller marker to designate its position.

Flying creatures that are adjacent to each other and at the same altitude can fight normally. They can use missile weapons against targets that are within range and can themselves be hit with distance attacks. When determining the range to or from a flying creature, count the squares between the two units then add the flying creature's altitude. While not a precise measurement, this works well enough for purposes of these rules.

Swim: Units with the swim movement mode can move through water at their listed swimming speed. Other units must make Swim checks as per the skill. A swimming unit moves at half its normal speed with a single action. If a unit starts to drown, it loses one-quarter of its hits per round it spends drowning. If a unit is so large that it can straddle a body of water, make only one Swim check for the unit to move across it.

MELEE ATTACKS

Melee attacks work just as they do in the core d20 rules, though units do not have reach in the mass battle system. The scale of these rules is large enough that long reach plays a slightly different role as explained below under **Spells and Abilities.** By the same token, a unit equipped with reach weapons that cannot be used against adjacent enemies ignores that restriction.

To make a melee attack, a unit must be directly adjacent to its target. A unit may opt to attack one unit with a melee attack action. If a unit has not yet used any actions, it could attack two different units or the same unit twice. If after the melee attack turn a unit still has unused actions, those actions are wasted.

Remember that a larger unit can deal bonus damage to smaller opponents based on the results of its attack. If the attacking unit is larger than its opponent, it does +1 damage for every 5 full points it beats its target's AC.

Attack: As a single action, a unit may attack as if it used the full attack action. Thus, units that receive multiple attacks may use them all. All of these attacks must be used against the same target unit. When using the attack action, a unit must declare a single unit as its target.

Total Defense: A unit that selects this options spends two actions to receive a +4 dodge bonus to AC until it next takes an action, either on this round or the next.

Attack Modifiers: The table included here lists all the modifiers used in the mass combat rules. Note that the bonus for higher ground is increased to +2 in these rules and mounted fighters get a +2 bonus against infantry. In mass combat formations, the high ground is a valuable resource while mounted warriors have a major advantage over their opponents.

Circumstance	Modifier
Attacker flanking defender*	+2
Attacker mounted, smaller defender on foot	+2**
Attacker on higher ground	+2
Attacker invisible	+2
Defender climbing (cannot use shield)	+2
Cover	See cover and terrain below

* Flanking is defined differently in the mass combat rules than it is in the normal d20 rules for combat. The attacker is considered to have flanked its target if the target has attackers adjacent to it on any different side. The attacker doesn't need to have an ally directly across from his position. However, the flanking bonus does not apply if all attacking units hit a defending unit on the same side.

**This bonus applies only if the cavalry's size is greater than the infantry's. For example, humans on horseback count as Large. If they attack Medium-size dwarves, they receive this bonus.

Cover: Cover includes any physical barrier that prevents an attack from striking its target. Use the standard modifiers for saves and AC for cover as found in the core d20 rules. In addition, the terrain a unit occupies determines the cover it receives. The section below titled **Terrain** covers all the modifiers and special rules that forests, rivers, and other features provide to units.

MORALE RESOLUTION

Starting with the unit with the highest initiative and working down to the lowest, check to see if a unit has sustained enough casualties that it must make a Morale saving throw. Units that fail this save lose the will to fight and may run away from the battle. Every time a unit loses a quarter of its starting hits, it must make a Morale save. Once a unit has made or failed a save for a given level of losses, it does not have to save again at that DC. For exam-

ple, a unit of trolls is reduced to half its starting hits. It must make a Morale save with a DC of 20. If the unit makes its save, it doesn't have to check against next round for having lost half its hits. The next time it must make a save is if it loses three-quarters of its starting hits.

Complete rules for Morale saves are given at the end of this chapter. A Morale save equals a unit's Will save plus half the higher of either its hit dice or its total level. A unit must make a save each time its loses a quarter of its starting hits. The table below summarizes the save DCs. A unit that fails a Morale save is considered routed. It must use the forced march action to move back towards its side of the battlefield. If a routed unit makes it to the edge of the battlefield, it flees combat and is considered destroyed. A routed unit cannot move through other units and tries to make the most convenient, shortest path to escape. If it is cornered, it may use actions to fight only if it is targeted by spells, missile fire, or melee attacks. In that case, the unit may attack the nearest enemy unit but it may not move towards an opponent to engage it unless it makes a Morale save with a DC determined by the casualties it has taken. A trapped unit forced to fight may make this save each round in order to move towards and attack the closest enemy unit.

Player characters and important villains or NPCs do not have to make Morale saves. They can fight or flee as they wish. However, any units these characters are attached to (see **Heroes and Generals** below) must still make Morale saves as normal.

Hits Lost	Morale Save DC
1/4	10
1/2	20
3/4	30

ATTACKS OF OPPORTUNITY

Attacks of opportunity work in a similar manner to the core rules, with one important exception. The scale of mass combat is large enough that creatures with reach cannot threaten entire squares next to their positions. Thus, all units always threaten the squares immediately adjacent to them and nothing else. Otherwise, use the rules for attacks of opportunity as normal. Missile attacks, spells, and the use of spell-like abilities triggers them as normal, a unit making an attack of opportunity makes one strike using its best base attack bonus, and so forth.

SPELLS AND ABILITIES

Spells, special attacks, and special defenses all have different effects in a massive battle involving thousands of warriors compared to a fight in a dungeon between four adventurers and a dozen orcs. A lone wizard can neutralize a dragon with *charm monster* but that same spell is all but useless against a charging horde of 1,000 orcs. The fol-

lowing general rules should be used to convert all spells and special attacks to the mass combat system. Specific cases, special rules, and advice follow this section.

In many ways, wizards and sorcerers serve as mobile artillery platforms in mass battles. Spells such as *fireball* and *cloudkill* can destroy entire enemy units in an instant, blasting through the ranks to reduce an army to a panicked mob. The rules given here allow you to convert any magical spell from the d20 rules to the mass combat system. As a rule of thumb, only those spells with a wide of area are useful in large battles. Spells that target one or few individuals are best used to eliminate enemy commanders or spellcasters. Against units, they are mostly useless.

Many spells require GM adjudication. Illusions, monster summoning, and so forth should be run as per their standard rules, though remember to convert duration and other factors such as damage to the mass combat scale.

Damage: Abilities and spells that inflict damage must be converted to hits. Take the minimum damage the effect can inflict, add it to the maximum damage, and divide by 10. The result is the effect's damage in hits. For example, a 6th-level wizard's *fireball* inflicts 6d6 damage, or 6 – 36 hit points. Adding the minimum result (6) to the maximum (36) yields 42. Dividing by 10 yields a total result of 4. In addition, a spell must be able to cover enough of a unit to inflict damage upon it. A massive unit of orcs would take some damage from a *fireball*, but a smaller one would be annihilated since the spell could cover its entire formation. The maximum damage a spell can inflict on a unit is related to the number of targets it can hit. A spell with an area of effect can only hurt the warriors caught within it. The percentage of a unit's face a spell covers is used to determine the maximum damage it causes. The percentage of a unit covered equals the same percentage of its maximum, starting hits in damage the spell can inflict. For example, a *fireball* engulfs 25% of a dwarf unit's facing. This means that the maximum damage the spell can inflict equals 25% of the dwarves' starting hits. The rest of the damage is wasted. Since only part of the unit was hit by the spell, only part of it can be affected by it.

For spells that target individuals, use the same system. If a spell can target 10 warriors out of a group of 100, the maximum damage it can inflict equals 10% of the unit's starting hits.

As usual, round up decimals of 0.5 or higher and round down those of 0.4 or lower. If damage would be reduced to 0, the spell cannot effectively damage the unit. It strikes too few targets to make a difference in a large battle.

Duration: Convert the spell's duration to the mass combat rounds based on the realm scale of the battle. See **Mass Combat and Scale** above.

Instant Kill/Incapacitate Effects: Some spells and abilities kill or incapacitate their targets on a failed saving throw. These abilities' damage can be measured in hits by determining what percentage of a unit is exposed to the effect. For effects that cover an area, the percentage of the unit covered roughly equals the hits the unit suffers from the death attack. For example, if a quarter of a unit's facing is covered by a *cloudkill*, that unit loses 25% of its starting, maximum hits with a minimum of 1 hit of damage. For ease of use, measure the proportion of a unit in quarters. Any coverage less than a quarter is too contained to have any effect. As usual, the unit is allowed a saving throw to avoid or halve damage as appropriate.

Refer to the damage section above to determine what percent of a unit can be targeted by instant kill effects.

Instant kill effects include anything that can remove a combatant from the fight or leave him unable to continue. The unit suffers damage equal to the proportion of its members hit by the attack as described above. If the effect has a duration, apply the damage as normal but restore it if the spell or effect's duration ends and the unit is still alive. Assume that soldiers struck by fear simply refused to fight, paralyzed warriors were dragged along by their comrades, and so forth. If the unit breaks or is destroyed before the spell ends, hits lost to these temporary effects are considered permanent casualties just like combat damage and other effects.

Gaze Attacks: A gaze attack can be used against one unit per action. A unit hit with a gaze attack is treated as if 25% of its members could be affected by the attack. In massed ranks, many soldiers' line of sight becomes blocked while others look away as the gaze attack strikes down their comrades.

Units: Sometimes, an entire unit can cast a spell or use a special ability. In that case, apply the standard modifiers for unit size to any attack rolls and apply damage and effects as per any other unit attack. If the attack is an instant kill or one that paralyzes targets, damage is determined by the unit's size. The table below summarizes how much damage a unit takes when it is hit by a death/incapacitating attack from a unit of the listed size.

Note that these rules are not an exact representation of what happens to a unit when it is hit with a paralyzing attack or death ray. At the scale the mass combat rules work on, some level of abstraction is required. If, in the DM's judgement, a death attack would instantly destroy a unit than he may apply those effects to the battle. For example, a long frost giant hit by a ghoul's paralyzing attack would be paralyzed and killed by it if he misses his saving throw. These rules tend to level the playing field between normal units and those that can paralyze or instantly kill defenders.

Attack Unit's Size	Damage From Instant Kill/Incapacitation
Solo	1 hit
Tiny	1 hit
Small	1 hit
Medium-size	1 hit
Large	2 hits
Huge	3 hits
Gargantuan	4 hits
Colossal	6 hits

SPECIAL COMBAT ABILITIES

Many special abilities have different effects when they are used by mass troops than when a single combatant makes use of them. While a longspear has the same effect as an ogre's long reach in the core d20 rules, in a massed combat context the two abilities have different effects. A mass of pikes produces a sharp, iron-tipped hedge that wards off cavalry. Ranks of soldiers behind the first line can level their weapons to form successive barriers. Most importantly, the pikes form a physical barrier to advance. An ogre or troll may have long limbs necessary to reach an opponent, but when those creatures fight *en masse* their capabilities do not have the same effect as a wave of level pikes. This section addresses several feats, special abilities, and other unique capabilities and their effects on large battles.

Special abilities use their saving throws DCs as normal. Since saves translate into the mass combat system as normal, you can use them as presented in the core rules. If a special ability deals damage, covert its damage values from hit points to hits as described above under **Mass Battle Statistics**. Convert spell-like abilities and supernatural ones that mimic spells using the rules given under **Spells** and use the guidelines there for any abilities that simply inflict damage.

SPECIAL ATTACKS

Ability Score Loss and Poison: Attacks that drain ability scores, such as poison, rarely have a major effect on the battlefield. The one exception to this are area of effect attacks that cover more than 50% of a unit or a poison-using formation that is at least half the size of the unit it attacks. In this case, the ability score loss is applied to the unit's stats as normal.

Breath Weapon, Constrict, Improved Grab, Swallow Hole, Trample: Determine the damage these attacks can inflict as per spells and abilities, basing damage on the percentage of a unit they can affect. Otherwise, resolve them as per the standard d20 rules using the units' appropriate stats.

Reach: Creatures with reach can hit more foes during the course of a round. For each 5 ft. of reach beyond 5 ft., a creature gains a +1 bonus to damage to all its attacks.

Sneak Attacks: Within the context of a large battle, it is almost impossible to catch an entire unit by surprise. A unit attacked from two directions simply turns to face its opponents. Sneak attack damage normally plays no role in the mass combat system.
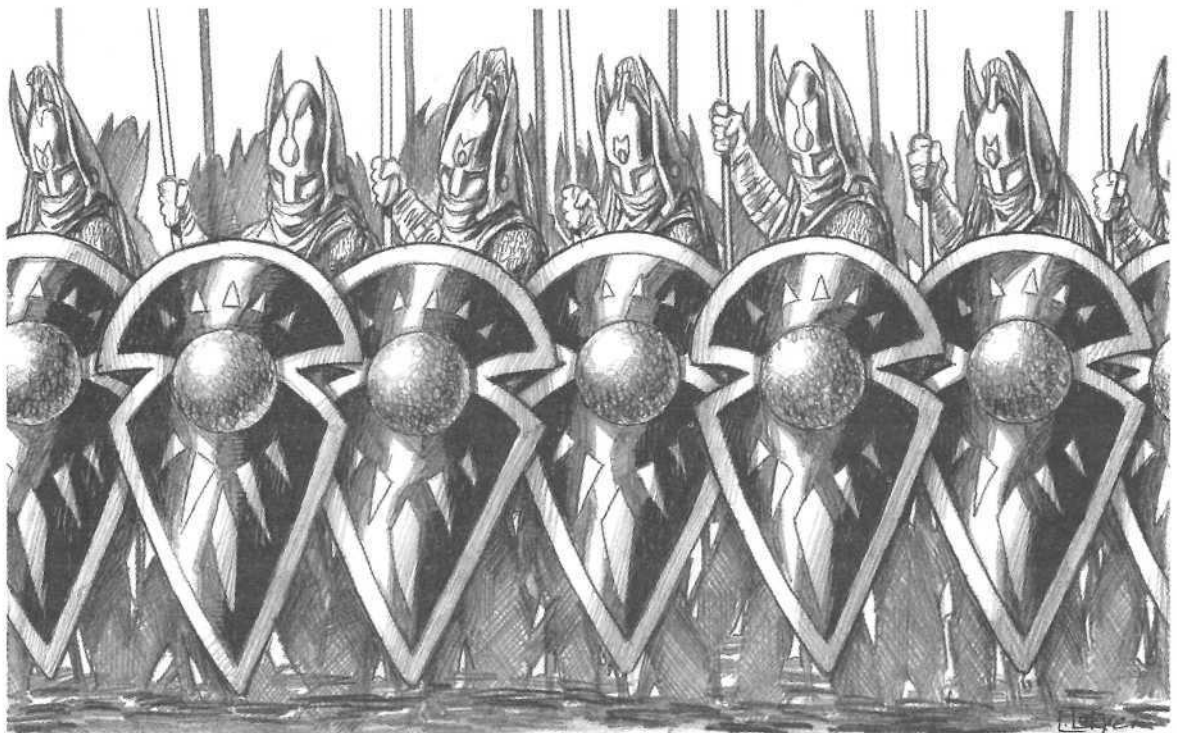
Turn/Rebuke Undead: Turning undead works almost exactly as it does under the standard rules. Make one turning check for the unit attempting to turn. If the turning unit can affect the undead unit (as determined by its hit dice), roll turning damage as normal. The result is the hits of damage that the undead unit sustains. For purposes of the mass combat system, the undead are destroyed. If an undead unit is made up of more than one type of undead, assume that the composite unit's stats represent the entire unit. Do not try to break down the exact proportion of the undead that are turned and what type flee or are destroyed.

An evil cleric can "heal" the hits of damage caused by turning if the turning cleric could not destroy the undead. The evil cleric uses the dispelling turning ability as normal, healing the unit of a number of hits equal to the result of his turning damage check. Obviously, an evil cleric cannot heal a unit of more hits than it has taken from turning attempts.

Note that large units of clerics cannot easily destroy an entire unit of undead. A turning attempt's limited range means that only creatures at a unit's edge will normally be affected. For large units, it is simply impossible for a unit of clerics to engulf the entire group within the area of a turning attempt. Turning is still a deadly weapon against weaker undead, and since it deals damage directly against undead it is still a potent ability.

SPECIAL DEFENSES

Damage Reduction: Damage reduction works exactly the same way in mass combat as it does in the standard d20 combat system, though you must convert it over to hits to use it. Divide a creature's DR rating by 5. This is the damage in hits this ability absorbs. Units must be equipped with the proper weapons to defeat DR as normal.

Fast Healing and Regeneration: Convert these abilities to hits by dividing by 5 and rounding off any decimals. Creatures left with fast healing or regeneration of 0 simply do not recover quickly enough for this ability to make a difference on the battlefield.

Resistance: Many creatures, particularly outsiders, have resistance to various effects. Divide a creature's resistance rating by 5. This is the amount of damage in hits that the creature's resistance protects it from. For example, a creature with fire resistance 10 has fire resistance 2 in the mass combat system.

Spell Resistance: Spell resistance remains unchanged in the mass battle rules. Make caster level checks as normal to defeat this defense. If a unit has SR, make one check for it.

FEATS

Unless otherwise noted here, a feat functions in the mass combat system the same way that it does in the core d20 rules. For example, a unit of warriors with dodge could nominate a single opponent, such as a unit of archers, as the target of their AC bonus.

Several feats reflect combat options not normally available to units. For example, in the chaos of the battlefield only the most elite units with Improved Disarm or Improved Trip can perform mass disarm or trip attacks on their opponents.

Cleave: Cleave allows a unit to deal tremendous amounts of punishment to an enemy unit in a short period of time. A unit with this feat gains a +1 bonus to its damage to reflect the extra attacks it gains.

Great Cleave: As per Cleave, though the unit's bonus to damage increases to +3.

Improved Critical: A unit with this feat gains a +1 bonus to damage to reflect the greater number of critical hits its members score.

Improved Disarm: In return for accepting a −1 penalty to its damage, a unit with Improved Disarm can impose a −2 competence penalty to hit on a unit that it hits in melee combat. This penalty lasts for one round.

Improved Trip: A unit with the Improved Trip feat may opt to make an opposed Strength check against one opponent per round. The loser of this check receives a −2 penalty to AC against all melee attacks for one round.

Mounted Combat: Cavalry units with this feat gain a +2 dodge bonus to AC.

Point Blank Shot: Units receive the bonus to hit as normal with this feat. However, to add the effects of the damage recalculate the unit's ranged attacks using the +1 bonus provided by this feat.

Power Attack: A unit with this feat may use it as normal, but remember to add the damage bonus to the unit's normal damage before converting to hits, not after.

Ride-By Attack: When a cavalry unit with this feat charges, it may opt to continue moving through the unit it attacked if it has enough movement to completely pass through it. Otherwise, it must stop at the point where it encountered its opponent.

Shot on the Run: A unit with this feat gains access to a special action it may use during the movement turn. The unit may use a single action to make a normal movement and make a ranged attack as if it used a standard attack action. It may make this attack any time during its movement. Using this attack does not cause the unit's movement to end. It may move both before and after the attack. This is the only sort of missile fire allowed during the movement phase aside from opportunity fire.

Spring Attack: A unit with this feat gains access to a special action it may use during the movement turn. The unit may use a single action to make a normal movement and make a melee attack as if it used a standard attack action. It may make this attack any time during its movement. Using this attack does not cause the unit's movement to end. It may move both before and after the attack. Normally, units cannot attack during the movement phase unless they charge.

Sunder: A unit with this feat imposes a –1 penalty to their opponents' damage if their foes fight with weapons. This feat cannot reduce a unit's damage to less than 1. The warriors in the unit shatter blades and destroy weapons, ruining their opponent's ability to fight. This penalty remains even if the sundering unit disengages their opponents, but it is not cumulative.

Trample: A cavalry unit with this feat may move through enemy units without penalty. The cavalry unit must have enough movement to pass completely through the unit, and it may not move through more than one unit per round. After the cavalry passes through, it may attack the unit as if its mounts use a standard attack action against its target. This is one of the few instances in which a unit may attack during the movement turn.

WEAPONS

Many weapons, especially polearms, were designed to be used by massive formations of infantry. A longspear is much deadlier when hundreds of massed warriors wield one rather than a lone soldier. This section outlines the special rules that apply when a unit uses polearms and similar weapons. Only units of size Small or larger gain the benefits listed here. Tiny and Solo units are too small to make effective use of formations.

Setting to Receive Charges: If a weapon can be set to receive a charge, an infantry unit does not have to ready an action to gain the benefits of double damage unless it is caught flatfooted. Instead, it can opt to use an action to receive a charge when it is attacked. The following weapons can be set to receive a charge: halfspear, shortspear, trident, halberd, longspear.

Reach Weapons: When fighting with a reach weapon, a unit gains a +1 bonus to damage per 5 ft. of reach beyond a base 5 ft. Reach weapons allow more ranks of a unit to bring their weapons to bear upon the enemy.

Polearms: Long weapons are especially useful against cavalry, as they negate the height advantage that mounted warriors normally gain against infantry. An infantry unit armed with glaives, guisarmes, halberds, longspears, or ranseurs cancels the +2 bonus cavalry normally receives when fighting them.

Guisarme: As this weapon is specifically designed for use in trip attacks, units fighting with it gain the benefits of the Improved Trip feat as described above and if it loses the opposed Strength check its opponent does not gain a bonus to hit it.

Longspear/Pike: A favored weapon for infantry, massed rows of pikes or longspears present a deadly barrier to charging cavalry or infantry. In addition to standard attack of opportunity, a unit equipped with these weapons gains an additional +2 bonus to hit any opponent that charges them and deals double damage.

Ranseur: The ranseur's unique design makes it especially effective when used to disarm an opponent. Units equipped with this weapon gain the benefits of the Improved Disarm feat as described above. If the unit has that feat, it does not suffer the damage penalty necessary to activate the feat.

Whip: A unit equipped with whips gains the benefits described above for both the guisarme and ranseur.

HEROES AND GENERALS

A hero or general is defined as any NPC or PC who plays an important role in the campaign or is a noteworthy leader of men. For most units, you can assume that any officers or leaders have the same stats as the typical soldier or, if they are better trained and equipped, are too few in number to significantly affect the unit's fighting abilities. However, the player characters are too important to consign to such a dull, anonymous status. Instead, they provide special abilities and capabilities to units under their direct command. The following rules apply when a hero or villain is attached to a unit.

Converting Characters: Unlike units, PCs use most of their normal d20 stats in the mass combat system. Keep track of hit points as normal, and apply attacks from units as if you were using the normal rules for combat. However, when PCs use spells, attacks, and other abilities against units they must convert their abilities to the mass combat system. Thus, PCs receive damage from units in terms of hit points but deal it to them in terms of hits.

If a unit attacks and hits a PC, multiply its damage in hits by 5 to determine the damage in hit points. Otherwise, treat the PC as a size Solo unit. If the PC has bodyguards or followers, treat them as a unit that the PC travels with as per the rules given below under PCs In Units.

PCs In Units: A PC can enter a unit merely by moving into the space it occupies. A character could begin the battle as a "unit" of one person (a size Solo unit) and move to link up with a unit. All a PC must do is move into a unit and he can, if he chooses, join it. To leave a unit, a PC can spend an action to move away from the unit or the unit could move away from him.

A PC's position within a unit must be indicated with a marker of some sort, such as a counter. At any time during a movement action, the players can move their PCs to different places within a unit. If a character is with a spell or attack's area of effect, apply that attack to him using the standard d20 rules. If the PC's unit comes under missile fire, there is a 10% chance that the PC is targeted by an attack made by the enemy unit using the standard d20 combat rules.

If a PC or important NPC falls while attached to a unit, that unit suffers a –2 penalty to all Morale saves for the remainder of the battle if that unit recognized the character as a leader or important, inspirational figure. This penalty applies in addition to the specific penalties listed under the actions below.

If a unit containing a PC or NPC is destroyed, the lone PC remains on the field. Treat him as a size Solo unit placed at the position he occupied when the unit was destroyed.

Since melee combat is up close and personal, a few different rules are set aside for it. These are listed below.

Actions: Normally, a PC in a unit takes the same actions as the unit that he is attached to. If the unit moves, the PC uses an action to move. If it makes a melee attack, he also makes one. The paragraphs below cover each turn in a round and describe what a PC can do while in a unit.

PCs, just like units, have two actions. If at any time a unit spends an action but the PC has no actions remaining, the PC cannot complete that action. If a PC casts two spells during the missile fire turn and the unit moves during the movement turn, the PC is left behind.

Initiative: When a PC joins a unit, he may choose to keep his current initiative or he may opt to go on the unit's count. If he later leaves the unit, his initiative goes back to its original value.

Missile Fire and Spells: Whether the unit uses an action to make a ranged attack or not, the PC can choose any of the standard actions for this turn. He could cast a spell, use his missile weapon, and so on. A PC with a missile weapon makes his attacks separate from the unit. Determine the PC's attacks and damage in the mass combat system, treating him as a unit of size Solo. If you do not want PCs to have a major effect on a battle through their attacks, you can ignore this rule and instead rule that their ranged attacks on their own have no effect. This makes sense for very large battles.

Movement: A PC is always considered to move at the same speed and with the same modes as the unit. The members of the unit carry him, give him a ride, or otherwise assist him in keeping their pace. If the PC moves faster, he must leave the unit to take advantage of his full speed. Otherwise, if he wants to remain with the unit he must slow to its pace.

At any time the unit spends an action to move, a PC can opt to leave the unit by staying in place. The character does not spend the action to move and can use it to cast spells, attack, or move in a different direction as normal.

Rally: If a routing unit must move to flee the battlefield, a character embedded with the unit may attempt to counteract the effects of a failed Morale save. The character must move with the unit as it flees. For each action he spends in this way, he may make a Diplomacy or Perform check with a DC equal to the DC of a Morale save the unit would have to make based on the casualties it has sustained. If the check succeeds, the unit stops routing after it completes its move. A character can attempt this multiple times per round, so long as he spends actions to move with the unit as it routs. If a routing unit ends its movement occupying the same space as a character who is not attached to a unit, that character may immediately attempt to stop the unit's rout using Diplomacy or Perform as a free action.

Melee: When a PC fights with a unit, he gets to roll his attacks separately. However, if you want the characters to have no individual combat roles in a battle you can ignore this rule. There are times when an enemy champion or officer may challenge a PC, giving him a chance to shine in combat. The following options and events cover what happens to PCs who become involved in the fighting.

First and foremost, a PC can be involved in a melee only if he is positioned in a square that has enemy units adjacent to it. Otherwise, he is too far from the fighting to participate. Needless to say, fighters, barbarians, and similar characters are best kept to the front of units while wizards and sorcerers should stay in the back.

If the PC is in a unit that fights against a unit with an important NPC or monster in it, both the PC and the NPC use these actions as normal. Depending on the actions one or the other uses, certain options may not work. For example, if an NPC villain uses the stand back action a PC cannot use challenge to fight him.

Act of Bravery: The heroic paladin wades into the enemy's ranks, calling out maledictions against them and reciting his deity's litanies of hatred. The men in his unit, emboldened by his example, redouble their attacks.

The PC throws himself into the fight with vicious abandon. He does not attack this round. Instead, the enemy unit makes 2d4 attacks against him using the standard d20 rules. These attacks are resolved as if the character's foes used the standard attack action to assault him. If he survives these attacks, his unit gains a +4 morale bonus to its attacks for this round. If he falls, they receive a –4 morale penalty to attacks and must immediately make a Morale save. The DC of this save is either 10, if the unit has not yet take a quarter of its strength as casualties, or the DC appropriate to the damage it has taken + 5.

Challenge: A skilled swordsmen from the unit pushes his allies aside, working his way to the edge of the formation. Once there, he waves his sword and catches the orc chief's attention. The two warriors' eyes lock for a moment as both sides make way for the duel that is about to commence.

If a PC or NPC uses this action, he seeks out and attacks a commander or important warrior on the enemy side of the battle. If an important character is in the enemy unit and that character has not used the stand back action (see below) to avoid a fight, conduct a 10 round melee between the two characters. This fight takes place in a clear area that is 1d4 × 10 feet along each side. The two combatants start at opposite ends of this area and fight as normal for 10 rounds. If after 10 rounds both characters are still able to fight, the duel ends inconclusively. One or both fighters may continue it if one spends an action on this option and the other does not use the stand back action. Otherwise, the winner's side gains a +2 morale bonus to its attacks for this round. The losing side suffers a –1 morale penalty to all attacks and a –2 morale penalty to all Morale saves for the rest of the battle.

Fight: The knight steps forward to stand amongst his men, whirling his mace in a deadly arc to crush the ogres fool enough to come near.

A character may use his attacks against a unit as normal, taking the standard penalties for acting as a size Solo unit. In return, the character faces attacks from 1d4 members of the enemy unit. Resolve these using the standard d20 combat rules. These attacks are made as if the character's opponents used the full attack action.

Stand Back: The exhausted wizard, long since drained of spells, slumped on his staff as the men-at-arms charged forward. He had defeated the wraith knight with his spells. Now, it was up to Lord Uric's men to carry the day.

The PC cowers at the rear, hoping to avoid trouble. He does not suffer any attacks but plays no role in the melee. However, he may use actions to activate his special class abilities as described below.

Class Abilities

Some character classes have talents uniquely suited for use on the battlefield. A bard's signing can push a unit to great acts of heroism, while a barbarian's battle rage inspires his allies to throw themselves into combat with renewed enthusiasm. The following section lists several class abilities and describes special actions open to characters who possess them. Each special action lists the prerequisites needed to use it after its name.

Assassination (Disguise, Hide, or Move Silently; Sneak Attack): Sometimes, a rogue or similar character accompanies a unit in order to slip close to an enemy general and kill him during the confusion of battle. If a character is attached a unit that is engaged in melee with an enemy unit that contains an NPC, he can make an assassination attempt if he possesses one of the listed prerequisite skills and has the sneak attack ability. The would-be assassin must spend two actions during the melee combat turn in order to use this ability. He then makes a Disguise, Hide, or Move Silently check opposed by the unit and the target NPC. Make one check opposed by both the unit and the NPC. If he fails against both or either, the assassination attempt fails. Otherwise, the character infiltrates the enemy unit. He may attack his target as if he caught him flat-footed using a full-attack action. After resolving this attack, the assassin and his target fight as if they used the challenge action described above under character melee combat actions. However, the assassin places himself and his target as he wishes on the combat area. The fight then begins as normal. After 10 rounds, 2d6 members of the unit join the fray to fight during the next battle round. The assassin may escape by spending an action during the melee turn and making a successful Disguise, Hide, or Move Silently check opposed by the unit and the target. If he succeeds, he escapes. Otherwise, he must continue to fight. The target may opt to end the fight by moving out of the combat area. In this case, the assassin automatically escapes.

Aura of Courage: While this paladin class ability lacks the range to cover any but the smallest units, a paladin is still a gleaming, inspiring figure on a battlefield. If a paladin with the aura of courage ability is attached to a unit, that unit gains a +2 bonus to all Morale saves. If an entire unit has the aura of courage ability, it automatically succeeds all Morale saves it must attempt.

Barbarian Rage: Given the time scale of mass battles, the barbarian's rage ability may seem useless. After all, it barely lasts long enough to cover an entire round on the kingdom and empire realm scales. To balance this, a barbarian character or unit can gain the benefits of its rage ability for any single melee combat turn. The unit does not gain additional hits due to the increase in Constitution, but it does receive the bonus to Strength. To balance the loss of the extra hit points, raging units do not suffer an AC penalty and they suffer none of the penalties normally applied when a rage ends. A unit or character with more than one use of this ability can use it multiple times per battle.

Barbaric Rally: A unit with a barbarian character attached to it can be inspired by his berserker fury to launch itself into the fray. A barbarian character attached to a routing unit can spend one of his uses of his barbarian rage ability to allow the unit to make an immediate Morale save with a +2 bonus. If the unit makes its saving throw, it stops routing and may act as normal next round.

If an entire unit has the barbarian rage ability, it can activate one of its uses of rage to automatically make a Morale save. This ability may be used after rolling to see if the unit makes its save.

Bardic Music: A bard may use his music to improve a unit's abilities. By spending an action during any turn, the bard grants the entire unit the benefits of any of his bardic music abilities that can affect more than one target. Once the bard leaves the unit, this effect ends.

Druidic Guidance: A druid with the trackless step ability can lead units through wooded areas, allowing them to move faster than normal. If a druid with that ability is attached to a unit, that unit does not have to spend extra movement to enter squares with wooded terrain. Instead, entering those squares costs one square of movement as normal.

COMMANDERS AND UNITS

In many cases, an army is led by officers who coordinate training, movement, and attacks. Over time, these officers transform any army into an instrument of their will. The very best officers can change a ragtag group of men-at-arms into a well-honed, deadly war machine.

Any character, whether a PC or an NPC, can be designated as an army's general or a unit commander. A general commands the entire army. If he possesses certain feats described later in this section, he can grant bonuses to the entire army. A unit commander is permanently attached to a specific unit. He can use all the options listed above for a lone hero or character, but he cannot leave his unit unless it has been destroyed. In return, he may use any commander feats he possesses to improve his unit's abilities. A unit must train with a commander in order to develop the degree of trust and coordination necessary to make full use of the command feats presented later in this chapter.

TERRAIN

A small army of dwarves holds a mountain pass against an orc horde for weeks. Even though the dwarves are outnumbered 20 to 1, the narrow pass allows only a few orcs to attack them at a time, while their position high atop the slopes gives them cover and an ideal place to fire arrows at approaching enemies. In the forests, elves slip between the trees like shadows, darting forth to strike at the ogre invaders who have entered their lands before fading into the foliage.

Terrain is an important factor in most battles. Many times, the commander who grabs and holds a critical portion of the battlefield claims victory not because he has more or better trained troops, but because the land itself proved too daunting for his enemies to overcome.

Terrain also dictates if two units can see each other. When tracing the path between units, look at the cover that each square provides. Treat the amount as a fraction and add them up. If the result is 1 or higher, the terrain blocks line of sight. Units that are one or more elevation ranks above the target ignore all cover for these purposes except for any cover the target gains from the square it occupies.

Units and creatures that take up more than one square count the entire unit as occupying a space with the most common square terrain type it occupies. In case of a tie, the unit's attacker or the enemy commander chooses which terrain type the unit counts as occupying. For example, a 3 square by 2 square unit of orcs occupies 3 light forest squares, 2 thick forest squares, and one clear square. Since there are more light forest squares than any other single terrain type, the entire unit gains the benefits of light forest terrain. If the unit occupied 3 light forest and 3 clear squares, it would gain the benefits of the clear squares. In the event of a tie, the enemy commander would most likely choose to apply the effects of clear terrain.

Some terrain features, such as fortifications, work like creature templates. They modify standard terrain types. These terrain features are marked with a * after their names. When more than one terrain feature occupies an area, add up the total additional squares of movement required to enter them.

Clear: Plains, clearings, city streets, and other flat, featureless areas count as clear. The standard terrain for any square that does not possess any special features, clear terrain provides no special bonuses or penalties to units that occupy it, nor does it block line of sight for missile attacks and spells.

Buildings, Light: A few huts, a single manor house, or a small village counts as light building terrain. This terrain provides some cover and inhibits movement, but the buildings are too scattered to block line of sight. A unit standing in a light building square gains one-quarter cover. Moving into a light buildings square costs the normal, one square of movement.

Buildings, Heavy: Built up cities, urban areas, and tightly packed collections of houses and huts count as heavy building terrain. This terrain provides heavy cover and blocks line of sight, as the buildings are clustered together. A unit standing in a heavy building square gains one-half cover. Moving into a heavy building square costs two squares worth of movement.

Forest, Light: A light forest consists of scattered trees with many clear, open spaces between them. This terrain provides some cover and inhibits movement, but the trees are too scattered to severely restrict line of sight. A unit standing in a light forest square gains one-quarter cover. Moving into a light forest square costs the normal, one

square of movement. Light forests block line of sight if four or more squares stand between a unit and its target.

Forest, Thick: Overgrown, heavily wooded areas count as thick forest. This terrain provides heavy cover and blocks line of sight, as the trees are tightly packed together. A unit standing in a thick forest square gains one-half cover. Moving into a thick forest square costs two squares worth of movement.

Fortifications*: This terrain type can be used to modify the heavy buildings and wall terrain types. Fortifications are specifically designed to repel attackers. Heavy building fortifications include castles, keeps, and similar redoubts, while walls given this feature may have arrow slits, thick gates, and so on.

If a unit occupies a fortification square, enemy units may not move into or through it. This feature nullifies the effects of the Ride-By Attack feat and similar abilities. In addition, a unit in a fortification gains a +2 bonus to AC, a +1 bonus to all attacks, and a +4 bonus to all Morale saves so long as it occupies the square and gains its terrain benefits. To occupy a fortified square and gain these bonuses, a unit must begin its turn in the fortified square and use the man fortifications action. A unit within fortifications cannot attack in melee, nor can it be attacked with melee actions unless the unit is capable of flying or burrowing. In those cases, a unit can burrow into the fortifications or fly above and into them to attack. A unit within fortifications may attack units that move with these modes to strike them. In addition, units that use spells or magic to move, such as *teleport* or *dimension* door can move into a fortification to attack.

Fortified walls provide these bonuses only if the wall stands between the attacking and defending units. Mark a fortified wall with a star to indicate which side a unit must stand on to use its defenses. Obviously, most defensive walls do not have arrow slits, stairways, and tower doors built on both sides.

Hills*: The high ground gives fighters an important advantage. It is also much harder to move up hill than down hill. A single hill square represents the peak of a hill. Several hill squares together represent a single hill

with a wide top. For every two squares that make up a hill, up to one adjacent square in all directions counts as a slope. Use an arrow to trace the direction of the downward slope. If a unit moves against this arrow, it must spend two squares of movement to enter a slope square.

Hills block line of sight, though slopes do not. For every slope square leading to a hill, the hill counts as one level tall.

When adding hills to a battlefield, you can also opt to include cliffs. Rather than feature a slope leading to the hill's top, a cliff forms an impenetrable barrier. Note a cliff by drawing a thick black line between the hill or slope square and the adjacent squares. Only flying units or tall units can move across a cliff. To determine how tall the cliff is, look at the hill's total height. Subtract one from this height for each slope square between the hill's top and the cliff. The result is the cliff's total height. Units can climb this height, while some exceptionally large ones can step over it. Obviously, flying units with enough altitude can soar over a cliff.

Ice*: During cold weather, ice can wreak havoc with a unit's ability to move and fight. Ice can be added to any terrain feature. Moving into a square with ice costs an additional one square worth of movement. Units that fight on ice suffer a −1 penalty to their attacks.

Mud*: Thick, sloppy mud slows down units. Moving into a square with mud costs an additional one square worth of movement. This terrain feature can be added to any square type. Obviously, though, unless hot springs are active in the area few battlefields feature ice and mud. Mud can be combined with the forest terrain types to represent swamps.

Snow*: Like mud and ice, snow slows down units and impedes their ability to fight. Moving into a square with snow costs two additional squares of movement. Fighting in snow causes a −2 penalty to all attacks. The GM may rule that certain creatures, such as yeti, ignore these penalties.

Walls*: A thick, heavy wall can block access to a square. Unlike other terrain types, walls are placed in the space between squares. To represent a wall, draw a thick, dark line between two squares. A wall can be up to three levels high. It blocks line of sight for smaller creatures and forces fliers to soar above it. Smaller units must climb over walls to move through them.
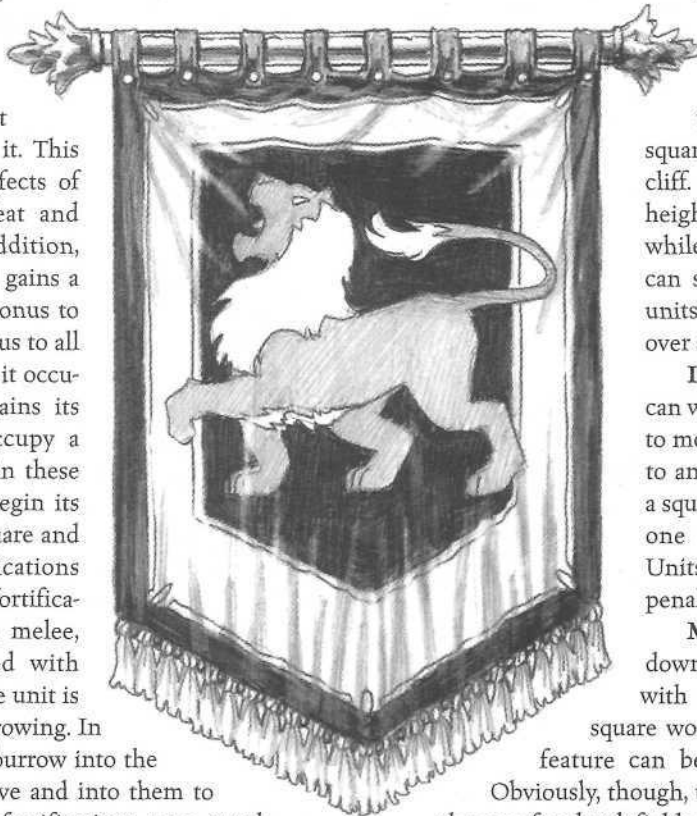
Water, Lake/Ocean/River: This terrain may be impassable or it can require a Swim check to cross. However, a unit with a swim movement mode can always pass through water terrain. Water does not block line of sight, nor does it grant cover for attacks made through it. However, a unit in water gains concealment. A swimming unit gains 25% concealment. A unit capable of diving beneath the water can gain a level of concealment of its choice, from one-quarter to total. However, a unit that gains this concealment also grants it to its opponents. Units lurking beneath the water have as much trouble seeing enemy units as their opponents have spotting them.

Water, Shore: Shore terrain can be added to represent beaches and other sandy, difficult terrain. The shore grants no cover, but it does slow down units. A unit moving into a shore square must spend one extra square of movement.

Water, Stream: Streams are narrow enough that a unit can move through them with ease. Usually, a stream is too narrow to span an entire square. Moving through a stream requires no additional squares of movement, but a unit cannot charge through a stream square. The rough terrain inhibits movement.

FORMATIONS
(OPTIONAL RULES)

Thus far, the mass combat rules have assumed that the average unit marches in closed ranks with a tight formation. These optional rules allow you to vary a unit's formation to optimize its abilities. Fast units benefit from loose, open formations while slow ones work best in tightly arranged ranks.

A unit can change its formation by spending an action during the movement turn. For clarity's sake, this action is described below.

Change Formation (Movement Action): By spending an action, a unit can reorganize its current formation. The unit stands in place and forms itself into tight ranks, disperses, and otherwise reshapes itself. A unit can select any of the following formations:

Closed: The unit marches in close, orderly ranks. This is the standard formation for all units. It provides no special bonuses or penalties.

Column: The unit takes a formation that is optimal for movement. A column is longer than it is wide, though the unit's face does not change. Columns have trouble bringing their numbers to bear and are susceptible to attacks from multiple directions. A unit in this formation increases its speed by 50% but it suffers a –4 penalty to all attacks. Furthermore, if it is flanked its opponents gain a +4 rather than a +2 bonus to hit.

Open: A unit in an open formation disperses. Rather than march in tight, orderly ranks, the unit moves forward in a loose group. Open units can avoid area effect and ranged attacks, since they are spread over a wide area, but they fare poorly in combat as they cannot concentrate their firepower. A unit in an open formation gains a 25% increase to its speed, a +4 bonus to Reflex saves, and a +2 bonus to AC. However, it suffers a –4 penalty to all attacks.

Stand: A unit in this formation turns outward to respond to attacks in any direction. It is ideal for repelling multiple attackers, but it reduces the unit's fighting power as it spreads out its efforts. A unit in the stand formation denies its enemies the flanking bonus to hit but suffers a –2 penalty to all attacks.

Turtle: In the turtle formation a unit makes the most of its shields, using them to form a roof above its head and defensive walls around its edges. A unit can take this formation only if it is equipped with large shields or tower shields. The turtle formation reduces a unit's speed and fighting ability but increases its defenses against ranged weapons. The unit suffers a 50% reduction in speed and a –4 penalty to attacks but gains a +4 bonus to AC against all ranged attacks.

Wedge: In a wedge formation, a unit forms a narrow front that it uses to pierce an enemy unit through sheer weight of numbers. A unit in a wedge gains an additional +2 bonus to hit when it charges. If the unit hits its target, it breaks through the enemy unit's initial line of defense. As long as those two units remain adjacent to each other, the unit in a wedge gains a +2 bonus to hit but a –2 penalty to AC. The wedge drives into the unit but leaves its flanks open to attacks. Powerful units frequently use a wedge to quickly overpower and crush weaker enemies.

RACIAL ABILITIES
(OPTIONAL RULES)

While the core d20 rules focus on the abilities and talents the members of a race have as individuals, they provide little information on how a race conducts itself at war. This section introduces some optional abilities you can use to reflect a creature type's strengths and weaknesses in massed battles. For example, dwarves are tough, brave fighters who refuse to retreat while elves excel at fighting in wooded areas. Orcs are ferocious warriors who unleash wild, devastating charges on their enemies. The abilities given here are assigned based on the typical conception of a race. You can adapt them to fit creatures you use in your own campaign. You can even assign them human nations that are known for certain traits and fighting styles. For example, culture reminiscent of the Vikings may have the Impetuous ability. A group of eunuchs raised from birth to

serve as the king's bodyguard may be Fanatical in their devotion to the realm. Each ability includes a short description of the human culture that normally produces it.

Bloodthirsty: Many evil units are eager to fight and kill so long as the tide is in their favor, but as soon as they sustain casualties their enthusiasm fades. Units with this ability gain a +5 bonus to all Morale saves until they lose half their hits. At that point, they lose this bonus and instead suffer a –5 penalty to Morale.

Bloodthirsty units are usually bullies, warriors who are happy to fight as long as the tide is in their favor. They are vicious in battle until they receive a setback, at which point they quickly scatter in fear.

Doughty: Some races, such as the dwarves, are renowned for their ability to doggedly hold on against all odds. Despite heavy casualties and furious assaults, they hold their ground and refuse to budge an inch. Doughty units gain a +2 bonus on all Morale saves.

Doughty units are tough, hardened veterans or iron-willed warriors. A unit that has been in many battles could earn this ability, while a race of stubborn, brave creatures may naturally have it.

Fanatical: Some specific units are so dedicated to their cause that they refuse to yield in battle. Once engaged, they fight to the death. A fanatical unit never makes Morale saves and gains a +4 bonus to all Will saves against fear-based effects.

Some races always fight to the death, preferring to lose their lives rather than suffer the disgrace of surrender of flight. Units can be trained to receive this ability, especially special, elite units that receive propaganda or mental conditioning in addition to their military training. In addition, a unit defending its hometown or facing certain death if it surrenders may be given this ability.

Forestwise: Some cultures and races excel at fighting in forests. They can slip through trees with ease and are renowned for their ability to turn the terrain into a useful weapon. A unit with this trait always pays only one square of movement to enter a light or thick forest square. While in a wooded square, they receive an additional +2 bonus to AC and gain a +2 bonus to hit enemy units that are also in forest squares.

All the sylvan races, such as elves, centaurs, and dryads, qualify for this ability. Dwelling amongst the trees has given them the skills necessary to easily slip through them in battle. Rangers and units with similar training can also be given this ability.

Hatred: This ability indicates a deep, burning animosity towards a specific race, unit, or nation. A unit with this ability must also list one of those three things as the target of its hatred. Units can have a hatred towards multiple groups or creatures. A unit with the hatred ability attacks that object of its anger with a +1 morale bonus to hit. However, if during the movement turn the unit can charge to attack its hated enemy it does so if it has enough unspent actions. During the missile fire turn the unit always fires at an opponent from amongst the groups it hates if ordered to use a ranged attack.

Hatred springs from long, deep-rooted rivalries. Two human nations that have repeatedly fought wars may bear Hatred to each other. Many of the good and evil races, such as dwarves and orcs, have fought so many wars that their hatred is a permanent part of their heritage.

Impetuous: Some cultures and races are known for their battle lust and fury. They frequently produce barbarians and are usually seen as savage, merciless warriors by their neighbors. A unit with this ability gains a +1 bonus to hit and damage when charging. This bonus is in addition to the standard bonuses and penalties gained when charging. However, this unit must always charge an opponent if an enemy unit is in range and the unit has two unspent actions needed to charge.

Impetuous units are renowned for their bravery, recklessness, and fury in battle. Many of them hail from cultures that place the ultimate cachet in combat ability and achievements in battle.

Stupid: Some creatures, most notably trolls and ogres, are difficult to control in battle. They have a frustrating tendency to stop in the middle of fighting and devour casualties from either sides, wander away from combat to chase down wild animals, or ignore tactically sound objectives in order to attack a supply wagon. Units with stupidity must make Morale saves (DC 15) when a commander has them spend on action. On a failed save, the unit behaves in a random, uncontrolled manner. During the missile fire phase, the unit has an equal chance to fire at the nearest opponent or waste its action fumbling for arrows, arguing, or brawling amongst themselves. During the movement phase, the unit has an equal chance to make a standard move action towards the enemy lines or charge the nearest enemy unit. A stupid unit abandons fortifications in order to make these actions. Finally, during the attack turn there is an equal chance the unit attacks a random, adjacent unit (including allies) or attacks itself. In the latter case, a massive brawl breaks out amongst the creatures. Resolve an attack against itself, though halve any damage inflicted.

As a rule of thumb, any unit composed of creatures with an average Intelligence of 6 or less or chaotic units with an Intelligence of 8 or less qualifies for this ability. Stupidity can also apply to large mobs of rioters, drunken brawlers, and other groups that have a potential to run out of control and turn against each other.

Unreliable: Peasant levys, goblins slaves, and other units forced to fight against their will or beneath an incompetent leader have this ability. Unreliable units suffer a –2 penalty to all Morale saves. In addition, they must make a Morale save each round with a DC based on the

casualties they have taken. Normally, once a unit is forced to make a Morale save for a given casualty level it does not have to make that same save again whether it failed or succeeded.

Race	Typical Traits
Bugbear	None
Centaur	Forestwise, Impetuous
Demon, Dretch	Fanatical, Stupid
Devil, Lemure	Fanatical, Stupid
Dwarf	Doughty, Hatred (giants, goblins, orcs)
Elf	Forestwise, Hatred (drow)
Elf, Drow	Hatred (elves)
Ettin	Bloodthirsty, Impetuous, Stupid
Fire Giant	Bloodthirsty
Formian	Fanatical
Frost Giant	Bloodthirsty
Ghoul	Unreliable
Gnoll	Bloodthirsty, Impetuous
Gnome	Doughty, Hatred (kobolds)
Goblin	Hatred (dwarves, gnomes), Unreliable
Grimlock	Impetuous
Halfling	None
Hill Giant	Bloodthirsty, Stupid
Hobgoblin	Doughty, Hatred (elves)
Hound Archon	Doughty, Hatred (demons, devils)
Kobold	Unreliable
Lizard Folk	None
Minotaur	Impetuous, Stupid
Ogre	Bloodthirsty, Stupid
Orc	Hatred (dwarves), Impetuous
Sahuagin	Hatred (sea elves), Impetuous
Skeleton	Fanatical
Troglodyte	Bloodthirsty, Stupid
Troll	Stupid
Zombie	Fanatical

EXPANDED MORALE RULES

The expanded morale rules use the basic system presented in the mass combat build additional rules on to them. These rules place an added emphasis on not only destroying enemy units but using intimidation, tactics, and well-placed attacks to sap an opponent's fighting spirit. These rules introduce new modifiers to the Morale save, bonuses to a unit's statistics based on its current Morale, and methods for commanders and PCs to influence a unit's Morale before it can be adversely affected. Finally, additional rules allow you to tailor a unit's spirit and motivation based on the circumstances it faces in battle.

THE MORALE SAVE

A unit's base Morale save is based on a number of factors. For regular soldiers and feudal vassals, experience and training are the most important factors. For mercenaries, pay rate and an employer's treatment play the primary

roles. If a unit was hired to take part in a fight, use the mercenary method for determining Morale saves. Otherwise, use the standard method.

Standard Morale Save: The standard Morale save equals a unit's Will save plus half of either its total levels or its CR, whichever is higher. A unit's mental stamina, as represented by its Will save, allows it to ignore hardships and keep its nerve. Training and innate toughness, as represented by level or CR, play a role in giving a creature the confidence needed to stand and fight.

Mercenary Morale Save: Mercenaries fight not only because they are told to by their leaders, but because they receive good pay, fair treatment, and reasonable duties. While they can be every bit as reliable as troops raised through feudal obligations, in the end their loyalty can be bought and sold. However, this also means that mercenaries with the right motivation can be much more reliable and trustworthy than regular soldiers are. A commander who can arrange his goals to match a mercenary company's aims can gain a reliable body of followers for a few gold.

A mercenary unit's base Morale save is half its level or CR modified according to the pay rate, relationship, and shared goals tables.

Pay Rate	Modifier
Mercenary unit is paid 50% more but less than twice the standard rate	+2
Mercenary unit is paid twice or more then standard rate	+4
Mercenary unit is paid less than standard rate	–2
Mercenary is a slave or was forced into service	–4

Relationship	Modifier
Mercenary is a close friend of his employer	+2
NPC receives fair treatment from employer	+1
NPC receives abuse and poor treatment from employer	–2
NPC has reason to distrust employer	–4
Employer has reputation for causing deaths amongst hirelings	–6

Shared Goals	Modifier
Mercenary has a personal stake in completing adventure or mission	+2
Mercenary's close friend or liege has personal stake in the mission	+1
Mercenary has been promised great reward, fame, or glory	+1
Mercenary has no stake in outcome of battle	–2
Mercenary has no grasp of battle's point or goal	–4

CHANGING MORALE SAVES

Over the course of a battle, a unit's ability to remain in the fight can wax and wane. An opening charge can send the enemy reeling, fueling the unit's fighting spirit and causing it to redouble its efforts. Later, the unit is hit with a *fireball* and assaulted by a mob of loathsome ghouls. In the face of these supernatural threats, the unit quails and loses its spirit. After taking a few casualties, it turns and runs.

Under these optional rules, certain events can cause a unit's Morale save bonus to rise or fall. These fear triggers each force a Morale check. If the unit misses this check, its Morale saves goes down. Other events can cause a unit to gain more confidence. These bravery triggers force a Morale check that, if passed, grants the unit a bonus to its Morale save. When a fear or bravery trigger occurs, the affected unit must immediately make its Morale save and suffer any penalties or gain any bonuses.

Fear Triggers: Most fear triggers involve the use of spells, attacks by terrible monsters, or any tactical developments that threaten unit. When fear triggers drive a unit's Morale bonus low enough, the unit must make a Morale save to keep its nerve and avoid routing. Even if the unit has not yet taken casualties, the events of the battlefield unnerve it so badly that it quickly loses its fighting spirit.

Fearsome Creatures: If a unit is attacked in melee, fired upon with ranged attacks, or targeted with special abilities, its morale may suffer if the attacker is a terrifying, strange unit. A unit must make a Morale save (DC 10) or suffer a –1 penalty to Morale if it is attacked by any of the following opponents or effects:

- An undead unit, unless the defending unit is undead.
- A unit of creatures who as individuals are two size categories larger than the defender's individual members.
- A unit that is two size categories larger than the defending unit.
- Spells or special abilities.

If more than one of these categories fits an attack, such as a unit of undead creatures using a spell to hit a unit, the defender suffers a –1 penalty to its Morale save per trigger filled beyond the first.

Tactical Situation: If a unit is surrounded or hit from multiple sides, it may panic and run from the battlefield. If any of the following situations are met a unit must make a Morale save (DC 10) or suffer a –1 penalty to Morale.

- The unit is flanked by enemies.
- The unit is charged by a unit that is one or more size categories larger than it.
- The unit is charged by a unit whose members, as individuals, are one or more size categories larger than its individual members.
- The unit cannot see any friendly units.
- An ally the unit can see routs.

If more than one of these situations applies to a unit, it makes its Morale save with a –1 penalty per each situation beyond the first.

Morale Checks: As a unit's Morale drops, it could flee the battlefield without engaging the enemy or even taking casualties. Most of the time, trained units and powerful creatures are in no danger of losing their nerve. However, units of 1st-level warriors and similar conscripts or levies are in danger of breaking.

If a unit's Morale bonus slips below 0, it must make a Morale save or rout. The unit is so unnerved by the events in combat or the foes it faces that it attempts to flee the battlefield. Note that these checks apply to units that have poor Morale saves. If a unit starts with a Morale save of –1 and is knocked down to –3, it must save. The Morale save table lists the check DCs a unit must make to avoid routing. As you can see, units with poor Morale saves are easily spooked and flee the battlefield as soon as they meet with any sort of resistance or difficulty.

Current Morale	Morale Save DC
0 to –3	5
–4 to –5	10
–6 to –8	20
–9 to –10	30

Effects of Losing Morale: Even experienced units suffer as events on the battlefield sap away their fighting spirit. As a unit's Morale goes down, its energy and enthusiasm slip away. A unit that would normally throw itself into a charge with reckless abandon now advances cautiously, too nervous to commit itself to an attack.

For every 4 points a unit loses from its Morale, it suffers a –1 penalty to attacks. If a unit loses 10 or more points of Morale, it can no longer use any combat actions that require more than one action. The unit is too tentative and skittish to commit itself to any potentially dangerous or complex maneuvers, such as a charge.

Bravery Triggers: While fear triggers may cause a unit to hesitate on the battlefield, bravery ones incite its fighting spirit and improve its combat abilities. When the battle seems to be going in a unit's favor, it tends to fight with more intensity. With victory in sight and the enemy on the run, a unit is much more likely to take risks and throw itself into the fray with renewed vigor.

Bravery triggers give a unit a chance to increase Morale. When any of the following events or conditions apply to a unit, that unit gains a +1 bonus to Morale. A unit cannot gain more than a +1 bonus per round to its Morale due to bravery triggers. If more than one condition applies at the same time to a unit, the unit gains a +1 bonus for each condition. However, a single event cannot give a unit a bonus more than once. For example, a unit of archers sees a unit of orcs break and rout. The archers gain a +1 bonus to their Morale. If on the next round, the orcs are still routing the archers do not gain another +1 bonus. They already gained the bonus for that situation. If the orcs rallied, attacked,

and then routed again, the archers would get another +1 bonus. In this case, the orc's second routing is a separate event from their first retreat.

- The unit sees an enemy unit rout.
- The unit sees an enemy unit destroyed.
- The unit sees an enemy general or noted hero slain or taken captive.
- The unit destroys an enemy unit.
- The unit routs an enemy unit.

Note that a unit that routs an opponent gains two bonuses: one for routing the enemy and another for witnessing their flight.

As a unit's Morale bonus climbs, it gains a bonus to attacks. In addition, as a unit's Morale rises it cancels out any penalties it may suffer for falling victim to fear triggers.

For every two points a unit's Morale climbs above its starting value, it gains a +1 bonus to hit. If a unit's Morale rises 10 points above its starting position, it may take an additional action per round. These benefits are lost if fear triggers later reduce the unit's Morale below these levels.

MORALE MODIFIERS

A unit's Morale saves do not have to take place in a vacuum. The basic system presented in the mass combat rules assigns a DC solely based on the hits a unit has lost. While this is a simple, easy way to resolve morale, the conditions on the battlefield can also affect how a unit reacts to adversity. Fear and bravery triggers cover most of the modifiers that can hurt a unit's Morale save over the course of the battle, stretching them out to affect the unit even when the threat has passed. If you do not want to keep track of changing Morale save scores, you can use modifiers to individual Morale checks to reflect the conditions on the battlefield.

Note that these rules for Morale modifiers and the rules for bravery and fear triggers should not be used together. They both approach the same issue — the affects of battlefield events on unit Morale — from different directions. The triggers present rules that model how a unit's morale wears down and rises in response to events over the course of a battle. The system of modifiers is simpler, as it does away with any tracking and instead applies the effects of different events only when a unit must make a Morale save. Using the two systems as the same time is a major advantage to units with high Morale saves to begin with. Not only are they likely to avoid most of the long-term penalties to Morale, but they are also likely to withstand the effects of most penalties. In contrast, troops with low Morale must not only cope with the effects of their lowered Morale score but they also suffer from the penalties to their checks. Applying the same penalties twice to a unit presents an overwhelming barrier.

The morale penalties table summarizes the modifiers you can use to a unit's Morale check. Apply these modifiers to the unit's check, not the DC. These modifiers all count as circumstance penalties and bonuses. The events and situations listed apply if they occurred during the current round. If more than one modifier applies, use them all as normal. Circumstance modifiers stack.

Situation	Morale Check Modifier
The unit sees an enemy unit rout	+1
The unit sees an enemy unit destroyed	+2
The unit sees an enemy general or noted hero slain or taken captive	+2
The unit destroys an enemy unit	+4
The unit routs an enemy unit	+2
Unit fighting undead, unless itself undead	−1
Unit fighting creatures that are two size categories or more larger	−2
Unit fighting a unit two size categories or more larger	−2
Morale check caused by casualties from spells or special abilities	−2
The unit is flanked by enemies	−2
The unit was charged by a unit that is one or more size categories larger than it	−1
The unit was charged by a unit whose members, as individuals, are one or more size categories larger than its individual members	−1
The unit cannot see any friendly units	−2
An ally the unit can see is routed	−2

MASS BATTLE FEATS AND ABILITIES

Generals, mercenaries, and other commanders frequently spend more time developing their abilities to lead men into combat than they do mastering the art of swordsmanship or archery. This section introduces several new feats and abilities designed to work with the mass combat rules. Characters can take these as normal, though they are of little value outside of a massive battle. As an optional rule, fighters are allowed to take one free mass combat feat at 4th, 8th, 12th, 16th, and 20th levels. These feats represent a fighter's mastery of strategy and tactics in addition to his talents in personal combat. As these feats play little or no role in the typical adventure, a fighter with these bonus feats gains no additional abilities when compared to the rest of the party during the average game session. He may shine during mass battles when he commands armies or units, but otherwise his abilities and power remain unchanged.

Most of the feats presented here are best used with NPC commanders and the party's allies who lead their forces in battle. Since these feats give a commander an

advantage in massed combat, the optional rule granting these feats to fighters is a good option to use if you anticipate that your campaign will include several battles with the characters in command of an army. Otherwise, they may be at a disadvantage against the NPC generals you design. Remember that if you give PC fighters access to the bonus feats, NPC fighters should receive them too.

All feats usable in the mass combat system are marked with the "mass battle" keywords after their names. In addition, feats marked with the "fighter" keyword may be taken by members of that class with their bonus feats and with the additional, mass battle feats they gain as per the optional rules in this chapter.

BRILLIANT GENERAL [FIGHTER, MASS BATTLE]

Under your command, even the most ragtag of armies transforms into an unbeatable war machine.

Prerequisites: Int 11, Cunning Tactician, Wily Strategist, base attack bonus +8.

Benefit: When you serve as a general to an army, all units within it gain a +4 bonus to initiative and a +1 morale bonus to hit during battles fought with the mass combat system.

CUNNING TACTICIAN [FIGHTER, MASS BATTLE]

You have a keen eye for tactics and can anticipate your enemy's moves before he puts them into motion.

Prerequisites: Int 11, base attack bonus +1.

Benefit: When you serve as a unit commander in the mass combat rules, the unit you command gains a +2 bonus to initiative. Furthermore, enemy units do not gain the +2 bonus for flanking your unit as you cleverly arrange your men to eliminate your foes' advantage.

DISCIPLINARIAN [FIGHTER, MASS BATTLE]

You are a hard-nosed, demanding commander. While your men may complain about your methods, in battle your training makes them tougher and more resilient.

Prerequisite: Base attack bonus +1.

Benefit: When you serve as a unit commander as per the mass combat rules, your unit gains a +4 bonus on all Morale saves due to their stringent training.

FIERY COMMANDER [FIGHTER, MASS BATTLE]

You inspire berserker fury in the men who serve beneath you, transforming a relatively normal unit into a motivated, hard-fighting outfit.

Prerequisite: Base attack bonus +1.

Benefit: When you serve as a unit commander as per the mass combat rules, your unit gains the Impetuous special unit ability.

INDOMITABLE LEADER [FIGHTER, MASS BATTLE]

In battle, you fight without fear and inspire similar bravery in the men around you. While others break and run, your men stand and fight.

Prerequisites: Disciplinarian, base attack bonus +1.

Benefit: While serving as a unit commander as per the mass combat rules, your unit may automatically make a Morale save once per battle. You must choose to use this ability before rolling the saving throw.

INSPIRING ORATORY [FIGHTER, MASS BATTLE]

When things are at their worst, you are at your best. On the battlefield, you step to the forefront and deliver a stirring speech to motivate your men and lead them to victory.

Prerequisite: Cha 13.

Benefit: While serving as a unit commander as per the mass combat rules, you may spend an action at any time to give your unit one of the following bonuses for one round: a +1 morale bonus to hit, a +2 morale bonus to Morale saves, or a +1 morale bonus to movement.

MASTER OF WOOD AND GLADE [FIGHTER, MASS BATTLE]

You are an expert tracker and woodsman and can transfer this training to men under your command.

Prerequisites: Survival 8 ranks, Track.

Benefit: While you serve as a unit commander as per the mass combat rules, your unit gains the benefits of the Forestwise special ability.

RELENTLESS DRIVER [FIGHTER, MASS BATTLE]

You are the toughest, most miserable officer in the army. While your men may resent it during peacetime, during battle the training you put them through can turn the tide in your favor.

Prerequisites: Disciplinarian, Indomitable Leader, base attack bonus +1.

Benefit: Once per battle, a unit under your command receives one bonus action for the current round. You may use this feat at any time. Using it is a free action, though your unit acts on or after its initiative count as normal.

Special: You may only take this feat once. You cannot take it multiple times to gain more than one bonus action.

WILY STRATEGIST [FIGHTER, MASS BATTLE]

With your talent for command and experience, you can foresee and meddle with your opponent's battle plan.

Prerequisites: Int 11, Cunning Tactician, base attack bonus +1.

Benefit: While serving as an army's general as per the mass combat rules, you grant your opponent's army a penalty to its initiative. You can give one unit a −4 penalty, two units a −2 penalty each, or four units a −1 penalty each.

MASS BATTLES AND THE CAMPAIGN

The mass battle system focuses on the role of large units and formations in battle, but chances are the characters are the stars of your campaign. Just as the PCs are key players in politics and other arenas, so they too should play critical, decisive parts in massive battles.

Many of the options characters have when attached to a unit are specifically designed to give them a chance to have a telling, important role in the outcome of a clash between units. When running a battle, remind the characters of the options that are open to them in a clash between two units. Finding and slaying an enemy captain can turn the tide of an entire battle in the characters' favor. Most of the time, it is best for the PCs to remain in a unit. Even a powerful fighter can be quickly overwhelmed or rendered largely impotent if he insists on wandering a battlefield on his own. The unit size modifiers can turn even the weakest creatures into a powerful force.

In terms of presenting a battle, remember that the events leading up to an engagement can be just as important as the battle itself. If the characters manage to send false orders to an enemy commander, capture an important wizard or war leader, or ambush and destroy a unit, be sure to show how those events work out on the battlefield. The characters should be able to take active roles not only in the battle, but also in the events leading up to it. Commando raids, spying missions, scouting sorties, all these actions require skilled, highly trained individuals (like the characters) to succeed. The PCs can spend time taking part in pre-battle sorties, giving them the chance to play an important, individual role in determining the struggle's outcome.

If the characters command and lead the army, give them the opportunity to roleplay negotiations with mercenaries, strategy meetings with unit commanders, and other important steps leading up to a battle. Assassins may strike in the night, seeking to slay a PC leader in order to paralyze the party's army. A trusted leader could be a spy or might be bribed or blackmailed into betraying the party. At a key point in the conflict, a unit turns coat and joins the enemy's side. Battles are much more than two units zooming across the field to slam into each other. Allow other matters, such as politics and espionage, to play a role in the days leading up to a battle.

If the characters are members of a unit, you can use both the mass and normal combat systems to represent the events of a single battle. Use the mass combat rules to show them how the battle as a whole progresses and the standard d20 rules to represent the small, specific portion of the fighting they are involved in. If the PCs manage to defeat the foes you set before them, their unit defeats the enemy unit or receives a bonus to its attacks against the enemy. The characters might take part in small but decisive fights that could turn the tide of the battle. They may fight the red dragon that gathered a horde of humanoids in the midst of a titanic battle. While regiments clash around them, the characters must slay the wyrm in order to break the horde's fighting spirit and end the beast's tyrannical reign.

CAMPAIGN RULES

If the characters rule a realm, then they may be forced to go to war against an enemy state, defend their lands against invading barbarians, or otherwise fight a prolonged struggle. Armies march across the land to seize key towns, bridges, and other sites, while supplies must flow from ports and strongholds to keep the soldiers in the field fed and equipped. These campaign rules can be used to chart the progress of a long-term war fought over a wide area. It provides simple rules for keeping track of supplies, casualties, and other matters that come into play as an army must fight one battle after another.

MOVEMENT AND MAPS

An army can move at the overland rate of its slowest unit. Use the maps of your campaign world to keep track of where an army moves, how fast it can travel from one point to the next, and so on. The time frame for the campaign rules is always one day, no matter which realm scale you use. Thus, determine how far an army can move in a day, track all movement with the assumption that a single day has passed, and so on. Even if a battle takes only a few hours, it still consumes an entire day's worth of actions as an army must prepare for combat, take up positions, fight, recover casualties, and so on.

SUPPLIES

As per the realm management rules, you need to produce supplies to feed and equip your armies. For each annual army supply unit your realm generates per year, it produces one daily army supply unit per day. These supply units are created in a city of your choice and must be moved from a city to your units. As you can see, if you expect war it may be a good idea to ramp up your supplies to stockpile them and keep up a high level of production. For each year of supplies in your stores, you can produce an additional daily supply unit.

Supplies must be moved from stockpiles and cities to your units. Obviously, a unit in a city can take what it needs. Otherwise, the supplies must move in caravans. A caravan moves by horse-drawn wagon, carts, and similar methods. Determine the daily distance moved for these vehicles to see how far your supplies can move.

Each unit can carry up to four daily supply units in its backpacks, baggage, etc. At the start of a campaign, each unit is considered to have backpacks full of rations, waterskins, etc. Thus, each unit begins with four days of supplies.

For each day that passes, a unit must spend a day of supplies to remain in fighting condition. If a unit has supplies, it automatically uses them. If the unit does not have supplies, it suffers a –1 penalty to attacks and Morale for every two days it goes without supplies. These days need not be consecutive. If this penalty causes a unit's Morale to drop below –2, the unit must make a Morale save (DC 10) each day. On a failed save, the unit collapses from exhaustion and hunger and is immediately considered destroyed. Sickness, fatigue, and hunger can destroy a unit as easily as a rampaging dragon.

For every two consecutive days a unit receives and/or uses supplies, reduce the penalty it suffers due to missing supplies by 1.

Units can live off the land, but doing so is a risky proposition. Monsters and other threats can turn hunters into the hunted, while some units lack the skill and training needed to find supplies. If a unit moves at half-speed for a day, it can make a Wilderness Lore check (DC 10) to find enough supplies to feed itself. The DC increases to 20 in desolate areas and 30 in barren ones. Units in civilized realms need only check against DC 5. On a check result of 1 (the unit's total is a 1 after adding bonuses for the skill) the unit fails to find supplies and runs into an ambush. The unit automatically suffers 1d4 hits of damage.

HEALTH AND HEALING

As units take damage, they suffer casualties. The core mass combat system does not keep track of how many soldiers are lost to an attack. Instead, a unit remains at the same level of fighting ability. Casualties are represented by abstract units of hits. After a battle, determine exactly how many soldiers died in a unit by figuring out what percentage of its maximum hits the unit lost. The percentage lost equals the percentage of its starting number of soldiers that were lost in battle. Before the next battle, recalculate the unit's size and statistics based on its newly revised total number of survivors.

If clerics or other spellcasters with access to healing are on hand, they can save dying warriors and restore injured ones to good health. A cleric can restore a number of hits with a cure spell equal to the spell's level. On the day of the battle, clerics can use their spells to restore health to units. At other times, soldiers die and are beyond their health. The exceptions to this rule are units that consist of a single person or monster and any PC or NPC who keeps track of hits points. These units can receive healing on later days, as they obviously do not die during the battle unless they are reduced to 0 hits or –10 hit points. Otherwise, a unit needs immediate healing to restore its hits.

MORALE

Any penalties to Morale caused by fear triggers or bonuses caused by bravery triggers go away at the end of a battle. A unit's Morale save returns to its normal value once a battle is over. Morale penalties caused by a lack of supplies do not disappear between battles unless a unit receives fresh supplies.

SIEGES

Siege warfare can develop when armies surround but do not seize a city or castle. Units within a fortified city (as per chapter one) can choose to hold out against attackers. Each day, resolve one attack from all ranged combatants against other ranged units at a total distance of the besieging commander's choice. The attacker decides whether his units move within range of the enemy's forces, and he can easily decide to keep his troops just out of bow shot of the castle's walls.

If the besieging army has any siege engines, it may use them to attack the city. Catapults may roll damage four times per day against the castle, assessing damage against its total hit points as per chapter one. Full details on siege engines, catapults, and other large weapons and artillery are given in chapter three.

A city under siege can no longer produce supplies for other armies and supplies cannot enter the city, as roads to and from it are cut off. The realm loses supplies and resources that the city would normally generate throughout the duration of the siege. A city can use its stockpiles to sustain the units within it, and all cities are assumed to hold enough food to last seven days for all units within. Apply the effects to Morale and attack penalties as normal for besieged units that do not receive supplies.

When fighting a siege, you should draw a map of the city's outer wall, including any bridges, roads, and tunnels that lead into the city and fight out the attacker's efforts to seize these entrances.

If combat spills into the city, use your map of the streets and buildings to draw up the battlefield. Roads should count as clear terrain, while most city blocks are heavy buildings. As an optional rule, you could designate certain areas within a city as key strong points or rallying areas. Public parks, monuments, palaces, and so on are important areas that symbolize the city's spirit and identity. If the attackers seize these areas, they gain a +1 morale bonus to attacks and Morale saves. These bonus increases by 1 for each special site seized. The defenders gain the same benefit for each site they hold during the battle, losing it and recovering it as places in the city change hands during the struggle.
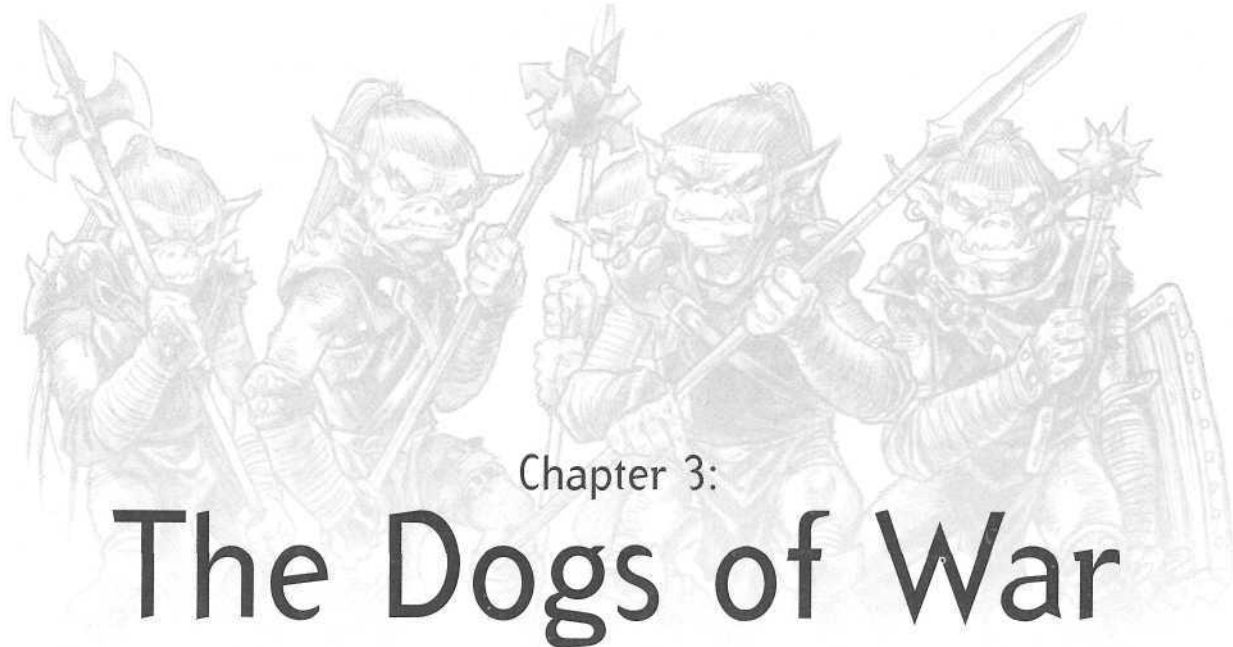
Chapter 3:
The Dogs of War

This chapter includes a variety of sample units you can use to produce armies to invade the PCs' realms, threaten their cities, and maraud the countryside. It focuses on the mass combat rules since they require a bit more work for creature conversions. Some of the creatures that are more apt to see used in mass combat are given full conversions and sample units. Others are provided only with notes covering the use of their special abilities in mass battles.

Note that this book uses a simplified shorthand for use in mass combat battles. It is not intended to replace the existing format in previous d20 books.

ATHACH

Huge Aberration
Hits: 27
Initiative: +1
Speed: 10
AC: 20 (-2 size, +1 Dex, +3 hide, +8 natural)
Full Attack: Morningstar +12/+7 melee (3 hits),
   and 2 morningstars +12 melee (2 hits),
   and bite +14 melee (3 hits); or rock +5/+0 ranged
   (3 hits), 2 rocks +5 ranged (1 hit)
Special Attacks: Poison
Special Quality: Darkvision
Saves: Fort +9, Ref +5, Will +10, Morale +14
Abilities: Str 27, Dex 12, Con 21, Int 7, Wis 12, Cha 6

Skills: Climb +16, Jump +16, Listen +7, Spot +7
Feats: Multiattack, Multidexterity, Multiweapon
   Fighting
Poison (Ex): Bite, Fortitude save (DC 22); initial damage
   1d6 temporary Strength, secondary damage 2d6
   temporary Strength.

Athachs are notoriously difficult to command and control. They are rarely found in units larger than size Small.

Athach Warband, Small Unit (3 × 3 face): Huge Aberration; Hits 27; Init +1; Spd 11; AC 20; Full Atk Huge club +11/+6 melee (3 hits), 2 huge clubs +11 melee (2 hits), bite +13 melee (3 hits and poison); or rock +4/–1 ranged (3 hits), 2 rocks +4 ranged (1 hit); SA Poison; SV Fort +9, Ref +5, Will +10, Morale +14; Str 27, Dex 12, Con 21, Int 7, Wis 12, Cha 6; Skills: Climb +16, Jump +16, Listen +7, Spot +7. Feats: Multiattack, Multidexterity, Multiweapon Fighting.

AZER

Medium-Size Outsider (Fire, Lawful)
Hits: 2
Initiative: +1
Speed: 6
AC: 19 (+1 Dex, +6 natural, +2 large shield)
Full Attack: Warhammer +3 melee (1 hit);
   or shortspear +3 ranged (1 hit)
Special Qualities: SR 13, fire subtype
Saves: Fort +4, Ref +4, Will +4, Morale +5
Abilities: Str 13, Dex 13, Con 13, Int 12, Wis 12, Cha 9

Skills: Climb +2, Craft (any one) +6, Hide −1, Listen +4, Search +4, Spot+5
Feats: Power Attack
Challenge Rating: 2

Azers are loathe to leave their fiery homes, but at times the lure of mineral wealth, gems, and other valuables prove too much for them. In such cases, they field regiments of heavy infantry and crossbowmen to seize the wealth their hearts so strongly desire.

Azer Heavy Infantry, Medium-size Unit (1 × 1 face): Medium outsider (fire, lawful); Hits 4; Init +1; Spd 6; AC 19; Full Atk Warhammer +3 melee (1 hit); or shortspear +3 ranged (1 hit); SQ SR 13, fire subtype; SV Fort +4, Ref +4, Will +4, Morale +5; Str 13, Dex 13, Con 13, Int 12, Wis 12, Cha 9; Skills: Climb +2, Craft (any one) +6, Hide −1, Listen +4, Search +4, Spot+5. Feats: Power Attack.

Azer heavy infantry are equipped with warhammers, large shields, and three shortspears each.

Azer Crossbowmen, Medium-size Unit (1 × 1 face): Medium outsider (fire, lawful); Hits 4; Init +1; Spd 6; AC 17; Full Atk Warhammer +3 melee (1 hit); or heavy crossbow +3 ranged (1 hit); SQ SR 13, fire subtype; SV Fort +4, Ref +4, Will +4, Morale +5; Str 13, Dex 13, Con 13, Int 12, Wis 12, Cha 9; Skills: Climb +2, Craft (any one) +6, Hide −1, Listen +4, Search +4, Spot+5. Feats: Point Blank Shot.

Azer crossbowmen carry heavy crossbows, warhammers, and 40 bolts each.

BUGBEAR

Medium-Size Humanoid (Goblinoid)
Hits: 3
Initiative: +1
Speed: 6
AC: 17 (+1 Dex, +3 natural, +2 leather, +1 small shield)
Full Attack: Morningstar +4 melee (1 hit); or javelin +3 ranged (1 hit)
Special Qualities: Darkvision 60 ft.
Saves: Fort +2, Ref +4, Will +1, Morale +2
Abilities: Str 15, Dex 12, Con 13, Int 10, Wis 10, Cha 9

Skills: Climb +2, Hide +3, Listen +3, Move Silently +6, Spot +3
Feats: Alertness
Challenge Rating: 2

Known for their cunning tactics and love of ambushes, bugbears prefer to fight in small, mobile units that can harass their enemies and lure them into traps where their large, massed units come into play.

Bugbear Raiding Party, Medium-sized Unit (1 × 1 face): Medium humanoid (goblinoid); Hits 6; Init +1; Spd 6; AC 17; Full Atk Morningstar +4 melee (1 hit); or javelin +3 ranged (1 hit); SQ Darkvision 60 ft.; Fort +2, Ref +4, Will +1, Morale +2; Str 15, Dex 12, Con 13, Int 10, Wis 10, Cha 9; Skills: Climb +2, Hide +3, Listen +3, Move Silently +6, Spot +3. Feats: Alertness.

Bugbear Infantry, Large Unit (2 × 1 face): Medium humanoid (goblinoid); Hits 12; Init +1; Spd 6; AC: 17; Attacks: Morningstar +5 melee (1 hit); or javelin +4 ranged (1 hit); SQ Darkvision 60 ft; Fort +2, Ref +4, Will +1, Morale +2; Str 15, Dex 12, Con 13, Int 10, Wis 10, Cha 9; Skills: Climb +2, Hide +3, Listen +3, Move Silently +6, Spot +3. Feats: Alertness.

While bugbears are tough, resourceful fighters, they are poor craftsmen and rely on raiding and pillaging to stockpile armaments. Bugbear warriors wear leather armor and carry small shields, morningstars, and three javelins.

CENTAUR

Large Monstrous Humanoid
Hits: 5
Initiative: +2
Speed: 10
AC: 15 (−1 size, +2 Dex, +2 natural, +2 large shield)
Full Attack: Longsword +7 melee (2 hits), 2 hooves +3 melee (1 hit); or mighty composite longbow (+4 Str bonus) +5 ranged (2 hits)
Saves: Fort +3, Ref +6, Will +5, Morale +7
Abilities: Str 18, Dex 14, Con 15, Int 8, Wis 13, Cha 11

Skills: Hide +2 Listen +4, Move Silently +4, Spot +4, Wilderness Lore +5
Feats: Weapon Focus (hoof)
Challenge Rating: 3

Centaurs normally avoid fights, but if their woodlands homes are threatened they become fierce enemies.

Centaur Raiding Party, Medium-sized Unit (2 × 2 face): Large monstrous humanoid; Hits 5; Init +2; Spd 10; AC 15; Full Atk Longsword +7 melee (2 hits) (or heavy lance +7 melee (2 hits)), 2 hooves +3 melee (1 hit); or mighty composite longbow (+4 Str bonus) +5 ranged (2 hits); SV Fort +3, Ref +6, Will +5, Morale +7; Str 18, Dex 14, Con 15, Int 8, Wis 13, Cha 11; Skills: Hide +2 Listen +4, Move Silently +4, Spot +4, Wilderness Lore +5. Feats: Weapon Focus (hoof).

When faced with an invading enemy, centaurs prefer to employ guerilla tactics to wear down an opponents' units, harry his supply lines, and slowly erode his morale. Raiding party members carry large shields, greatclubs, heavy lances, might composite longbows (+4 Str bonus), and 40 arrows.

Centaur Battle Regiment, Medium-sized Unit (2 × 2 face): Large Monstrous Humanoid; Hits: 5; Initiative: +2 (Dex); Spd 10; AC 19; Full Atk Longsword +7 melee (2 hits), 2 hooves +3 melee (1 hit); or mighty composite longbow (+4) +5 ranged (2 hits); SV Fort +3, Ref +6, Will +5, Morale +7; Str 18, Dex 14, Con 15, Int 8, Wis 13, Cha 11; Skills: Hide +2 Listen +4, Move Silently +4, Spot +4, Wilderness Lore +5. Feats: Weapon Focus (hoof).

In times of war, centaurs are known to ally with nearby communities of elves, dwarves, humans, and other good races. In such cases, the centaurs equip themselves with chain shirts borrowed or bought from their allies. Otherwise, they are outfitted as per the raiding parties.

DWARF

Medium-Size Humanoid (Dwarf)
Hits: 1
Initiative: +0
Speed: 3 (scale mail); base 4
AC: 16 (+4 scale mail, +2 large shield)
Full Attack: Dwarven waraxe +1 melee (1 hit); or shortbow +1 ranged (1 hit)

Special Qualities: Darkvision 60 ft., dwarven traits
Saves: Fort +3, Ref +0, Will +0, Morale +0
Abilities; Str 11, Dex 10, Con 13, Int 10, Wis 10, Cha 8

Skills: Appraise +2, Craft (metalworking) +2, Listen +2, Spot +2
Feats: Exotic Weapon Proficiency (dwarven waraxe)
Challenge Rating: ½

Tough and dour in the face of the enemy, dwarves are renowned for their ability to field heavily armed and armored legions of warriors. Their rich mineral wealth and skill in metalworking grants them access to the finest weapons and armor in the world.

Dwarf Clan Warriors (Large Unit, 2 × 1 face): Medium humanoid (dwarf); Hits 4; Init +0; Spd 3; AC 18; Full Atk Dwarven waraxe +2 melee (1 hit), or shortbow +1 ranged (1 hit); SQ Darkvision 60 ft, dwarf traits; SV Fort +3, Ref +0, Will +0, Morale +0; Str 11, Dex 10, Con 13, Int 10, Wis 10, Cha 8; Skills: Appraise +2, Craft (metalworking) +2, Listen +2, Spot +2. Feats: Exotic Weapon Proficiency (dwarven waraxe), Iron Will.

Notes: Clan warriors are 1st-level warriors equipped with splint mail, large steel shields, battleaxes, crossbows, and 20 bolts. They form the backbone of most dwarven armies.

Dwarf Axebearers (Large Unit, 2 × 1 face): Medium humanoid (dwarf); Hits 4; Init +0; Spd 3; AC 18; Full Atk Greataxe +4 melee (1 hit), or shortbow +1 ranged (1 hit); SQ Darkvision 60 ft, dwarf traits; SV Fort +3, Ref +0, Will +0, Morale +0; Str 12, Dex 10, Con 14, Int 10, Wis 10, Cha 8; Skills: Climb +5, Craft (metalworking) +4. Feats: Iron Will, Weapon Focus (greataxe).

Notes: Axebearers are elite units of 1st-level fighters who carry masterwork greataxes and crossbows and wear full plate armor. In addition, they are each equipped with 20 bolts.

EAGLE, GIANT

Large Magical Beast
Hits: 5
Initiative: +3
Speed: 2, fly 16 (average)
AC: 15 (−1 size, +3 Dex, +3 natural)
Full Attack: 2 claws +7 melee (2 hits),
  bite +2 melee (1 hit)
Special Qualities: Evasion
Saves: Fort +5, Ref +7, Will +3, Morale +5
Abilities; Str 18, Dex 17, Con 12, Int 10, Wis 14, Cha 10

Skills: Knowledge (nature) +2, Listen +5, Sense Motive +8, Spot +11, Wilderness Lore +8
Feats: Alertness
Challenge Rating: 3

The noble eagles are staunch allies of elves, dwarves, gnomes, and good-aligned humans. From their mountain aeries, they watch over the land and stand ready to fly to war in great flocks known as flights. Many an invading horde of orcs or goblins has been broken or scattered by these majestic warriors' deadly assaults from above.

Giant Eagle Flight (Small Unit, 2 × 2 base): Large magical beast; Hits 3; Init +3; Spd 3, fly 17 (average); AC 15; Full Atk 2 claws +7 melee (2 hits), bite +2 melee (1 hit); SQ Evasion; SV Fort +5, Ref +7, Will +3, Morale +5; Str 18, Dex 17, Con 12, Int 10, Wis 14, Cha 10; Skills: Knowledge (nature) +2, Listen +5, Sense Motive +8, Spot +11, Wilderness Lore +8. Feats: Alertness.

In the wooded mountains and foothills, elves sometimes form such close alliances with giant eagles that the noble birds carry them into battle. Known as Skylancers, these warriors are amongst the most powerful soldiers an elf army can field.

Elf Skylancers (Small Unit, 2 × 2 base): Large magical beast; Hits 3; Init +3; Spd 3, fly 17 (average); AC 13; Full Atk 2 claws +7 melee (2 hits), bite +2 melee (1 hit), and longsword +0 melee (1 hit) or light lance +0 melee (1 hit), or longbow +1 ranged (1 hit); SA Spells; SQ Evasion; SV Fort +5, Ref +7, Will +3, Morale +5; Str 18, Dex 17, Con 12, Int 10, Wis 14, Cha 10; Skills: Knowledge (nature) +2, Listen +5, Sense Motive +8, Spot +11, Wilderness Lore +8. Feats: Alertness; Weapon Focus (longbow), Weapon Focus (longsword).

Skylancers are 1st-level fighter/1st-level wizard elves who are equipped with longbows, light lances, longswords, and 40 arrows each. They commonly prepare *magic missile* and *true strike* before flying into battle.

ELF

Medium-Size Humanoid (Elf)
Hits: 1
Initiative: +1
Speed: 6
AC: 15 (+1 Dex, +3 studded leather, +1 small shield)
Full Attack: Longsword +1 melee (1 hit); or longbow +3 ranged (1 hit)
Special Qualities: Elf traits
Saves: Fort +1, Ref +1, Will +0, Morale +0
Abilities; Str 10, Dex 13, Con 8, Int 11, Wis 11, Cha 11

Skills: Hide +1, Listen +3, Search +3, Spot +2
Feats: Weapon Focus (longbow)
Challenge Rating: ½

While elves love music, song, and other relaxing endeavors above all else, in battle they are fierce, dedicated foes.

Elf Spearmen (Large Unit, 2 × 1 face): Medium humanoid (elf); Hits 1; Init +1; Spd 4; AC 16; Full Atk Longspear +3 melee (1 hit), or longbow +4 ranged (1 hit); SQ Elf traits; SV Fort +1, Ref +1, Will +0, Morale +0; Str 10, Dex 13, Con 8, Int 11, Wis 11, Cha 11; Skills: Listen +4, Spot +4. Feats: Weapon Focus (longbow), Weapon Focus (longspear).

Elite elf units are trained to overwhelm their enemies with massive volleys of arrows. They are 1st-level fighters with longbows, 40 arrows, longspears, and chainmail armor.

Elf Elite Skirmishers (Small Unit, 2 × 2 face): Medium humanoid light warhorse cavalry (elf); Hits 4; Init +1; Spd 13; AC 15; Full Atk Longsword +1 melee (1 hit), 2 hooves +3 melee (1 hit), bite −2 melee (1 hit); or longbow +3 ranged (1 hit); SQ Elf traits; SV Fort +1, Ref +1, Will +0, Morale +1; Str 10, Dex 13, Con 8, Int 11, Wis 11, Cha 11; Skills: Ride +6, Spot +4. Feats: Mounted Archery, Mounted Combat, Weapon Focus (longbow).

These small, elite units of 2nd-level fighters harass enemy supply lines. They ride light warhorses and are each equipped with chainmail, small shields, longswords, longbows, and 40 arrows.

ETTIN

Large Giant
Hits: 13
Initiative: +3
Speed: 6 (hide armor); base 8
AC: 18 (−1 size, −1 Dex, +7 natural, +3 hide)
Full Attack: 2 morningstars +12/+7 melee (2 hits), or 2 javelins +5 ranged (2 hits)
Special Qualities: Low-light vision, superior two-weapon fighting
Saves: Fort +9, Ref +2, Will +5, Morale +6
Abilities: Str 23, Dex 8, Con 15, Int 6, Wis 10, Cha 11

Skills: Listen +10, Search +0, Spot +10
Feats: Alertness, Improved Initiative, Iron Will, Power Attack
Challenge Rating: 6

These two-headed beasts are renowned not only for their ferocity, but their solitary nature and stupidity. Most of the time, ettins fight alone as the allies or slaves of powerful orc or gobin warlords.

Ettin Marauder (Solo Unit, 1 × 1 face): Large giant; Hits 13; Init +3; Spd 10; AC 18; Full Atk 2 morningstars +12/+7 melee (2 hits); or 2 javelins +5 ranged (2 hits); SQ Low-light vision superior two-weapon fighting; SV Fort +9, Ref +2, Will +5, Morale +6; Str 23, Dex 8, Con 15, Int 6, Wis 10, Cha 11; Skills: Listen +10, Search +0, Spot +10. Feats: Alertness, Improved Initiative, Iron Will Power Attack.

GHOUL

Medium-Size Undead
Hits: 3
Initiative: +2
Speed: 6
AC: 14 (+2 Dex, +2 natural)
Full Attack: Bite +2 melee (1 hit plus paralysis) and 2 claws +0 melee (1 hit plus paralysis)
Special Attacks: Ghoul fever, paralysis
Special Qualities: Darkvision 60 ft., undead traits, +2 turn resistance
Saves: Fort +0, Ref +2, Will +5, Morale +2
Abilities; Str 13, Dex 15, Con −, Int 13, Wis 14, Cha 16

Skills: Climb +6, Escape Artist +7, Hide +7, Intuit Direction +3, Jump +6, Listen +7, Move Silently +7, Search +6, Spot +7
Feats: Multiattack
Challenge Rating: 1

Paralysis (Ex): Those hit by a ghoul's bite or claw attack must succeed at a Fortitude save (DC 14) or be paralyzed for 1d6+2 minutes. Elves are immune to this paralysis. This ability counts as an instant kill/incapacitate effect as per the mass combat rules. Any hits the unit sustains due to this ability are healed at the end of its duration unless the unit is routed or destroyed, in which case they are not restored.

These wretched, loathsome undead monsters form elite units within hordes raised by necromancers and evil priests. Ghouls are often drawn to battlefields, as they prefer to feed on the dead and dying.

Ghoul Pack (Small Unit, 1 × 1 face): Medium undead; Hits 3; Init +2; Spd 7; AC 14; Full Atk Bite +2 melee (1 hit and paralysis); 2 claws +0 melee (1 hit and paralysis); SA Ghoul fever, paralysis; SQ Darkvision 60 ft, undead, +2 turn resistance; SV Fort +0, Ref +2, Will +5, Morale +2; Str 13, Dex 15, Con –, Int 13, Wis 14, Cha 16; Skills: Climb +6, Escape Artist +7, Hide +7, Intuit Direction +3, Jump +6, Listen +7, Move Silently +7, Search +6, Spot +7. Feats: Multiattack, Weapon Finesse (bite).

GIANTS

Giants of all sorts rarely field complete armies. While individually powerful, they are too few in number to normally form complete armies. Instead, they prefer to bully and intimidate lesser creatures, such as orcs and goblins, to serve them. In battle, giants form the primary shock or assault force for the armies they join. In a few rare cases, a powerful dragon, lich, or other evil figure can compel tribes of giants to serve him as soldiers.

Giant Abilities

There are a few special talents that most giants share, the ability to throw and catch giant boulders.

Rock Throwing (Ex): Adult giants are accomplished rock throwers and receive a +1 racial bonus to attack rolls when throwing rocks. A giant of at least Large size can hurl rocks weighing 40 to 50 pounds each (Small objects) up to 5 range increments. The size of the range increment varies with the giant's variety. See the core d20 rules for more information. A Huge giant can hurl rocks of 60 to 80 pounds (Medium-size objects).

Rock Catching (Ex): A giant of at least Large size can catch Small, Medium-size, or Large rocks (or projectiles of similar shape). Once per round, a giant that would normally be hit by a rock can make a Reflex save to catch it as a free action. The DC is 15 for a Small rock, 20 for a Medium-size one, and 25 for a Large one. (If the projectile has a magical bonus to attack, the DC increases by that amount.) The giant must be ready for and aware of the attack.

CLOUD GIANT

Huge Giant (Air)
Hits: 36
Initiative: +1
Speed: 10
AC: 21 (–2 size, +1 Dex, +12 natural)
Attacks: Morningstar +22/+17/+12 melee (6 hits), or rock +12/+7/+2 ranged (4 hits)
Special Attacks: Rock throwing, spell-like abilities
Special Qualities: Rock catching, scent
Saves: Fort +16, Ref +6, Will +6, Morale +12
Abilities; Str 35, Dex 13, Con 23, Int 12, Wis 12, Cha 13

Skills: Climb +16, Jump +16, Listen +10, Spot +10
Feats: Alertness, Cleave, Great Cleave, Power Attack
Challenge Rating: 11

From their isolated aerial homes, the cloud giants watch over the world with an aloof, detached manner. They care little for the daily events that unfold beneath them. Only a truly dire threat or a strong vow could pull them into terrestrial matters. When armed for battle, cloud giants are a powerful force.

Cloud Giant War Party (Tiny Unit, 2 × 2 face): Huge giant (air); Hits 18; Init +1; Spd 12; AC 21; Full Atk Morningstar +20/+15/+10 melee (6 hits), or rock +10/+5/+0 ranged (4 hits); SA Rock throwing, spell-like abilities; SQ Rock catching, scent; SV Fort +16, Ref +6, Will +6, Morale +12; Str 35, Dex 13, Con 23, Int 12, Wis 12, Cha 13; Skills: Climb +16, Jump +16, Listen +10, Spot +10. Feats: Alertness, Cleave, Great Cleave, Power Attack.

FIRE GIANT

Large Giant (Fire)
Hits: 28
Initiative: –1
Speed: 6 (chainmail); base 8
AC: 21 (–1 size, –1 Dex, +8 natural, +5 chainmail)
Full Attack: Greatsword +20/+15/+10 melee (5 hits), or rock +10/+5/+0 ranged (4 hits)
Special Attacks: Rock throwing
Special Qualities: Rock catching, fire subtype
Saves: Fort +14, Ref +4, Will +5, Morale +10
Abilities; Str 31, Dex 9, Con 21, Int 10, Wis 10, Cha 11

Skills: Climb +11, Jump +11, Spot +7
Feats: Cleave, Great Cleave, Power Attack, Sunder
Challenge Rating: 10

Of all the giant races, fire giants are the most likely to organize themselves into formal armies and regiments to conquer their neighbors. Luckily for the civilized world, they are too reliant on the fiery environment of their volcanic homelands to journey far into the countryside. Thus, their campaigns of conquest are limited.

Fire Giant Battle Regiment (Small Unit, 2 by 2 face): Large giant (fire); Hits 28; Init −1; Spd 7; AC 21; Full Atk Greatsword +19/+14/+9 melee (5 hits), or rock +9/+4/−1 ranged (4 hits); SA Rock throwing; SQ Rock catching, fire subtype; SV Fort +14, Ref +4, Will +5, Morale +10; Str 31, Dex 9, Con 21, Int 10, Wis 10, Cha 11; Skills: Climb +11, Jump +11, Spot +7. Feats: Cleave, Great Cleave, Power Attack, Sunder.

FROST GIANT

Large Giant (Cold)

Hits: 27

Initiative: −1

Speed: 8

AC: 21 (−1 size, −1 Dex, +9 natural, +4 chain shirt)

Full Attack: Greataxe +18/+13 melee (4 hits), or rock +9/+4 ranged (3 hits)

Special Attacks: Rock throwing

Special Qualities: Rock catching, cold subtype

Saves: Fort +14, Ref +3, Will +4, Morale +9

Abilities; Str 29, Dex 9, Con 21, Int 10, Wis 10, Cha 11

Skills: Climb +13, Jump +13, Spot +6

Feats: Cleave, Great Cleave, Power Attack, Sunder

Challenge Rating: 9

Frost giants are hateful, aggressive brutes who frequently venture forth from their icy homes to raid and pillage the encompassing lowlands. Only their tendency to fight and struggle amongst themselves prevents them from becoming an overwhelming menace. When frost giants march on raids, they usually form a number of small parties that spread out over a wide area.

Frost Giant Marauders (Tiny Unit, 1 × 1 face): Large giant (cold); Hits 14; Init −1; Spd 10; AC 21; Full Atk Greataxe +16/+11 melee (4 hits); or rock +7/+2 ranged (3 hits); SA Rock throwing; SQ Rock catching, cold subtype; SV Fort +14, Ref +3, Will +4, Morale +9; Str 29, Dex 9, Con 21, Int 10, Wis 10, Cha 11; Skills: Climb +13, Jump +13, Spot +6. Feats: Cleave, Great Cleave, Power Attack, Sunder.

HILL GIANT

Large Giant

Hits: 20

Initiative: −1

Speed: 6 (hide armor); base 8

AC: 20 (−1 size, −1 Dex, +9 natural, +3 hide)

Full Attack: Greatclub +16/+11 melee (3 hits); or rock +8/+3 ranged (3 hits)

Special Attacks: Rock throwing

Special Qualities: Rock catching

Saves: Fort +12, Ref +3, Will +4, Morale +8

Abilities; Str 25, Dex 8, Con 19, Int 6, Wis 10, Cha 7

Skills: Climb +9, Jump +9, Spot +4

Feats: Cleave, Power Attack, Weapon Focus (greatclub)

Challenge Rating: 7

Hill giants rarely have the intelligence and organizational capacity to pose anything more than a temporary threat to a realm. They sometimes gather in raiding parties under a particularly powerful or cunning leader, but soon fall into disarray succumbing in the end to infighting and petty jealousies. More commonly, they are pressed into service by powerful creatures. Even mighty warriors amongst the orcs, hobgoblins, and bugbears have been known to cow hill giants into service.

Hill Giant War Party (Small Unit, 2 × 2 face): Large giant; Hits 20; Init −1; Spd 7; AC 20; Full Atk Greatclub +15/+10 melee (3 hits), or rock +7/+2 ranged (3 hits); SA Rock throwing; SQ Rock catching; SV Fort +12, Ref +3, Will +4, Morale +8; Str 25, Dex 8, Con 19, Int 6, Wis 10, Cha 7; Skills: Climb +9, Jump +9, Spot +4. Feats: Cleave, Power Attack, Weapon Focus (greatclub).

STONE GIANT

Large Giant (Earth)

Hits: 24

Initiative: +2

Speed: 6 (hide armor); base 8

AC: 25 (−1 size, +2 Dex, +11 natural, +3 hide)

Full Attack: Greatclub +17/+12 melee (4 hits), or rock +12/+7 ranged (3 hits)

Special Attacks: Rock throwing

Special Qualities: Rock catching

Saves: Fort +13, Ref +6, Will +4, Morale +8

Abilities; Str 27, Dex 15, Con 19, Int 10, Wis 10, Cha 11

Skills: Climb +10, Hide +0*, Jump +10, Spot +3

Feats: Combat Reflexes, Point Blank Shot, Power Attack, Precise Shot

Challenge Rating: 8

Of all the giant types, stone giants are the least likely to raid and pillage. Most of the time, they are content to keep to their isolated, mountain homes. Sometimes, a lone stone giant may fight alongside a dwarf or gnome army to preserve a mountain range against invading humanoids or other marauders.

Stone Giant Champion (Solo Unit, 1 × 1 face): Large giant (earth); Hits 6; Init +2; Spd 10; AC 25; Full Atk Greatclub +13/+8 melee (4 hits), or rock +8/+3 ranged (3 hits); SA Rock throwing; SQ Rock catching; SV Fort +13, Ref +6, Will +4, Morale +8; Str 27, Dex 15, Con 19, Int 10, Wis 10, Cha 11; Skills: Climb +10, Hide +0*, Jump +10, Spot +3. Feats: Combat Reflexes, Point Blank Shot, Power Attack, Precise Shot.

STORM GIANT

Huge Giant (Electricity)
Hits: 40
Initiative: +2
Speed: 8, swim 6 (breastplate); base 10, swim 8
AC: 27 (–2 size, +2 Dex, +12 natural, +5 breastplate)
Full Attack: Greatsword +26/+21/+16 melee (7 hits),
   or mighty composite longbow (+14 Str bonus)
   +14/+9/+4 ranged (5 hits)
Special Attacks: Spell-like abilities
Special Qualities: Electricity immunity, rock catching,
   freedom of movement, water breathing
Saves: Fort +17, Ref +8, Will +9, Morale +16
Abilities; Str 39, Dex 14, Con 23, Int 16, Wis 16, Cha 15

Skills: Climb +18, Concentration +12, Jump +12, Perform
   (chant, dance, drama, harp, recorder) +7, Spot +8
Feats: Cleave, Combat Reflexes, Great Cleave, Power
   Attack, Sunder
Challenge Rating: 13

Storm giants are amongst the mightiest defenders of
good, though many of them are too wrapped in their own
affairs and concerns to pay much mind to humanity's
trifling problems. A storm giant on the battlefield is an
awesome sight to behold. Between its towering sword and
magical abilities, it can destroy a regiment of regular
soldiers in a matter of minutes.

Spell-Like Abilities: Once per day a storm giant can
call lightning as a 15th-level druid and use chain lighting
as a 15th-level sorcerer. Twice per day a storm giant can
control weather as a 20th-level druid and levitate as
a 20th-level sorcerer. Save DC is 12 + spell level.

Freedom of Movement (Su): Storm giants continu-
ously have freedom of movement as the spell.

Water Breathing (Ex): Storm giants can breathe
underwater indefinitely and can freely use their spell-like
abilities while submerged.

Storm Giant Warrior (Solo Unit, 1 × 1 face): Huge giant
(electricity); Hits 10; Init +2; Spd 12, swim 10 (breastplate);
base 14, swim 12; AC 27; Full Atk Greatsword +22/+17/+12
melee (7 hits), or mighty composite longbow (+14 Str bonus)
+10/+5/+0 ranged (5 hits); SA Spell-like abilities; SQ
Electricity immunity, freedom of movement, rock catching,
water breathing; SV Fort +17, Ref +8, Will +9, Morale +16;
Str 39, Dex 14, Con 23, Int 16, Wis 16, Cha 15; Skills: Climb
+18, Concentration +12, Jump +12, Perform (chant, dance,
drama, harp, recorder) +7, Spot +8. Feats: Cleave, Combat
Reflexes, Great Cleave, Power Attack, Sunder.

GNOLL

Medium-Size Humanoid (Gnoll)
Hits: 1
Initiative: +0
Speed: 4 (scale mail), base 6
AC: 17 (+1 natural, +4 scale, +2 large shield)
Full Attack: Battleaxe +3 melee (1 hit),
   or shortbow +1 ranged (1 hit)
Special Qualities: Darkvision 60 ft.
Saves: Fort +4, Ref +0, Will +0, Morale +1
Abilities; Str 15, Dex 10, Con 13, Int 8, Wis 11, Cha 8

Skills: Listen +3, Spot +3
Feats: Power Attack
Challenge Rating: 1

Rapacious, aggressive, and driven by cruel and ambitious
chieftains, gnolls are a constant thorn in the side of many
civilized realms. Most of the time, these creatures are too
splintered by internal strife to mount a concerted, aggres-
sive effort against their enemies, but sometimes a single,
mighty khan can forge them into rampaging horde that
levels all that stands in its way.

Gnoll Marauders (Large Unit, 2 × 1 face): Medium humanoid
(gnoll); Hits 4; Init +0; Spd 4; AC 17; Full Atk Battleaxe +3
melee (1 hit), or shortbow +1 ranged (1 hit);
SQ Darkvision 60 ft.; SV Fort +4, Ref +0, Will +0, Morale +1;
Str 15, Dex 10, Con 13, Int 8, Wis 11, Cha 8; Skills: Listen +3,
Spot +3. Feats: Power Attack.

Gnoll marauders form the bulk of any army of these
beasts or units forced into service by giants, goblin kings,
and other warlords. They are equipped with scalemail,
large shields, battleaxes, shortbows, and 20 arrows each.

Gnoll Dire Hyena Riders (Small Unit, 2 × 2 face): Medium
humanoid (gnoll); Hits 5; Init +2; AC 16; Bite +9 melee (3
hits plus trip), and heavy lance +2 melee (1 hit) or battleaxe
+2 melee (1 hit), or shortbow +1 ranged (1 hit); SA Trip; SQ
Darkvision 60 ft., scent; SV Fort +8, Ref +7, Will +6, Morale
+8; Str 25, Dex 15, Con 17, Int 8, Wis 12, Cha 10; Skills: Hide
+5, Listen +6, Move Silently +5, Spot +6, Wilderness Lore +1.
Feats: Power Attack.

The bravest and most daring gnoll warriors capture
and raise dire hyenas as their pets, battle companions,
and mounts. The gnoll khan commonly rides with these
warriors, urging them on to greater accomplishments and
terrible deeds. Gnoll hyena riders are equipped with scale
armor, large wooden shields, battleaxes, heavy lances,
shortbows, and 20 arrows each.

GNOME

Small Humanoid (Gnome)
Hits: 1
Initiative: +0
Speed: 4
AC: 16 (+1 size, +4 chain shirt, +1 small shield)
Full Attack: Short sword +2 melee (1 hit),
   or light crossbow +2 ranged (1 hit)
Special Attacks: Gnome traits, spells
Special Qualities: Gnome traits, speak with animals
Saves: Fort +3, Ref +0, Will +0, Morale +0
Abilities; Str 8, Dex 10, Con 12, Int 11, Wis 11, Cha 11

Skills: Listen +4, Spot +2
Feats: Weapon Focus (short sword)
Challenge Rating: ½

Compared to other creatures, gnomes are small and weak. Often, their regiments are simply overmatched by the physical prowess and strength their enemies bring to bear. However, the crafty gnomes can use their innate spell abilities to confuse and terrify the enemy.

Gnome Illusionist Cabal (Small Unit, 1 × 1 face): Small humanoid (gnome); Hits 2; Init +0; Spd 4; AC 12; Full Atk Club +1 melee (1 hit), or light crossbow +1 ranged (1 hit); SA Gnome traits, spells; SQ Gnome traits, speak with animals; SV Fort +2, Ref +0, Will +4, Morale +5; Str 10, Dex 10, Con 15, Int 15, Wis 11, Cha 11; Skills: Listen +4, Spot +2. Feats: Dodge.

The gnome illusionist cabal consists of 2nd-level gnome illusionists equipped with clubs, light crossbows, and 10 bolts each. They typically prepare the following spells: *magic missile (x2), mage armor, silent image.* Cantrips: *dancing lights, ghost sound, ray of frost (x2), resistance.*

Gnome Pikemen (Large Unit, 1 × 1 face): Small humanoid (gnome); Hits 4; Init +0; Spd 3; AC 16; Full Atk Spear +3 (1 hit); or light crossbow +3 ranged (1 hit); SA Gnome traits, spells; SQ Gnome traits, speak with animals; SV Fort +3, Ref +0, Will +0, Morale +0; Str 8, Dex 10, Con 12, Int 11, Wis 11, Cha 11; Skills: Listen +4, Spot +2. Feats: Weapon Focus (spear).

Gnome pikemen form the basic unit in a professional, gnomish army. Each soldier is equipped with chainmail, a spear, a light crossbow, and 20 bolts.

GOBLIN

Small Humanoid (Goblinoid)
Hits: 1
Initiative: +1
Speed: 6
AC: 15 (+1 size, +1 Dex, +3 studded leather)
Full Attack: Morningstar +1 melee (1 hit),
   or shortbow +3 ranged (1 hit)
Special Qualities: Darkvision 60 ft.
Saves: Fort +2, Ref +1, Will +0, Morale +0
Abilities; Str 8, Dex 13, Con 11, Int 10, Wis 11, Cha 8

Skills: Hide +6, Listen +3, Move Silently +4, Spot +3
Feats: Alertness
Challenge Rating: ¼

Cowardly, greedy, and malicious, goblins are commonly deployed as cannon fodder by orcs, hobgoblins, and other tougher, stronger evil humanoid races. Most hordes keep these poor wretches at the front lines where they absorb cavalry charges and soak up spells and arrows, keeping elite units of orc berserkers and hobgoblin pikemen fresh for the final, decisive blow.

Goblin Archers (Large Unit, 1 × 1 face): Small humanoid (goblinoid); Hits 4; Init +1; Spd 6; AC 15; Full Atk Morningstar +2 melee (1 hit); or shortbow +4 ranged (1 hit); SQ Darkvision 60 ft.; SV Fort +2, Ref +1, Will +0, Morale +0; Str 8, Dex 13, Con 11, Int 10, Wis 11, Cha 8; Skills: Hide +6, Listen +3, Move Silently +4, Spot +3. Feats: Alertness.

When goblins martial for war under their own direction, they rely on massed units of archers to wear the enemy into submission. Goblin archers wear studded leather armor, carry morningstars and shortbows, and each bears 60 arrows. When goblins are able to enter into agreements with orc and bugbear warlords on a semi-equal footing, the majority of their units are equipped as archers.

Goblin Dredges (Gargantuan Unit, 2 × 2 face): Small humanoid (goblinoid); Hits 16; Init +1; Spd 4; AC 14; Full Atk Morningstar +3 melee (1 hit); SQ Darkvision 60 ft.; SV Fort +2, Ref +1, Will +0, Morale +0; Str 8, Dex 13, Con 11, Int 10, Wis 11, Cha 8; Skills: Hide +6, Listen +3, Move Silently +4, Spot +3. Feats: Alertness.

Goblin dredges are usually little better than slaves thrown into the fray to clear the path for better units. They carry morningstars and wear leather armor.

Goblin Spider Riders (Medium-size Unit, 2 × 2 face): Small humanoid (goblin); Hits 8; Init +3; Spd 6, climb 4; Full Atk Morningstar +1 melee (1 hit), bite +4 melee (1 hit and poison), or shortbow +3 ranged (1 hit); SA Poison, web; SQ Darkvision 60 ft., vermin; SV Fort +5, Ref +4, Will +1, Morale +2; Str 15, Dex 17, Con 12, Int 10, Wis 11, Cha 8; Skills: Climb +14, Hide +6, Jump +2, Listen +3, Move Silently +4, Spot +7. Feats: Alertness.

Poison (Ex): Fort save DC 16, initial and secondary damage 2d6 Strength.
Web (Ex): Eight times per day, the spiders can cast a web by making a ranged attack (base attack +2) to entangle a unit that is no larger than the spider unit. If this attack hits, the enemy unit loses one action on its next round. A unit cannot be affected more than once per round by this attack.

A few goblin tribes manage to win admiration and spread fear through their ferocity and cunning. Amongst these warriors, the spider riders are the most elite, best-trained units. Riding into battle atop towering, hairy arachnids, they can scatter even the best trained human regiments before them. In subterranean environments, their ability to lurk in the upper portions of caverns makes them excellent scouts and flanking troops. Many an underworld battle has ended with goblin spider riders dropping down upon an enemy command post from above.

GRIFFON

Large Beast
Hits: 12
Initiative: +2
Speed: 6, fly 16 (average)
AC: 17 (–1 size, +2 Dex, +6 –natural)
Full Attack: Bite +8 melee (2 hits), 2 claws +3 melee (1 hit)
Special Attacks: Pounce, rake 1d6+2
Special Qualities: Scent
Saves: Fort +8, Ref +7, Will +3, Morale +5
Abilities; Str 18, Dex 15, Con 16, Int 2, Wis 13, Cha 8

Skills: Jump +8, Listen +6, Spot +8*
Challenge Rating: 4

Griffons are commonly used by elves, dwarves, humans, and other races as aerial mounts. They never fight as units on their own. As animals they lack the intelligence to organize themselves into complex groups. Instead, these statistics are provided to help you design exotic cavalry units.

HALFLING

Small Humanoid (Halfling)
Hits: 1
Initiative: +1
Speed: 4
AC: 15 (+1 size, +1 Dex, +3 studded leather)
Attacks: Longsword +2 melee (1 hit) or heavy crossbow +3 ranged (1 hit)
Special Attacks: Halfling traits
Special Qualities: Halfling traits
Saves: Fort +3, Ref +2, Will +1, Morale +1
Abilities; Str 8, Dex 13, Con 10, Int 11, Wis 11, Cha 11

Skills: Climb +0, Hide +5, Jump +0, Listen +3, Move Silently +4
Feats: Weapon Focus (longsword)
Challenge Rating: ½

Halflings are poorly suited to service amongst armies in roles other than scouts and archers. Their physical shortcomings leave them easily overwhelmed by hobgoblins, gnolls, and even humans. They prefer to fight from a distance, relying on massed formations of archers to whittle down the opposition.

Halfling Archers (Large Unit, 1 × 1 face): Small humanoid (halfling); Hits 4; Init +1; Spd 4; AC 15; Full Atk Longsword +3 melee (1 hit); or heavy crossbow +4 ranged (1 hit); SA Halfling traits; SQ Halfling traits; SV Fort +3, Ref +2, Will +1, Morale +1; Str 8, Dex 13, Con 10, Int 11, Wis 11, Cha 11; Skills: Climb +0, Hide +5, Jump +0, Listen +3, Move Silently +4. Feats: Weapon Focus (longsword).

Halfling archers prefer the heavy crossbow, as it overcomes their inherent physical weakness. They are each equipped with longswords, studded leather armor, heavy crossbows, and 40 bolts.

Halfling Outriders (Medium-size Unit, 1 × 1 face): Small humanoid (halfling); Hits 6; Spd 8; AC 16; Full Atk Longsword +1 melee (1 hit) or light lance +1 melee (1 hit) and bite +3 melee (1 hit), or shortbow +3 ranged (1 hit); SA Halfling traits, scent; SV Fort +5, Ref +5, Will +1, Morale +2; Str 15, Dex 15, Con 15, Int 11, Wis 12, Cha 11; Skills: Climb +0, Hide +5, Jump +0, Listen +5, Move Silently +4, Spot +5, Swim +5. Feats: Mounted Combat.

Halfling outriders are riding dog cavalry units. These units serve as flankers and scouts, probing the enemy's formation to find weak spots before dispersing to allow infantry units to move in and attack. In an all-halfling army, the bulk of the professional soldiers are outriders. Each outrider is equipped with studded leather armor, longsword, light lance, shortbow, and 40 arrows.

HIPPOGRIFF

Large Beast
Hits: 5
Initiative: +2
Speed: 10, fly 20 (average)
AC: 15 (−1 size, +2 Dex, +4 natural)
Full Attack: 2 claws +5 melee (1 hit),
    bite +0 melee (1 hit)
Saves: Fort +6, Ref +5, Will +2, Morale +3
Abilities; Str 18, Dex 15, Con 16, Int 2, Wis 13, Cha 8

Skills: Listen +4, Spot +8
Challenge Rating: 2

Due to their speed and ferocity, hippogriffs make excellent aerial mounts. Their stats are included here to make it easier to design exotic cavalry units.

HOBGOBLIN

Medium-Size Humanoid (Goblinoid)
Hits: 1
Initiative: +1
Speed: 6
AC: 15 (+1 Dex, +3 studded leather, +1 small shield)
Full Attack: Longsword +1 melee (1 hit),
    or javelin +2 ranged (1 hit)
Special Qualities: Darkvision 60 ft.
Saves: Fort +3, Ref +1, Will +0, Morale +0
Abilities; Str 11, Dex 13, Con 13, Int 10, Wis 10, Cha 10

Skills: Hide +1, Listen +3, Move Silently +3, Spot +3
Feats: Alertness
Challenge Rating: ½

While adventurers see hobgoblins as little more than troublesome humanoids, kings and emperors duly fear them. Of all the evil humanoid races, the hobgoblins are the exceptionally well-organized, produce the keenest generals, and are the most apt to set aside racial animosity to conquer an enemy. Hobgoblin warlords are the most likely to recruit giants, hire human mercenaries, and form pacts with infernal creatures. In battle, they can match and exceed elf and dwarf generals in tactical cunning and strategic vision.

Hobgoblin Legionnaires (Huge Unit, 2 × 2 face): Medium-humanoid (goblinoid); Hits 8; Init +1; Spd 3; AC 17; Full Atk Longsword +1 melee (1 hit); or javelin +2 ranged (1 hit); SQ Darkvision 60 ft.; SV Fort +3, Ref +1, Will +2, Morale +2; Str 11, Dex 13, Con 13, Int 10, Wis 10, Cha 10; Skills: Hide +1, Listen +1, Move Silently +3, Spot +1. Feats: Iron Will.

Legionnaires form the backbone of any hobgoblin army. Each warrior is equipped with chainmail, small shield, longsword, and 3 javelins.

Hobgoblin Blood Oath Guards (Large Unit, 2 × 1 face): Medium humanoid (goblinoid); Hits 3; Init +5; Spd 4; AC 16; Full Atk Mwk greatsword +5 melee (2 hits), or longbow +3 ranged (1 hit); Special Qualities: Darkvision 60 ft.; SV Fort +4, Ref +1, Will +0, Morale +3; Str 12, Dex 13, Con 13, Int 10, Wis 10, Cha 10; Skills: Craft (weaponsmith) +5, Listen +2, Ride +6, Spot +2. Feats: Improved Initiative, Iron Will, Weapon Focus (greatsword).

The Blood Oath Guards are amongst the most feared hobgoblin units. Tradition holds that before a host marches to war, the best hobgoblin fighters compete for membership in the Blood Oath guards. Over the course of five grueling days of tests, the best of the best rise to the top and join these units. Blood Oath guards drink a broth made with blood taken from each member of the unit to inspire their courage and forge a bond of brotherhood amongst them. Blood Oath Guards are equipped with chainmail, masterwork greatswords, longbows, and 40 arrows.

Skills: Listen +7, Spot +7
Challenge Rating: 2

These animals are similar to heavy horses but are trained and bred for strength and aggression. A heavy warhorse can fight while carrying a rider, but the rider cannot also attack unless he or she succeeds at a Ride check (DC 10).

Carrying Capacity: A light load for a heavy warhorse is up to 300 pounds; a medium load, 301–600 pounds; a heavy load, 601–900 pounds. A heavy warhorse can drag 4,500 pounds.

HORSE, HEAVY WAR

Large Animal
Hits: 6
Initiative: +1
Speed: 10
AC: 14 (–1 size, +1 Dex, +4 natural)
Full Attack: 2 hooves +6 melee (2 hits),
   bite +1 melee (1 hit)
Special Qualities: Scent
Saves: Fort +7, Ref +5, Will +2, Morale +3
Abilities; Str 18, Dex 13, Con 17, Int 2, Wis 13, Cha 6

HORSE, LIGHT WAR

Large Animal
Hits: 4
Initiative: +1
Speed: 12
AC: 14 (–1 size, +1 Dex, +4 natural)
Full Attack: 2 hooves +4 melee (1 hit),
   bite –1 melee (1 hit)
Special Qualities: Scent
Saves: Fort +6, Ref +4, Will +2, Morale +3
Abilities; Str 16, Dex 13, Con 17, Int 2, Wis 13, Cha 6

["

MINOTAUR

Large Monstrous Humanoid
Hits: 8
Initiative: +0
Speed: 6
AC: 14 (–1 size, +5 natural)
Full Attack: Greataxe +9/+4 melee (3 hits),
 gore +4 melee (1 hit)
Special Attacks: Powerful charge (4 hits)
Special Qualities: Darkvision 60 ft., natural cunning,
 scent
Saves: Fort +6, Ref +5, Will +5, Morale +7
Abilities; Str 19, Dex 10, Con 15, Int 7, Wis 10, Cha 8

Skills: Intimidate +5, Jump +8, Listen +8, Search +6,
 Spot +8
Feats: Great Fortitude, Power Attack
Challenge Rating: 4

Powerful Charge (Ex): Minotaurs typically begin a battle by charging at an enemy unit, lowering their heads to bring their mighty horns into play. In addition to the normal benefits and hazards of a charge, this allows the beasts to make a single gore attack that deals 4d6+6 points of damage.

While powerful warriors, minotaurs are typically too few in number to form armies of their own. Rather, they serve as mercenaries and elite troops to ambitious conquerors and would-be warlords. In the eyes of many evil humanoids, the presence of minotaur bodyguards signals a warlord's success and martial prowess.

Minotaur Bodyguards (Tiny Unit, 1 × 1 face): Large monstrous humanoid; Hits 4; Init +0; Spd 6; AC 19; Full Atk Greataxe +7/+2 melee (3 hits), gore +2 melee (1 hit); Special Attacks: Charge 4 hits; Special Qualities: Scent, natural cunning; SV Fort +6, Ref +5, Will +5, Morale +7; Str 19, Dex 10, Con 15, Int 7, Wis 10, Cha 8; Skills: Intimidate +5, Jump +8, Listen +8, Search +6, Spot +8. Feats: Great Fortitude, Power Attack.

Minotaur bodyguards wear chainmail and carry well-sharpened greataxes. They normally keep close to a commander's banner, ready to charge any unit that makes an aggressive move towards him.

MUMMY

Medium-Size Undead
Hits: 8
Initiative: –1
Speed: 4
AC: 17 (–1 Dex, +8 natural)
Full Attacks: Slam +11 melee (2 hits plus mummy rot)
Special Attacks: Despair, mummy rot
Special Qualities: Undead, resistant to blows, damage
 reduction 5/+1, fire vulnerability
Saves: Fort +2, Ref +1, Will +7, Morale +9
Abilities; Str 17, Dex 8, Con –, Int 6, Wis 14, Cha 15

Skills: Hide +8, Listen +9, Move Silently +8, Spot +9
Feats: Alertness, Toughness
Challenge Rating: 3

Despair (Su): At the mere sight of a mummy, the viewer must succeed at a Will save (DC 15) or be paralyzed with fear for 1d4 rounds. A unit that moves adjacent to a unit of mummies must make this save or its members are paralyzed by terror. The unit may only use 1 action per round and it suffers a –2 penalty to attacks and Morale saves.

Mummy Rot (Su): In terms of mass combat, a unit that suffers damage from mummies cannot be healed until a number of *remove disease* spells are used on the unit equal to 10% of its surviving members.

Undead: Immune to mind-influencing effects, poison, sleep, paralysis, stunning, and disease. Not subject to critical hits, subdual damage, ability damage, energy drain, or death from massive damage.

Resistant to Blows (Ex): Physical attacks deal only half damage to mummies. Apply this effect before damage reduction.

Fire Vulnerability (Ex): A mummy takes double damage from fire attacks unless a save is allowed for half damage. A successful save halves the damage and a failure doubles it.

Mummies form elite units within undead hordes. Their ability to strike terror into their opponents' hearts makes them an ideal strike force, but their widely known weakness to fire makes them vulnerable to spells and catapults.

OGRE

Large Giant
Hits: 5
Initiative: −1
Speed: 6 (hide); base 8
AC: 16 (−1 size, −1 Dex, +5 natural, +3 hide)
Full Attack: Greatclub +8 melee (3 hits),
   javelin +1 ranged (2 hits)
Saves: Fort +6, Ref +0, Will +1, Morale +2
Abilities; Str 21, Dex 8, Con 15, Int 6, Wis 10, Cha 7

Skills: Climb +4, Listen +2, Spot +2
Feats: Weapon Focus (greatclub)
Challenge Rating: 2

Dim and simpleminded, ogres are most commonly used by orcs and hobgoblins as shock troops. Only rarely do ogres organize themselves into armies or fighting units. Instead, warlords of other races usually recruit them with promises of food, loot, and slaves.

Ogre Warband (Small Unit, 2 × 2 face): Large giant; Hits 5; Init −1; Spd 7; AC 16; Full Atk Greatclub +8 melee (3 hits); or javelin +1 ranged (2 hits); SV Fort +6, Ref +0, Will +1, Morale +2; Str 21, Dex 8, Con 15, Int 6, Wis 10, Cha 7; Skills: Climb +4, Listen +2, Spot +2. Feats: Weapon Focus (greatclub).

ORC

Medium-Size Humanoid (Orc)
Hits: 1 hit
Initiative: +0
Speed: 4 (scale mail); base 6
AC: 14 (+4 scale mail)
Full Attack: Falchion +4 melee (2 hits),
   or javelin +1 ranged (1 hit)
Special Qualities: Darkvision 60 ft., light sensitivity
Saves: Fort +2, Ref +0, Will −1, Morale −1
Abilities; Str 15, Dex 10, Con 11, Int 9, Wis 8, Cha 8

Skills: Listen +2, Spot +2
Feats: Alertness
Challenge Rating: ½

Light Sensitivity (Ex): Orcs suffer a −1 penalty to attack rolls in bright sunlight or within the radius of a daylight spell.

Orcs are amongst the most common foot soldiers for evil lords, necromancers, dragons, and others that recruit humanoids to their causes. While vicious and skilled in battle, their poor morale is legendary. Many a battle has turned against an orc horde when their enemies put up a determined, stiff resistance.

Orc Bersekers (Medium-size Unit, 1 × 1 face): Medium humanoid (orc); Hits 2; Init +0; Spd 8; AC 13; Full Atk Greataxe +4 melee (2 hits), or javelin +1 ranged (1 hit); SA Rage (1/day); SQ Darkvision 60 ft., light sensitivity; SV Fort +2, Ref +0, Will −1, Morale +0; Str 15, Dex 10, Con 11, Int 9, Wis 8, Cha 8; Skills: Intimidate +3, Listen +1, Spot +1. Feats: Alertness, Weapon Focus (greataxe).

Orc berserkers are 1st-level barbarians with greataxes, studded leather, and three javelins.

PEGASUS

Large Magical Beast
Hits: 7
Initiative: +2
Speed: 12, fly 24 (average)
AC: 14 (−1 size, +2 Dex, +3 natural)
Full Attack: 2 hooves +7 melee (2 hits),
   or bite +2 melee (1 hit)
Special Qualities: Scent, spell-like abilities
Saves: Fort +7, Ref +6, Will +4, Morale +6
Abilities; Str 18, Dex 15, Con 16, Int 10, Wis 13, Cha 13

Skills: Listen +12, Sense Motive +7, Spot +12, Wilderness Lore +3
Feats: Iron Will
Challenge Rating: 3

Pegasi are greatly valued by elves and humans as aerial mounts. Their speed, intelligence, and fighting prowess place them a cut above griffons, hippogriffs, and other flying creatures. Sometimes, pegasi form flocks that fly into battle in support of a good-aligned nation, though these majestic beasts are typically too few in number to create large units.

RAST

Medium-Size Outsider (Fire)
Hits: 4
Initiative: +5
Speed: Fly 10 (good)
AC: 15 (+1 Dex, +4 natural)
Full Attack: 4 claws +6 melee (1 hit),
   or bite +6 melee (2 hits)
Special Attacks: Blood drain, improved grab, paralyzing gaze
Special Qualities: Fire subtype, flight
Saves: Fort +5, Ref +5, Will +5, Morale +8
Abilities; Str 14, Dex 12, Con 13, Int 3, Wis 13, Cha 12

Skills: Hide +5, Listen +7, Move Silently +7
Feats: Dodge, Improved Initiative
Challenge Rating: 5

Combat

Rasts attack in swarms, with a frightening, brutal cunning. The creatures paralyze as many of their foes as possible, then attack any that are still moving. A rast can claw or bite, but cannot do both during the same round.

Blood Drain (Ex): This ability has no effect on a mass combat.

Improved Grab (Ex): To use this ability, the rast must hit with its bite attack.

Paralyzing Gaze (Su): Paralysis for 1d6 rounds, 30 feet, Fortitude save (DC 13). As with all gaze attacks, this ability can affect no more than 25% of the target unit's members.

Fire Subtype (Ex): Fire immunity, double damage from cold except on a successful save.

Flight (Su): A rast can fly as the spell cast by an 11th-level sorcerer, as a free action. A rast that loses this ability falls and can perform only partial actions.

SAHUAGIN

Medium-Size Humanoid (Aquatic)
Hits: 2
Initiative: +1
Speed: 30 ft., swim 60 ft.
AC: 16 (+1 Dex, +5 natural)
Full Attack: Trident +4 melee (1 hit),
  and bite +1 melee (1 hit); or 2 talons +4 melee (1 hit)
  and bite +2 melee (1 hit); or heavy crossbow
  +3 ranged (1 hit)
Special Attacks: Blood frenzy, rake 1d4+1
Special Qualities: Blindsense 30 ft., darkvision 60 ft.,
  freshwater sensitivity, light blindness,
  speak with sharks, water dependent
Saves: Fort +4, Ref +1, Will +1, Morale +2
Abilities; Str 14, **Dex** 13, **Con** 12, **Int** 14, **Wis** 13, **Cha** 9

Skills: Animal Empathy +2, Hide +6, Listen +7,
  Profession (hunt) +2, Spot +7, Wilderness Lore +1
Feats: Multiattack
Challenge Rating: 2

Blood Frenzy: Once per day a sahuagin unit that takes damage in combat can fly into a frenzy. The unit gains one use of the barbarian rage ability, as per the mass combat rules, and gains all the options available with that ability.

Freshwater Sensitivity (Ex): A sahuagin fully immersed in freshwater must succeed at a Fortitude save (DC 15) or leave the water immediately. If the sahuagin fails and cannot escape, it suffers a –4 morale penalty to all attack rolls, saves, and checks. Even on a success, it must repeat the save attempt every 10 minutes it remains immersed.

Light Blindness (Ex): Abrupt exposure to bright light (such as sunlight or a daylight spell) blinds sahuagin for 1 round. In addition to temporary blindness, they suffer a –1 morale penalty to all attack rolls, saves, and checks while operating in bright light.

Underwater Sense (Ex): A sahuagin can locate creatures underwater within a 30-foot radius. This ability works only when the sahuagin is underwater.

Water Dependent (Ex): Sahuagin can survive out of the water for 1 hour per 2 points of Constitution.

SKELETON

Medium-Size Undead
Hits: 1
Initiative: +5
Speed: 6
AC: 13 (+1 Dex, +2 natural)
Full Attack: 2 claws +0 melee (1 hit)
Special Qualities: Undead, immunities
Saves: Fort +0, Ref +1, Will +2, Morale +2
Abilities; Str 10, **Dex** 12, **Con** –, **Int** –, **Wis** 10, **Cha** 1

Feats: Improved Initiative
Challenge Rating: ⅓

Undead: Immune to mind-influencing effects, poison, sleep, paralysis, stunning, and disease. Not subject to critical hits, subdual damage, ability damage, energy drain, or death from massive damage.

Immunities (Ex): Skeletons have cold immunity. Because they lack flesh or internal organs, they take only half damage from piercing or slashing weapons.
Skeletons are commonly deployed by powerful undead beings, evil clerics, and necromancers. Many warlords with access to ancient tombs and crypts have quickly raised a large host of undead creatures. Typically, a commander finds or buys weapons and armor to better outfit these mindless warriors.

Skeleton Legion (Large Unit, 2 × 1 face): Medium undead; Hits 4; Init +5; Spd 4; AC 17; Full Atk Longsword +0 melee (1 hit) or shortbow +1 ranged (1 hit); SQ Undead, immunities; SV Fort +0, Ref +1, Will +2, Morale +2; Str 10, Dex 12, Con –, Int –, Wis 10, Cha 1. Feats: Improved Initiative.

Skeleton legionnaires are outfitted with scale armor, large wooden shields, longswords, shortbows, and 20 arrows.

STIRGE

Tiny Beast
Hits: 1 hit
Initiative: +4 (Dex)
Speed: 2, fly 8 (average)
AC: 16 (+2 size, +4 Dex)
Attacks: Touch +7 melee (0 hits)
Special Attack: Attach, blood drain
Special Quality: Darkvision 60 ft., low-light vision
Saves: Fort +2, Ref +6, Will +1, Morale +1
Abilities; Str 3, Dex 19, Con 10, Int 1, Wis 12, Cha 6

Skills: Hide +14
Feats: Weapon Finesse (touch)
Challenge Rating: ½

Attach and Blood Drain (Ex): Stirges fight by swooping down on an enemy unit, stabbing at their opponents with their long, piercing noses, and draining blood. A unit of stirges inflicts 4 points of Constitution drain against a unit it hits in combat. After dealing this damage, the stirges are removed from the battle. The unit loses 25% of its starting hits in damage and suffers a –2 penalty to all Fortitude saves due to this Constitution drain.

TREANT

Huge Plant
Hits: 13
Initiative: –1
Speed: 6
AC: 20 (–2 size, –1 Dex, +13 natural)
Full Attack: 2 slams +12 melee (3 hits)
Special Attacks: Animate trees, trample, double damage against objects
Special Qualities: Plant, fire vulnerability, half damage from piercing
Saves: Fort +10, Ref +1, Will +6, Morale +10
Abilities; Str 29, Dex 8, Con 21, Int 12, Wis 15, Cha 12

Skills: Hide 9, Intimidate +8, Knowledge (nature) +8, Listen +9, Sense Motive +9, Spot +9, Wilderness Lore +9
Feats: Iron Will, Power Attack
Climate/Terrain: Any forest
Challenge Rating: 8

Animate Trees (Sp): A treant can animate trees within 180 feet at will, controlling up to two trees at a time. It takes a full round for a normal tree to uproot itself. Thereafter it moves at a speed of 2 and fights as a treant in all respects. Animated trees lose their ability to move if the treant who animated them is incapacitated or moves out of range. The ability is otherwise similar to liveoak as cast by a 12th-level druid. Count trees animated in this manner as a separate unit that need never check Morale and is automatically destroyed if the treants fail a Morale save or are destroyed.
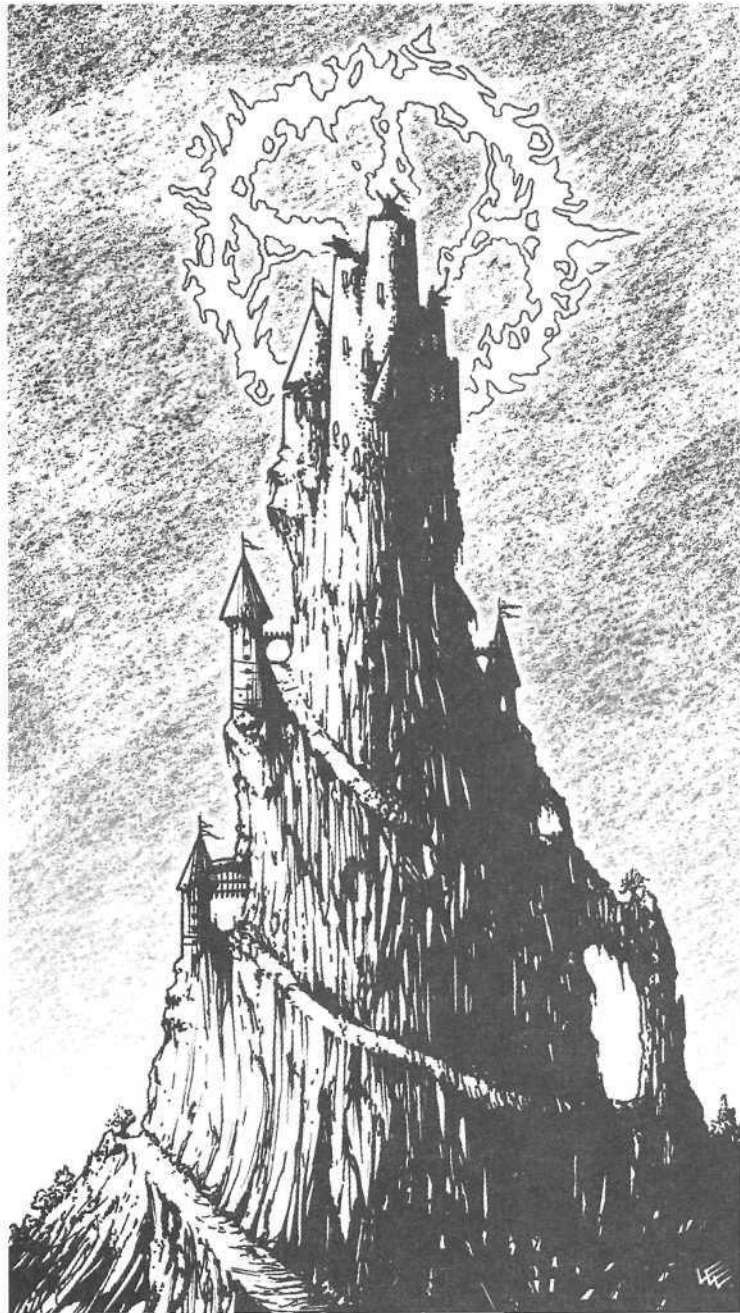
Trample (Ex): A treant or animated tree can trample Medium-size or smaller creatures for 2 hits of damage. Opponents who do not make attacks of opportunity against the treant or animated tree can attempt a Reflex save (DC 20) to halve the damage.

Double Damage against Objects (Ex): A treant or animated tree that makes an attack against an object or structure deals double damage.

Plant: Immune to mind-influencing effects, poison, sleep, paralysis, stunning, and polymorphing. Not subject to critical hits.

Fire Vulnerability (Ex): A treant or animated tree takes double damage from fire attacks unless the attack allows a save, in which case it takes double damage on a failure and no damage on a success.

Half Damage from Piercing (Ex): Piercing weapons deal only half damage to treants.

TROGLODYTE

Medium-Size Humanoid – (Reptilian)
Hits: 3
Initiative: –1 (Dex)
Speed: 6
AC: 15 (–1 Dex, +6 natural)
Attacks: Longspear +1 melee (or 2 claws +1 melee), bite –1 melee; or javelin +1 ranged
Damage: Longspear 1 hit, bite 1 hit, claw 1 hit; or javelin 1 hit
Special Attacks: Stench, darkvision 90 ft.
Saves: Fort +5, Ref –1, Will +0, Morale +1
Abilities; Str 10, Dex 9, Con 14, Int 8, Wis 10, Cha 10

Skills: Hide +6, Listen +3
Feats: Multiattack, Weapon Focus (javelin)
Challenge Rating: 1

Stench (Ex): Any unit in base-to-base contact with troglodytes must succeed at a Fortitude save (DC 13) or suffer a –2 morale penalty on attack rolls, weapon damage rolls, checks, and saving throws. The affect lasts 1 minute. Once a unit succumbs to a particular troglodyte's stench ability, or made a successful saving throw against it, it cannot be affected by the same troglodytes stench ability for 24 hours.

TROLL

Large Giant
Hits: 13
Initiative: +2 (Dex)
Speed: 6
AC: 18 (–1 size, +2 Dex, +7 natural)
Attacks: 2 claws +9 melee, bite +4 melee
Damage: Claw 2 hits, bite 1 hit
Special Attacks: Rend 3 hits
Special Qualities: Regeneration 1, scent, darkvision 90 ft.
Saves: Fort +11, Ref +4, Will +3, Morale +6
Abilities; Str 23, Dex 14, Con 23, Int 6, Wis 9, Cha 6

Skills: Listen +5, Spot +5
Feats: Alertness, Iron Will
Challenge Rating: 5

Rend (Ex): If a troll unit hits with both claw attacks, it automatically deals an additional 3 hits of damage.

Regeneration (Ex): Fire and acid deal normal damage to a troll.

Trolls are renowned for their ferocity in battle, yet their sub average intelligence and instinctual nature makes them difficult to control.

ZOMBIE

Medium-Size Undead
Hits: 3
Initiative: –1
Speed: 6
AC: 11 (–1 Dex, +2 natural)
Full Attack: Slam +2 melee (1 hit)
Special Qualities: Slow, undead traits
Saves: Fort +0, Ref –1, Will +3, Morale +3
Abilities; Str 13, Dex 8, Con –, Int –, Wis 10, Cha 1

Feats: Toughness
Challenge Rating: ½

Undead: Immune to mind-influencing effects, poison, sleep, paralysis, stunning, and disease. Not subject to critical hits, subdual damage, ability damage, energy drain, or death from massive damage.

Slow (Ex): Zombies move with teetering, awkward motions. They receive only 1 action per round rather than 2.

Zombies typically fight in armies raised by necromancers, evil churches, and others with access to dark magic. In the aftermath of an undead army's victory, its ranks swell as zombies are recruited from the battlefield's dead.

Zombie Soldiers (Large Unit, 2 × 1 face): Medium undead; Hits 3; Init −1; Spd 6; AC 15; Full Atk Spear +2 melee (2 hits); SQ Undead, slow; SV Fort +0, Ref −1, Will +3, Morale +3; Str 13, Dex 8, Con −, Int −, Wis 10, Cha 1. Feats: Toughness.

When an army of undead has time to equip its zombies, these undead are normally outfitted with scale armor and greatswords. The heavy blades are ideally suited to take advantage of the zombie's natural brute strength.

HUMAN SOLDIERS
AND UNITS

The following statistics represent a range of different combat units available in the realm system. They cover the different roles units can fill and the typical combat formations lords and generals use. The units' base stats are listed here. To deploy them as units, simply apply the modifiers for the appropriate size.

Cavalry, Heavy: Medium humanoid; Hits 6; Init +1; Spd 7; AC 19; Full Atk 2 hooves +6 melee (2 hits), bite +1 melee (1 hit), longsword +3 melee (1 hit), heavy lance +4 melee (1 hit); SQ Scent; SV Fort +7, Ref +5, Will +2, Morale +3; Str 18, Dex 13, Con 17, Int 11, Wis 13, Cha 10; Skills: Handle Animal +5, Jump +6, Listen +7, Ride +5, Spot +7. Feats: Iron Will, Mounted Combat, Trample, Weapon Focus (heavy lance).

Heavy cavalry is an army's primary assault force, hammering infantry units with a charge and other attacks. Heavy cavalry soldiers are 2nd-level fighters with half-plate, large wooden shields, longswords, and heavy lances.

Cavalry, Light: Medium humanoid; Hits 4; Init +1; Spd 12; AC 15; Full Atk 2 hooves +4 melee (1 hit), bite −1 melee (1 hit), longsword +2 melee (1 hit), shortbow +1 ranged (1 hit); SV Fort +6, Ref +4, Will +2, Morale +3; Str 16, Dex 13, Con 17, Int 11, Wis 13, Cha 10; Skills: Climb +5, Listen +7, Ride +5, Spot +7, Swim +5. Feats: Mounted Archery, Mounted Combat.

Light cavalry usually serves as scouts, screening troops, and raiders. With their ability to fire from the saddle, they can make quick strikes against the enemy without risk of being pinned down. Light cavalrymen are 1st-level warriors equipped with leather armor, longswords, shortbows, and 40 arrows.

Infantry, Archers: Medium humanoid: Hits 1; Init +1; Spd 6; AC 13; Full Atk Dagger +1 melee (1 hit); longbow +3 ranged (1 hit); SV Fort +2, Ref +1, Will +0, Morale +0; Str 11, Dex 13, Con 10, Int 11, Wis 10, Cha 10; Skills: Climb +4, Craft (woodworking) +4, Swim +4. Feats: Point Blank Shot, Weapon Focus (longbow).

E. Lofgren

Archers are 1st-level warriors equipped with leather armor, daggers, longbows, and 60 arrows.

Infantry, Heavy: Medium humanoid; Hits 1; Init +0; Spd 4; AC 18; Full Atk Longsword +3 melee (1 hit), light crossbow +1 ranged (1 hit); SV Fort +2, Ref +0, Will +2, Morale +2; Str 13, Dex 10, Con 10, Int 11, Wis 10, Cha 10; Skills: Climb +5, Intimidate +4, Swim +5. Feats: Iron Will, Weapon Focus (longsword).

Equipped with splintmail, large steel shields, longswords, light crossbows, and 10 bolts, heavy infantry forms the core of most human armies.

Infantry, Light: Medium-Size Humanoid; Hits 1; Init +0; Spd 6; AC 15; Full Atk Longsword +3 melee (1 hit), shortbow +2 ranged (1 hit); SV Fort +2, Ref +0, Will +0, Morale +0; Str 13, Dex 10, Con 10, Int 11, Wis 10, Cha 10; Skills: Climb +5, Intimidate +4, Swim +5. Feats: Weapon Focus (longsword), Weapon Focus (shortbow).

Light infantry soldiers are 1st-level warriors outfitted with studded leather armor, large wooden shields, longswords, longbows, and 20 arrows.

Infantry, Pikemen: Medium humanoid; Hits 1; Init +0; Spd 4; AC 15; Full Atk Longspear +3 melee (1 hit); SV Fort +2, Ref +0, Will +2, Morale +2; Str 13, Dex 10, Con 10, Int 11, Wis 10, Cha 10; Skills: Climb +5, Intimidate +4, Swim +5. Feats: Iron Will, Weapon Focus (longspear).

Pikemen train to fight in tight, closed ranks. They tend to have better morale than other troops, as unit cohesion and teamwork play a major role in their success. Pikemen are equipped with chainmail, longspears, and daggers.

Infantry, Scouts: Medium humanoid; Hits 1; Init +5; Spd 6; AC 14; Full Atk Short sword +1 melee (1 hit); javelin +3 ranged (1 hit); SV Fort +2, Ref +1, Will +0, Morale +0; Str 11, Dex 13, Con 10, Int 11, Wis 10, Cha 10; Skills: Hide +3, Move Silently +3, Spot +2. Feats: Improved Initiative, Weapon Focus (javelin).

Scouts are equipped with leather armor, small shields, short swords, and 4 javelins.

SIEGE ENGINES

Siege weaponry is critical to any assault on a fortified, defended position. The following items can be assigned to any infantry combat unit. A unit gains the item's listed benefits during a siege. Some equipment, such as catapults and ballistae, can also be assigned to specific defensive positions. These are noted as such in the item descriptions. All items are assumed to come with horses, mules, and other animals needed to transport them along with a crew of engineers and artillerists.

If a unit with attached artillery or siege engines ever fails a Morale save and routs, it automatically loses the siege equipment it possessed. In the panic, the troops abandon rams and ladders, leave artillery behind, and so on.

Ballista: A ballista can fire once per round as long as the unit it is attached to does not move. This attack is made in addition to the unit's normal actions. The weapon's crew sets the artillery up and fires it as normal. A battery of ballistae deals 2 hits of damage. An attack made with a ballista is made with a straight attack roll. Do not use the attacker's attack bonus. Apply all modifiers to the target's AC as normal.

Catapult, Heavy: A heavy catapult may be fired once per round if the unit it is attached to does not move for 2 consecutive rounds and does not move on any rounds it fires. A catapult is fired using a straight attack roll, ignoring the crew's attack bonus. Apply all modifiers to the target's AC as normal. A heavy catapult battery inflicts 4 hits of damage. As noted in chapter 3, a heavy catapult batter automatically inflicts damage against a besieged city four times per day of the siege. See chapter 2 for more information on site hit points.

Catapult, Light: As per the heavy catapult, save a unit need only spend one round without moving before this weapon can fire. A light catapult inflicts 2 hits of damage. Ram: The most common item used to crack fortified areas, rams are cheap, portable, but unreliable. They also leave a unit exposed to missile fire while they are used to slowly batter down a gate. A unit with a ram may batter down a gate and attack a unit within fortified terrain. The attacking unit may make a Strength check (usually DC 20, see chapter 2) by spending two actions. If this check succeeds, the unit batters down the gate and may attack the enemy unit in melee. The unit gains a +1 bonus to this check for each consecutive round after the first that it spends on this action.

Siege Ladders: With this item, a unit can mount a quick but risky assault on enemy fortifications. A unit with siege ladders may spend an action to make an opposed Strength check against a unit that occupies an adjacent, fortified square. If this check succeeds, the attacking unit may immediately make a melee attack against the unit in the fortification. Until the enemy unit spends an action to make and succeed at an opposed Strength check, the unit with the siege ladders may continue to make melee attacks so long as it does not leave its current space.

Siege Tower: Though slow and ponderous, siege towers provide a relatively simple way to overwhelm a keep or wall. This siege engine is a wooden tower on wheels that is pulled next to a wall. Soldiers at the tower's peak drop a bridge to the enemy fortifications and rush across to attack. A unit with siege towers moves at half its normal speed. It may attack units in fortified squares in melee.

For more information on siege towers and machines, see *War*, published by AEG.
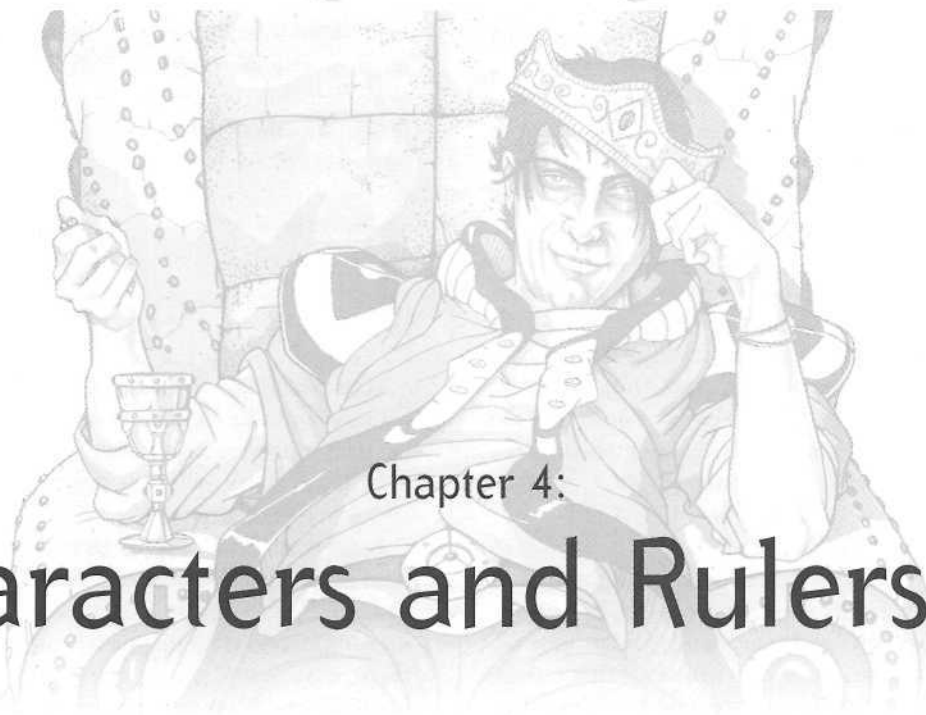
Chapter 4:

Characters and Rulership

Each of the character classes fills a distinct need in adventures. A monk can move past many enemies to strike at wizards and other soft targets, fighters trade blows with dragons and other mighty beasts, while clerics banish the undead and tend to their comrades wounds. These roles take on a much different tenor in rulership. A fighter can slay a troll with his sword and a stout shield, but those skills have no place in winning the hearts and minds of political rivals. This section addresses two topics. First, it covers each character class and gives tips and ideas for how it will function when ruling a realm. Second, it gives ideas, hints, and tips for sculpting characters who make good leaders.

In the realm system, character level plays only a tangential role in determining your character's skills and capacities as a ruler. However, that does not mean such talents are neglected. A monk makes a different kind of a ruler than a wizard, while a cleric is much more likely to bring religious folk beneath his banner than a rogue. Each character class gains specific benefits and provides a set of modifiers to the realm system. Many of the rules referenced here make sense only after you read chapter 2. To tide you over, a short summary of the realm management rules is given below.

REALM MANAGEMENT: A BASIC OVERVIEW

When your character gains access to a position of power, he faces a few new challenges. The realm system is based on the cycle of seasons: summer, fall, winter, and spring. Each season consists of a series of steps you must go through to manage a realm. During the summer, you must set aside land for crops and devote manpower to producing food. During the fall, your people harvest their crops and sell them for gold or transform them into stores to feed your people. During the winter months, things grow quiet as your people hunker down for the cold, harsh weather. During the spring, you can recruit soldiers for your armies. Some activities, such as mining ore, take place throughout the year.

The material your realm produces depends on the type of terrain you control and the sort of settlers you draw and the folk that already live there. For example, dwarf settlers make excellent smiths, while half-orcs thrive as warriors in your army.

Finally, few things are free of chance's meddling touch. Some years, bad weather can limit your crops. An accident in a mine can set back ore production for years. By the same token, a sudden gold strike can transform a sleepy, backwater barony into an economic powerhouse.

The character classes play a major role in determining the type of settlers you attract and the sort of institutions you can establish. A monk has a much easier time build-

ing a monastery and attracting martial artists to it. A druid's realm enjoys better weather and lush crops due to her talent for nature magic, while a wizard can build a tower, establish a library, and use them to establish alliances with spellcasters across the world. The talents an adventurer cultivates help shape the nature and traits of his holdings.

Each character class, and to a lesser extent each race, offers several bonuses and abilities in the realm management system. These abilities are based on a character's level in a specific class and are gained in addition to the standard abilities for the character class. Note that these new capabilities have no effect on the game outside of the realm management system. The classes are no stronger or weaker than normal under this system.

BARBARIAN: THE WARLORD

With their raw, elemental fury and skill at fighting, barbarians thrive in settlements that rest on the border between civilization and the wild lands beyond. Barbarians tend to fare poorly in situations that require subtle thought and more complex political maneuvering, but they compensate with their skill in battle and the raw personal magnetism they exude. A barbarian draws followers to his banner through his prowess in battle and the

many victories his army wins. A barbarian's holdings might not be the most cultured, civilized, or well developed, but they are heavily defended and populated by many folk who keep a well-used greatsword and coat of leather armor next to their hoes, shovels, and plows.

Barbarian Level	Realm Ability
5	Ferocious Warlord
10	Berserker Lord
15	Bloodthirsty Reputation
20	Master of the Horde

Ferocious Warlord: The barbarian's fury in battle and his reputation for skill in combat inspire and embolden his men. If the barbarian takes part in a battle his armies fight in, all units under his command gain a +1 morale bonus to all Morale saves.

Berserker Lord: The barbarian's penchant for short, brief periods of violent energy filters down to his troops and followers. Berserkers and other wild fighters flock to his banner, expecting that such a mighty warrior can offer them prestige and glory through his campaigns against his enemies. When creating new units within his realm, the barbarian may opt to produce 1st-level barbarians rather than 1st-level warriors. The costs and upkeep for these soldiers remains the same.

Bloodthirsty Reputation: It is said that an army reflects the passions and ideals of the general who leads it. In the hands of a cunning leader, a regiment is a deadly, precise weapon that moves with strength and agility to engage the enemy. In contrast, a sputtering, incompetent officer leads troops that hesitate, act out of concert, and fumble about on the battlefield. The barbarian's troops mirror their leader's bravery and ferocity. They adorn themselves in tattoos, feathers, and other strange totems. This aspect, combined with the barbarian's reputation for brutality and carnage, cause all enemy armies in the mass combat system to suffer a –1 morale penalty to all Morale checks when fighting against his armies.

Master of the Horde: As the barbarian's reputation and fame spreads, he garners the attention of ambitious, young warriors eager to make their name fighting under his banner. If the barbarian fought a battle in the summer season, he may recruit 1d6 Medium-

size units of 1st-level barbarians for free during the next spring season. These warriors arrive at his holdings eager to obey his commands and hoping to find spoils and glory. These units remain until the next spring season, at which time the barbarian may use this ability again to gain free units. Units recruited in this manner must be given supplies as normal.

Under the barony scale, these units consist of 150 soldiers. In the kingdom scale they are 750 warriors strong, and under the empire scale they are formed of 1,500 troops.

The barbarians are the same race as the ruler. They arrive equipped with studded leather armor, shields, and two martial weapons of the barbarian's choice. Use the attributes listed under the race's entry in the appropriate monster rulebook. Otherwise, the barbarian decides on their abilities in keeping with their race, class, and level.

BARD: THE MASTER POLITICIAN

Of all the character classes, bards are perhaps best fit to rule. Their emphasis on inspiring others, handling social situations, and winning friends makes them the best at fitting in with the complex, dangerous system of politics between rival lords. Bards are at their best when ruling lands that are part of an established, civilized order. On the borderlands, their skills go to waste. Amidst civilization, they win friendships and alliances with their neighbors while currying the respect and favors from kings and other powerful figures. Their people tend to be happier and more productive than other rulers' subjects are. Even during tough times, a bard is a master at motivating his citizens and getting more work out of them.

Bard Level	Realm Ability
5	Inspiring Leader
10	Political Operative
15	Beloved Monarch
20	Exalted Leader

Beloved Leader: The bard's reputation and his inspiring, magnetic personality help draw a variety of tradesmen, artisans, and commoners to his domain. When rolling to determine the pool of settlers he can draw on each spring phase, the bard gains a +2 competence bonus.

Political Operative: Bards trade not only in stories and songs, but information, rumor, and innuendo. The bard's talent for sorting fact from fiction and straining the truths hidden in fanciful gossip allow him to collect vital information on his political rivals and allies. Once per phase, the bard may make a Gather Information check (DC 30). If he succeeds, he immediately learns the loyalty score of a single person in his command or in service of a neighboring lord.

Beloved Monarch: The bard's personal magnetism and talent for performance allows him to endear himself to his people, engineering his status as a beloved figure. The commoners and artisans have a fundamental, personal love of him that can overcome many of their concerns about his handling of domestic affairs. The bard's followers and people all gain a +2 morale bonus to their loyalty scores.

Exalted Leader: At 20th level, the bard's natural talent for working with people and his fame reach the point that his people are willing to pursue almost any act in his name. During each spring phase, he gains a +4 competence bonus to rolls made to determine his pool of settlers. In addition, when determining his domain's production the bard may select one resource his holdings create and increase its production for the year by 25%. The bard's inspiring figure and the love he commands from his subjects pushes them to work harder in his name.
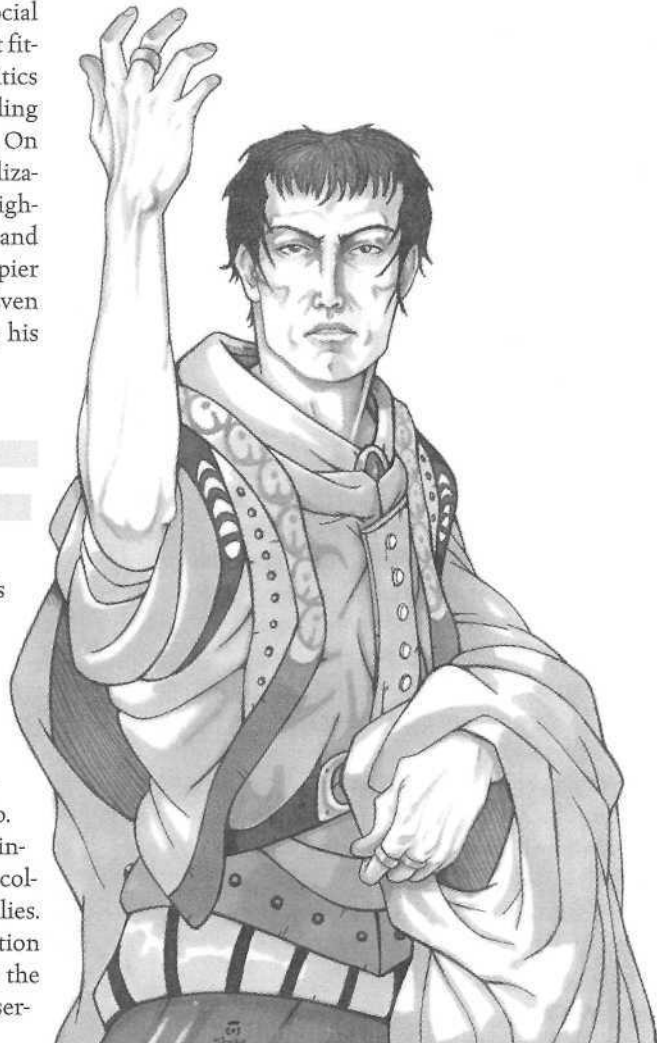
CLERIC: THE PRIEST KING

Clerics often take power in the name of their gods, though not every one of these adventurers founds and manages a theocracy. Whether or not the rule of the gods becomes the rule of the land, clerics enjoy their deities' blessings so long as they remain faithful. The weather in their land proves amenable to crops, miners hit upon rich, deep veins of metal, and marauding humanoids always seem to bypass their holdings. However, just as the gods give so too do they take away. A cleric who runs afoul of his god or fails to offer proper sacrifices faces plagues of locusts, drought, and other troubles. The people who settle in a cleric's domain tend to follow his god, making them more obedient to his rule owing to his religious authority. A cleric's religious superiors may offer him financial and military support, but this comes at the price of land ceded over to the church for temples and fortresses that answer to church authorities rather than the cleric.

Cleric Level	Realm Ability
5	Religious Authority
10	Divine Blessing
15	High Priest
20	Divine Monarch

Religious Authority: A cleric may call upon the followers of his god to rally around him and help support his realm's growth. During the spring phase, he may opt to cede areas over to the church. In return, he gains financial and military support from the religious hierarchy. An area given to the church produces no resources and must be filled with the maximum population it can bear. In return, the cleric gains one Medium-size unit of heavy infantry for each area given over to the church. This unit may be used as the cleric sees fit, but if it is destroyed or suffers casualties the church does not replace them. Once an area is given to the church, it cannot be taken back. Wasteland areas cannot be ceded over to the church. The DM should decide how the religious authorities use the land. They may construct a monastery, build a village, or set it aside for future use. In any event, the PC cleric gains no benefits from anything built there.

Under the barony scale, units gained in this manner consist of 150 soldiers. In the kingdom scale they are 750 warriors strong, and under the empire scale they are formed of 1,500 troops.

A cleric can only cede one area per year to the church. Any troops gained in this manner arrive the season after the one in which the donation occurred.

Divine Blessing: Under the auspices of the gods, the cleric's domain flourishes and enjoys their divine protection. When rolling to determine random events each season, the cleric gains a +4 divine bonus to his roll so long as he allocates one unit of gold as a donation to the church or as sacrifices to the gods. If the cleric goes four consecutive seasons without making this sacrifice, he suffers a -4 divine penalty to his random events rolls until he pays the sacrifice. After gaining the penalty, he does not regain his bonus until he pays the sacrifice two consecutive seasons, after which he once again gains the bonus.

High Priest: The cleric's status as an important, or at least powerful, figure within the religious hierarchy helps enforce the loyalty of those around him. Not only is he a political ruler, but he also reigns under a divine mandate. All his followers, include the people as a whole, gain a +2 divine bonus to their loyalty scores.

Divine Monarch: As one of the most powerful representatives of the gods on the planet, the cleric's domain gains the watchful protection of the gods. During any season in which the cleric gained the +4 divine bonus to random event determination as per his religious authority ability, he may choose to gain one of three benefits. He may choose to cancel any one random event that befalls his domain. Through luck and divine providence, the event blows over without any effects. He may call upon a Medium-size unit of hound archons to fight within his domain. These troops cannot leave the border of his area and disappear at the end of the season. Under the barony scale, this unit consists of 150 soldiers. In the kingdom scale it is 750 warriors strong, and under the empire scale it is formed of 1,500 troops. Finally, he may opt to impose a -2 circumstance penalty to attacks and Morale saves on any unit of outsiders that fight against his armies for that season.
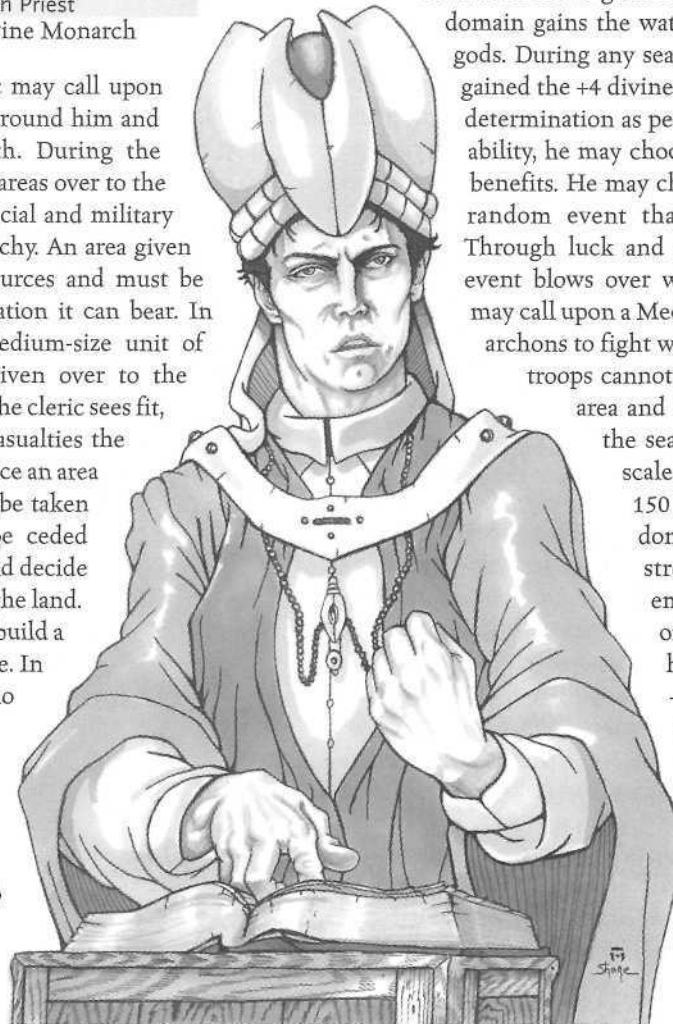
DRUID: THE VERDANT OVERLORD

Only rarely do druids accept positions of power from liege lords and other temporal authorities. Rather, they tend to see themselves as managers and keepers responsible for the health and well being of a stretch of wilderness. Usually, a druid offered the chance to rule does so outside of the normal bounds of feudal relationships. A druid ruler looks after the land and supports the king in return for recognition of his authority. Best suited to ruling tracts of wilderness at the edge of civilization, druids manage their holdings with an equal combination of their magic and their knowledge of the natural world. Natural products abound in the druid's realm. His people rarely want for food or shelter, and the products of his vineyards and fields sell for a good price in markets. The plants and animals are his followers, and invading armies find wolf packs and fouled water foes as dangerous as massed ranks of pikemen. However, the druid cannot afford to disrupt the natural balance of the wilds. He cannot recklessly establish cities and towns for fear of damaging the forests, limiting his ability to exploit the land and produce finished goods. Yet, despite these limitations the druid's land rarely wants for anything.

Druid Level	Realm Ability
5	Nature's Bounty
10	King of Forest and Field
15	Speaker of Trees
20	Earth's Sacred Province

Nature's Bounty: Under the druid's watchful eyes, crops flourish and farmers harvest a great bounty of food. All areas in the druid's domain produce more food than usual. The druid triples his realm's food production as long as half the areas under his control are left uninhabited and are not used to produce more resources.

King of Forest and Field: The druid king's reach and authority extend far beyond the affairs of men, elves, dwarves, and other humanoid races. The wolves of the forest, the eagles of the mountains, the dolphins of the sea, these creatures respect his rule and obey his dictates. The druid may raise units of animals to fight alongside his armies. He counts any area that is uninhabited and that has not been used to produce resources as fully inhabited for purposes of recruited troops. Troops recruited from these areas are animals or beasts with up to 2 HD each. In battle, they act and fight like any other unit even though they have animal-level intelligence.

Speaker of Trees: The druid's grip on his realm extends beyond a legal or even social bond and grows into a spiritual link that ties his soul to the land. So long as at least half the druid's lands are left uninhabited and are not used to produce resources, he becomes one with the land. He may use the spell *scrying* as a supernatural ability to look upon any area with his realm. Rather than view a specific creature or person, the druid uses this ability to look at any point in his domain. He may choose to view the area from ground level or up to 100 feet above the ground.

Earth's Sacred Province: As the druid's power grows and his connection to the land becomes stronger, the forest and nature itself begin to obey his commands. As long as he maintains the minimum requirements necessary for his nature's bounty ability, he acquires the following benefits. He gains the services of a Medium-size unit of treants and 1d6 Medium-size units of fey creatures with 2 or fewer HD. Furthermore, he may double the production of any resource aside from food once per year.

FIGHTER: THE CAESAR

Fighters are the most skilled class when it comes to combat, and that mastery extends to how they manage their realms. Fighters are the best at raising and training skilled warriors. Their armies are second to none when it comes to tactics and training. While a lesser commander might field troops who fight with swords and shields, a fighter can train his men to wield spiked chains, artillery, and other strange weapons. In battle, the fighter is a superior general whose armies fight with greater spirit and courage than those of other rulers. While fighters may not offer the same magical and political abilities of other characters, the safety and security their realms offer tend to draw many settlers with a wide range of abilities. Commoners see a fighter's lands as well defended and secure, helping draw settlers and attract investment from merchants. Kings and emperors prefer fighters as vassals to the other character classes because a fighter produces strong armies but lacks the skills to flourish in politics. Still, just a fighter's best option is to kick down a door and slay the monster on the other side, a fighter can make it far by keeping the threat of his armies hovering just above his rivals' heads.

Fighter Level	Realm Ability
5	Martial Training
10	Keen Tactician
15	Elite Soldiers
20	Lord of Battle

Martial Training: The fighter's talent in combat and his reputation as a skilled warrior draws followers and settlers to his realm that have a martial bent. When raising or hiring armies, the fighter may upgrade his soldiers from warriors to fighters for free.

Keen Tactician: With his knowledge of combat and keen military mind, the fighter is able to develop a sound defense strategy and tactical doctrine to protect his realm. When fighting mass combats on his own lands, the fighter's units gain a +2 bonus to initiative and a +1 morale bonus to attacks and Morale saves.

Elite Soldiers: The fighter's talent in combat and his tendency to draw militaristic, eager recruits to his banner allow him to develop an elite fighting force. When creating and raising units from his population base, the fighter may give them a free, +1 bonus to their level. This bonus may be applied to a unit that already exists, but no unit may ever gain this bonus more than once unless the fighter uses the lord of battle ability (see below) to improve them. The fighter may use this bonus once per season. The unit that gains it may take no actions for that season, as it must train and drill. If the unit is forced to take part in a military campaign, it does not gain the level bonus and that use of this ability is wasted.

Lord of Battle: At 20th level, the fighter's reputation and his skill at personal combat, tactics, and strategy allow him to forge his armies into the deadliest fighting force in the world. He may apply his elite soldiers ability to his units a second time, giving them a total of 2 bonus levels. No unit may receive this bonus more than once. Otherwise, the rules given under the elite soldiers ability apply as normal.

MONK: THE HIGH CONTEMPLATIVE

Much like druids, monks tend to avoid the trappings of politics and temporal power. They find true value in inner peace, focus, and training. Commanding others is simply a distraction forced upon them by the material world. Yet, in some cases monks take the reigns of power and lead a realm beneath their enlightened rule. The monk's true strength lies in his strict training. He is a calm, cool mediator who can navigate politics with ease. Just as a monk in his simple robes may seem ineffective next to a heavily armed and armored knight, so too does he surprise his enemies in the political arena. Monks have an easier time winning favorable agreements from their neighbors. More importantly, they can draw others from their orders to dwell in a territory. These highly skilled artisans and capable fighters fill several roles at once while putting little pressure on the realm's treasury. However, a monk must take care to avoid losing his brotherhood's support. If a monk becomes too entranced with raising castles, organizing armies, and gaining power, he may find that the central core of his followers leaves for a more enlightened realm.

Monk Level	Realm Ability
5	Keeper of Order
10	Leader of the Way
15	Enlightened Rule
20	Master of the Order

Keeper of Order: Monks are renowned for their self-control and orderly manner. They must all be lawful for good reason, as rigorous study of the martial arts requires a calm, orderly mind. This focus and internal regulation serves a monk well when he attains control of an area. The monk's calm demeanor and reputation for control make him a valued ally, granting a +2 morale bonus to the loyalty of all allies and friends he makes outside of his domain.

Leader of the Way: Few realms are ruled by monks, making a member of this class's rise to power noteworthy amongst his fellows. At 10th level, a monk who rules a domain gains a free, Medium-sized unit of 1st-level monks. These monks require normal upkeep and come without any equipment. Their race matches the ruler's.

Under the barony scale, the unit of monks gained in this manner consists of 150 soldiers. In the kingdom scale they are 750 martial artists strong, and under the empire scale they are formed of 1,500 monks.

Enlightened Rule: As a monk ruler's prestige and fame grow, more and more adherents of his sect or monastery filter into the area. In addition, the commoners beneath him develop a natural affinity for the martial arts. The monk's status and rule naturally draw laborers and peasants who have an interest in the monk's arts. When drawing recruits to his army from the population pool, the monk may count 1st-level warriors as 2nd-level monks for free. This upgrade only applies to units created by the monk and does not retroactively apply to existing units.

Master of the Order: At 20th level, the monk's personal ability, fame, and skill in leading his people reaches the point where he becomes one of the masters of his martial arts order. More monks and other would-be martial artists seek to live beneath his enlightened rule. Each season, the monk may raise a Medium-size unit of monks as per his Leader of the Way ability. This unit dissolves at the end of the season, but the monk may use this ability again to keep it together. In addition, the many monks amongst his people make his domain a difficult target for conquest. If the domain is invaded, 10% of the peasant population may be converted to 1st-level monk units. These warriors fight with a +1 morale bonus to attacks and a +4 morale bonus to all Morale saves.

PALADIN: THE TRUE KING

With their strong moral center and regal bearing, paladins are perhaps the most beloved and trustworthy leaders. Commoners and artisans flock to their banners, as they know that a paladin will be a fair and just ruler. Realms ruled by paladins tend to be more productive and less inclined to revolt. Furthermore, with his divine mandate a paladin can found an academy to train others of his order and attract lower-leveled paladins to serve him. For these reasons, paladins tend to command armies heavily supported by divine spellcasters. Despite these advantages, paladins suffer a few drawbacks. Their strong morals place them at a disadvantage in politics, as many agreements require compromises that could run against a paladin's code of honor. Furthermore, many merchants and traders who engage in shady practices avoid paladin realms for fear that their goods and items will be seized or their business practices unfairly restricted. Despite these drawbacks, paladins flourish as rulers. Their reputation and ties to religious organizations give them many eager allies who are willing to help grow their realms.

Paladin Level	Realm Ability
5	The Good King
10	Legion of Honor
15	Benevolent Monarch
20	Hero King

The Good King: Paladins have a long and storied history of heroism, justice, and fairness. For these reasons, they have an easy time attracting settlers to their realms. Commoners and merchants alike recognize that they can live free of tyranny in a paladin's lands and that their liege lord will protect them from evils with the blessings of the gods. During the spring phase, the paladin gains a +1 competence bonus to his roll to determine the pool of settlers that arrive in his land. Furthermore, the commoners gain a +2 morale bonus to their loyalty score.

Legion of Honor: The paladin's personal skills and his benevolent rule draw young, eager recruits to his cause. These warriors hope to defend the paladin's realm against his enemies while following the example he sets in life. At 10th level, the paladin gains the services of a Medium-size units of 2nd-level paladins. These warriors share the paladin's race.

Under the barony scale, the unit of paladins gained in this manner consists of 150 soldiers. In the kingdom scale they are 750 soldiers strong, and under the empire scale they are formed of 1,500 heroes.

Benevolent Monarch: The paladin's just rule earns him the love and respect of the people of his land. The commoners gain a +4 morale bonus to their loyalty score. Despite hardships and difficult times, the peasants stand behind the paladin and remain faithful to his rule. In the event of an invasion, the paladin can raise 20% of the commoner population as 1st-level commoners outfitted with whatever weapons and armor he can spare. These commoners gain a +1 morale bonus to attacks and a +4 morale bonus to all Morale saves. So beloved is the paladin that his people fight and die in his name.

Hero King: The paladin becomes such a gleaming beacon of hope and justice that even his rivals for political power cannot help but follow the example he sets. All allies and followers who serve with the paladin gain a +2
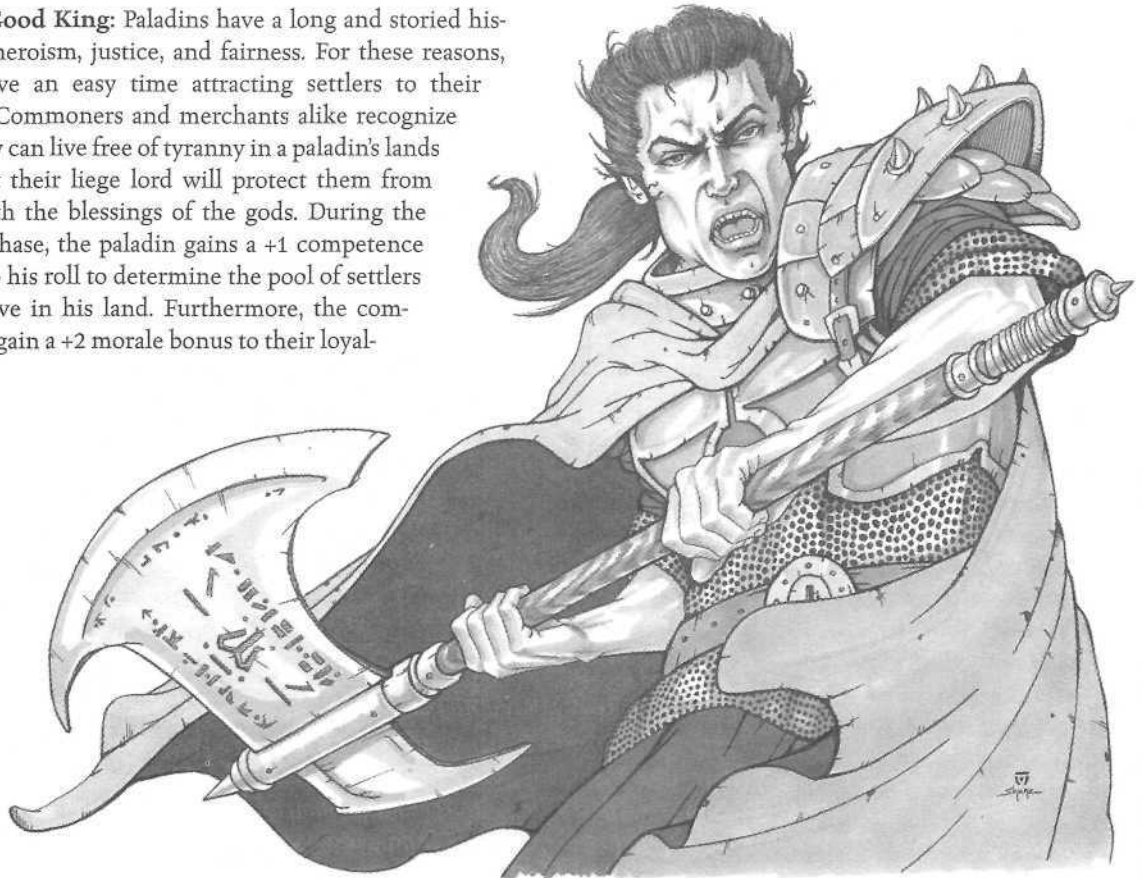
morale bonus to their loyalty scores. More importantly, no non-evil lord can ever invade his realm so long as he does not appear to initiate hostilities. The paladin becomes so popular with his people and his legend as a hero grows so wide that only blackhearted tyrants would stand against him.

RANGER: THE FOREST LORD

Similar to druids, rangers see themselves more as wardens and caretakers than official rulers. Their skill in navigating the wilderness allows them to make the most of the natural resources in the territories they control, while their tracking and fighting abilities draw other rangers to their banners and provide them with stout, skilled fighting forces. An area controlled by a ranger tends to be more peaceful and stable, as a ranger can predict and handle incursions by wild animals, monsters, and other threats. While their armies tend to favor lighter armor and weapons than normal, their skill at slipping through forest and other difficult terrain allows them to conduct hit and run raids against their enemies. A good ranger can manage a realm that provides a strong bulwark against invading armies, while an evil one can sabotage his rivals' plans with quiet, stealthy acts of sabotage. Like barbarians, rangers are best suited to rule the lands at civilization's edge. They have trouble with the complex, intricate maze of politics and prefer to handle problems and situations that can be solved with direct, physical action.

Ranger Level	Realm Ability
5	Rugged Frontiersmen
10	Ranger Lord
15	Friend of the Land
20	Wildlands Monarch

Rugged Frontiersmen: The ranger tends to attract followers who are self-sufficient. They do not need a helping hand in taking care of themselves, and most can meet their food, water, and shelter needs without any assistance. When determining the minimum amount of food the ranger's holdings need to operate, reduce the total by 10%. Furthermore, the commoners in the ranger's holdings gain a +1 bonus to loyalty. As rugged individualists, they feel that the ranger is the best ruler for them and tend to stick by him.

Ranger Lord: The ranger's talent in surviving the outdoors and status as a ruler naturally attracts many likeminded individuals to his banner. At 10th level, he gains the services of a Medium-sized unit of 2nd-level rangers. These rangers are the same race as the PC ranger.

Under the barony scale, the unit of rangers gained in this manner consists of 150 soldiers. In the kingdom scale they are 750 soldiers strong, and under the empire scale they are formed of 1,500 warriors.

Friend of the Land: The ranger grows to know his lands intimately. His talent for exploring the wilderness and his capacity to soak up the small but important details that others overlook grant him a tremendous advantage when fighting battles on his home turf. When the ranger commands an army within his domain, he gains several benefits. First, all units under his command gain a +2 bonus to initiative. Second, when resolving scouting and screening his forces gain a +5 competence to their rolls. Finally, he may recruit 10% of his commoner population as 1st-level rangers equipped with leather armor, longbows, and longswords. These woodsmen normally keep to themselves but when faced with an external threat they heed their lord's call to arms.

Wildlands Monarch: The ranger's connection to the land grows stronger and deeper with each passing year. At 20th level, his skill in the wilds and his strength as an explorer and a monarch enable him to better defend his realms. The ranger's holdings increase their production of a single resource of his choice by 50%. In addition, the ranger's military units may be upgraded from 1st-level warriors to 1st-level rangers for free. This bonus does not retroactively apply to any units the ranger raised from amongst his citizens.

ROGUE: THE ROBBER BARON

Rogues are more commonly found serving rulers as spies and assassins, but sometimes a smart, enterprising operative can win a seat of power for his own. Rogues are tough, resourceful, and apt to take advantage of situations that other rulers find distasteful. With their ties to illegal operations, criminals, and other shady characters, rogues find profit in a wide range of areas that other characters overlook. However, this advantage comes at a price. To make the most of their connections, rogues must be willing to take on like-minded followers. Being rogues themselves, these ministers and bureaucrats expect to take home a cut of the profit whether such income is wholly legal or not. Rogues have the potential to turn even the most blighted, poorly populated realm into a profitable business, but they must take care that the very merchants and thieves who allow them to rise to the top don't rob them blind. For rogues, rulership is a careful game of balance between profit and risk. The more a rogue becomes ensconced in the criminal world, the greater his profit but the more likely that a wayward follower steals his profits or a zealous investigator cripples his criminal empire.

Rogue Level	Realm Ability
5	Black Marketeer
10	Friends in Low Places
15	Criminal Mastermind
20	Kingpin

Black Marketeer: Rogues have a talent for finding people willing to pay any price for the goods they offer, so long as they are willing to overlook their customers' unsavory reputations or sinister intentions. When selling resources produced by his domain, a rogue may opt to gain a 50% increase in the price his goods net. However, there is a 10% chance that the rogue's business partner is a thief who takes the goods and escapes without paying. In that case, the rogue gains nothing for the materials he sold. A rogue may use this ability once per season. He makes all transactions at one time, and checks against the chance he is swindled once for everything he wants to sell with this ability.

Friends in Low Places: A rogue king can not only navigate the treacherous waters of high powered politics, but he can also keep in touch with the lowborn, criminals, and other seedy elements of his realm. He gains a +10 competence bonus to all Gather Information checks made while in his domain. The downtrodden and lower classes can worm their way into many secret or restricted areas, and many men of power pay so little notice to them that they let slip important pieces of information. The rogue can piece together rumors, innuendo, and wild stories to paint an accurate picture of the activities within his domain.

Criminal Mastermind: As the rogue gains power, his hold over the domain's criminal underworld becomes a vice. Little happens without his knowledge and tacit approval. The thieves' guildmasters and other crime lords take care to avoid drawing his wrath, allowing him to profit greatly. The rogue may now use his black marketeer ability without the 10% chance of losing his goods. Furthermore, he may now buy items and materials at 75% of their normal price. Through contacts with fences, shady merchants, and others of questionable morals, the rogue can find what he wants at low prices.

Kingpin: At 20th level, the rogue's domain becomes his personal haven in the underworld's landscape. Nothing happens without his knowledge, and his access to markets and contacts amongst merchants and burglars ensures that he can get what he wants whenever he wants it. The rogue now gains a +20 competence bonus to all Gather Information checks made within his domain and a +5 competence bonus to all those made outside of it. Production of all goods within his realm increases by 10% as his followers use trickery, intimidation, and robbery to fatten his coffers.

SORCERER: THE LORD OF MAGIC

Sorcerers make able rulers as their magic draws from their strength of personality, which in turn gives them the personal magnetism needed to win the hearts and minds of the folk he rules. While a sorcerer's spells are limited to the few incantations he has mastered, his personal strength allows him to rely on his natural talent for handling people rather than his spells to gain power. Sorcerer kings are figures of mystery and wonder. Their innate magical talents mark their genealogical lines, and in some regions the natural skill to work spells is a prerequisite for rulership. While commoners may sometimes find the sorcerer's talents frightening or mysterious, they serve as a beacon that draws their fellow arcane spellcasters to their holdings. Many sorcerers reason that a realm ruled by one of their own will prove to be a safe, prosperous area to settle. Thus, sorcerers tend to quickly gather a variety of magically talented followers to their banners.

Sorcerer Level	Realm Ability
5	Call of Magic
10	Strength of Will
15	Sorcerer Lord
20	Draconic Monarch

Call of Magic: The sorcerer's realm is an attractive destination for a wide range of spellcasters. Many folk who have innate magical talent see him as a potential benefactor and flock to his lands in hopes of finding a secure place where they can practice their magic in peace. When recruiting units for his armies, the sorcerer can upgrade soldiers from 1st-level warriors to 1st-level sorcerers without paying any additional costs in time or resources. The many spellcasters that arrive in his realms allow the sorcerer to raise units of magically adept soldiers.

Strength of Will: The sorcerer's magnetic personality, combined with his innate magical talents, makes him a daunting lord. As he gains more political and magical power, the two seem to feed off of each other. Other spellcasters can sense the sorcerer's emerging power and tend to be drawn to him and treat him with respect and admiration. All followers of the sorcerer gain a +2 morale bonus to their loyalty scores due to this natural, arcane attraction.

Sorcerer Lord: Over time, the sorcerer's innate magical power seeps into the ground and air of his realm, forming a strong link between the two. The sorcerer gains a +5 circumstance bonus when using the Scry skill to observe any area within his domain. Furthermore, in battle his forces are imbued with the raw force of his magic. If the sorcerer takes part in a battle involving units he raised and hired with funds and resources from his domain, his army gains a +2 morale bonus to all saves against magical spells, supernatural abilities, and spell-like abilities. In addition, the sorcerer and all spellcasters under his command gain a +2 morale bonus to all caster level checks to defeat spell resistance.

Draconic Monarch: At 20th level, the sorcerer's renown gains such cachet that he can call upon a powerful, magical creature to help defend his land. The sorcerer gains the services of a military unit composed of dragons, fey, undead, or magical beasts. These creatures may have a CR or total level of up to 4 each and form a Small unit. These followers are tied to the land and cannot be used in any capacity other than as a fighting unit.

Under the barony scale, the unit of creatures gained in this manner consists of 75 monsters. In the kingdom scale they are 350 creatures strong, and under the empire scale they are formed of 750 monsters.

WIZARD: THE ARCANE LIEGE

With their command of arcane power, wizards have in themselves a potent weapon in war and peace. A *fireball* can destroy an enemy regiment, *disintegrate* can crumble even the stoutest castle wall, and *charm person* can transform a truculent neighbor into a staunch ally. As a wizard gains power and expands his holdings, spellcasters may travel from across the land to study under him or gain access to his library and tower. Over time, a wizard can become a

mighty ruler due to the number of spellcasters that accept his rule. However, many commoners and merchants are distrustful of those who wield magical power. Rumors of strange rites, uncontrolled experiments, and visitations by outsiders cause many folk to see a wizard's holding as a less than ideal place to settle down. Thus, wizards have trouble attracting business and settlers. Still, the number of spellcasters who settle in their realms more than compensates for this shortfall. A wizard may never become an important player in economics or politics, but the arcane power he and his followers command makes him a force to be reckoned with in any arena.

Wizard Level	Realm Ability
5	Keeper of Secrets
10	Arcane Cabal
15	Mystic Tradesman
20	Master of Magic

Keeper of Secrets: Wizards must fight against the sinister, mysterious reputation they acquire as rulers, but by the same token they can draw enough apprentices and workers to turn arcane practices into large-scale industries. When recruiting units for his armies, the wizard can upgrade soldiers from 1st-level warriors to 1st-level wizards without paying any additional costs in time or resources. Wizards are naturally drawn to realms ruled by one of their own, as they expect to receive special rights and profit both in terms of monetary and magical rewards.

Arcane Cabal: The wizard's reputation for sinister magic and strange practices works against his enemies. In battle, invading armies fight with fear and trepidation, as they expect demons, solars, and other powerful outsiders to fall upon them at any moment. Any army that fights against a wizard's forces suffers a −1 morale penalty to all Morale saves. Furthermore, any enemy units attacked in melee by outsiders suffer a −2 morale penalty to attacks and Morale saves while the outsiders remain adjacent to them.

Mystic Tradesman: The great concentration of magically talented craftsmen, wizards, and others who can produce magical items creates a natural draw for merchants and businessmen. While other realms can produce magical items of the same quality and types, the wizard's domain gains a reputation for creating many different sorts of items and stocking a wide variety of scrolls, potions, and other materials. Thus, merchants tend to go there to buy magical items in preference to other markets.

When the wizard's domain produces and sells magic items, they fetch an additional 10% of the listed market price.

Master of Magic: At 20th level, the wizard's arcane and political power reach their peaks. Few of his rivals dare to openly stand against him, while creatures from beyond the planes seek to benefit from his power. Demons, devils, and other strange creatures flock to his court to seek his alliance and profit from his rule. The wizard gains control of a Small unit of outsiders that serve in his army. These outsiders may not have a CR or total level greater than 4.

Under the barony scale, the unit of creatures gained in this manner consists of 75 monsters. In the kingdom scale they are 350 creatures strong, and under the empire scale they are formed of 750 monsters.

ADAPTING CLASS ABILITIES

With the wide range of prestige classes and core classes available in d20 sourcebooks, it is impossible to categorize them all here and assign them new abilities to use in the realm management system. Your best option is to use the abilities presented for the 11 core classes with the various other classes you may use in your campaign. Simply pick the best, closest fit for a prestige class's abilities amongst the core classes. For example, a prestige class for a divine warrior-type character may gain the paladin or cleric's realm abilities. You can also mix and match abilities. A prestige class that combines aspects of the fighter with an arcane class could draw from the wizard, sorcerer, and fighter abilities. The key to assigning abilities is to match them up at levels 5, 10, 15, and 20. Never give out an ability before the level it is assigned for the base classes, and by the same token try not to delay abilities. A prestige or new core class should receive abilities at levels 5, 10, 15, and 20, and those abilities should match the talents acquired at the same level by the core classes.

Some abilities should be tailored to fit the class's specific talents. Some of the classes can acquire followers that have the same class as the PC. Obviously, these should be changed if you are changing the abilities for a core class. In the case of a prestige class, the soldiers gained are too low-level to have any ability in the prestige class. Pick a core class that could easily lead to advancement in the prestige one.

BORN TO RULE: DESIGNING CHARACTERS FOR RULERSHIP

While a 1st-level character might not normally have access to the corridors of power, that doesn't mean that you cannot start grooming your character to rule from the beginning of a campaign. This section covers skills, spells, and feats that prove useful for a character who wants to rule one day. In addition, it presents new feats that a ruler may find useful in running his domain.

Skills: Almost any skill based on Charisma is a good choice, even if your character must take it as a cross-class

skill. In order of importance, Diplomacy, Sense Motive, Bluff, and Intimidate are the four key skills you need to handle most social situations. Diplomacy is necessary to smooth over any hard feelings or to convince someone to ally with you. Sense Motive is critical to preventing betrayals and allows you to get a read for what someone wants from you. If you know what a person needs, you can position yourself so that an alliance with you is very attractive. Bluff and Intimidate have less strategic use than Diplomacy or Sense Motive, but both can serve you well in short-term situations. Bluff is a risky proposition. Obviously, if you want to mislead someone Bluff is a must-have skill. It can also prove useful in hiding your own plans and leaving rivals guessing your intentions. Intimidate can push a lesser person to accepting your rule for short periods, but over time it has a tendency to turn potential allies into enemies. It is best used in situations where Diplomacy cannot solve a problem or when dealing with people you consider your enemies. In such cases, Intimidate can push a situation into your favor through brute force of personality or it can be a useful weapon to cow your foes.

Innuendo is an often-overlooked skill, but it can prove useful in a wide range of situations. Like Bluff, Innuendo is a handy tool to mislead others and conceal your plans. If your friends also have this skill, you can exchange observations and make plans right under your rivals' noses without worrying about tipping your hand.

At higher levels, Scry and the spells that employ it become devastating tools. With a single spell, you can spy on a political rival, watch an enemy army make its battle plans, and find out the key proposals you need to make to win over a merchant guild's support. For spellcasters, Scry is perhaps the most useful skill when it comes to running a domain.

Disguise, Hide, and Move Silently work well for characters who want to take an active, personal role in any courtly or political intrigue. Spells can be countered with magical items, but a single spy in the right place can overcome any barrier.

Read Lips is one of the most overlooked skills in the d20 system, but in politics it can be a powerful weapon. Not only can it allow you to eavesdrop on a rival's conversation, you can also use it to keep tabs on a wide variety of topics. As a ruler, your character may have trouble getting a read on what his courtiers and followers have to say about him. A visiting dignitary may exchange a few, quiet words with his assistant before addressing you. The more you know, the more effective your rule, and few skills compare to Read Lips in giving you access to information that others might prefer you did not have.

Gather Information is a key skill if you want to keep track of your followers, maintain a connection with the people under your rule, and ferret out any rumors about planned betrayals or other dirt dealings. This skill is an important tool to ensure that your enemies' plans do not catch you by surprise. It is also necessary for keeping tabs on allies, as you can use it to monitor the loyalty of those who claim to stand with you.

Feats: Most of the feats presented in the core d20 rules are of limited value in a campaign that focuses on rulership. Many of the combat feats, such as Weapon Focus, Spring Attack, or Cleave, are of limited value outside of battle. They may serve you well in defending or winning your domain, but once you have it secured they cannot help you against political foes and rivals. Generally speaking, it is best to select feats that serve you well in adventuring until you establish a stronghold or gain a domain. At that point, as the challenges you face in the campaign you can choose new feats to improve your characters' chances of flourishing.

The Leadership feat is perhaps the most useful choice for a would-be ruler. Not only does it give you a loyal cohort and followers who prove helpful in adventuring, but it provides a solid core of underlings who can fill many important roles in your domain without much risk of incompetence or betrayal. A fighter cohort can command your armies, while a wizard or sorcerer one can create magical items you can sell to help fund your operations. In addition to presenting new feats, this chapter also includes new rules you can use with the Leadership feat in light of the realm management system.

THE NOBLE

The noble is a new NPC class designed for use with the realm management system presented in chapter 2. This class is ideally suited for NPC rulers, though some PCs may find it useful if the campaign focuses on running and developing a domain. Otherwise, this class is much weaker than the standard adventuring options open to characters. Its poor hit points and base attack bonus, plus the limited nature of many of its abilities, make this a bad choice for the typical dungeon or wilderness adventuring campaign. For a campaign that focuses on politics and realm management, the noble is a viable choice for a character.

Nobles represent the cut above the aristocrat NPC class. While aristocrats hail from rich families and are used to the easy life of moneyed nobility, the noble is trained from birth to rule. The most powerful monarchs in the world, and even key leaders of guilds and other organizations, have levels in this class.

Alignment: Any
Hit Die: d6.

Table 4–3: The Noble

Base Class Level	Attack Bonus	Fort Save	Ref Save	Will Save	Special
1	+0	+0	+0	+2	Bonus feat, Iron Will
2	+1	+0	+0	+3	Strength of will
3	+1	+1	+1	+3	Canny administrator
4	+2	+1	+1	+4	
5	+2	+1	+1	+4	Bonus feat
6	+3	+2	+2	+5	Noble bearing
7	+3	+2	+2	+5	
8	+4	+2	+2	+6	Expert financier
9	+4	+3	+3	+6	
10	+5	+3	+3	+7	Bonus feat
11	+5	+3	+3	+7	
12	+6/+1	+4	+4	+8	Indomitable will
13	+6/+1	+4	+4	+8	Master of protocol
14	+7/+2	+4	+4	+9	
15	+7/+2	+5	+5	+9	Bonus feat
16	+8/+3	+5	+5	+10	
17	+8/+3	+5	+5	+10	
18	+9/+4	+6	+6	+11	Political master
19	+9/+4	+6	+6	+11	
20	+10/+5	+6	+6	+12	Bonus feat, renowned monarch

Class Skills

The noble's class skills (and the key ability for each skill) are Appraise (Int), Bluff (Cha), Diplomacy (Cha), Disguise (Cha), Forgery (Int), Gather Information (Cha), Handle Animal (Cha), Innuendo (Wis), Intimidate (Cha), Knowledge (all skills taken individually) (Int), Listen (Wis), Perform (Cha), Read Lips (Int, exclusive skill), Ride (Dex), Sense Motive (Wis), Speak Language, Spot (Wis), Swim (Str), and Wilderness Lore (Wis).

Skill Points at 1st Level: (4 + Int modifier) × 4.

Skill Point at Each Additional Level: 4 + Int modifier.

Weapon and Armor Proficiency: The noble is proficient in the use of all simple and martial weapons and with all types of armor and shields.

Bonus Feats: At 1st, 5th, 10th, 15th, and 20th level the noble gains a bonus feat. This feat must be chosen from the realm feats presented earlier in this chapter. These feats have the realm keyword listed next to their names.

Iron Will: Nobles are taught to rule from birth. This training gives them a powerful strength of will and a heavy dose of personal confidence, making them difficult to sway with magical effects and arguments. At 1st level, the noble gains the Iron Will feat.

Strength of Will: The noble's focus and sense of himself make him difficult to affect with magical spells from the enchantment school. When the noble must make a Will save to resist such magic, he may re-roll his save if his first attempt fails. He must accept the result of the second roll.

Canny Administrator: The noble is trained from a young age to manage a realm and maximize the value he can extract from it. During each season, the noble's domain produces an additional 10% of any one resource of the noble's choice.

Expert Financier: The noble pays 10% less in gold (but not raw materials or labor) to construct all strongholds and public works projects in his domain. With his talent for organizing his finances and his connections to merchants and investors, he can easily raise money or find good deals on raw materials and labor.

Noble Bearing: Even when clad in ragged clothes or a simple peasant's garb, the noble's strength of character and regal bearing shine through. He gains a +2 bonus to all Diplomacy and Intimidate checks.

Indomitable Will: At 12th level, the noble's confidence and bearing allow him to shrug off many simple enchantments. He gains immunity to all spells from the enchantment school of 3rd level or lower.

Master of Protocol: The noble spends many long hours attending to those above him in the power hierarchy and receiving the nobles and courtiers beneath him. When making a Diplomacy check to establish an alliance with a fellow ruler, he gains a +4 competence bonus to his roll. His experience and training make him an expert at conducting negotiations.

Political Master: At 18th level, the noble's experience in politics and his renown as a skilled administrator help him win several staunch allies. The noble gains a +4 bonus to all his followers' loyalty scores, including commoners and the units in his army. In addition, the noble may designate one group or person per point of Charisma bonus

he has as his primary supporters. When making loyalty checks, these groups or individuals roll twice and take the higher of the two results as their loyalty test. The noble spends extra time and effort cementing an alliance with those individuals, helping to keep them close to his cause.

Renowned Monarch: At 20th level, the noble is perhaps one of the mightiest leaders in the world, if not in history. His power and skill in manipulating political events is unmatched. Followers affected by his political master ability now gain a +8 bonus to loyalty. All of the rest of his minions, including his military and the commoners, gain a +4 bonus to their loyalty scores. Finally, in personal interactions the noble is so skilled that once per hour he can cast the equivalent of suggestion as cast by a 20th-level sorcerer. The noble's words are so well thought out and his ideas made so appealing that other cannot help but agree with them.

NEW FEATS

If managing a domain is an important part of a campaign, the following new feats are all good choices to take for your character. Many of them work with the realm system in chapter 2 to increase your character's abilities as an administrator, ruler, and businessman. Other feats given here focus on handling social encounters, dealing with other in negotiations, and managing followers.

Feats that are designed specifically for use with the realm system in chapter 2 are marked as realm feats. If you do not use the realm system in your campaign, these feats do not offer you any useful bonuses. If you do use the system, these feats give your character an edge when he attains a position of authority.

BATTLE LEADER [GENERAL]

In combat, you are an inspiring, motivating presence. Your cohort and followers fight with greater spirit and skill. So long as you survive, they fight hard despite the odds they face.

Prerequisite: Leadership.

Benefit: During combat, your cohort and followers acquired through the Leadership feat gain a +1 morale bonus to attacks and damage and a +2 morale bonus to Will saves so long as you are present.

CLEVER FINANCIER [REALM]

You have an innate talent for finding good investments and manipulating your fortune to good effect. You put money into businesses and expeditions that more often than not yield profits.

Prerequisite: Wis 13.

Benefit: At the start of each season, you may set aside up to 10 units of gold to invest in outside opportunities. At the end of the season, roll a d4 for each unit invested in this manner. For every 4 you roll, you gain an additional unit of gold as your investment pays off.

CUNNING BUSINESSMAN [REALM]

Your sense of markets and the rhythm of business allow you to time your realm's economic transactions with uncanny precision. You manage to unload goods at their peak price and purchase supplies when the markets are flooded.

Prerequisite: Wis 13.

Benefit: When you are in charge of a realm, you gain a 10% discount on all resources you buy and increase the price of any resources you sell by 10%. You only gain this discount and bonus with raw resources bought and sold through the realm management rules. This bonus does not apply when shopping for individual, personal items such as weapons, armor, or magic items.

HEROIC LEADER [GENERAL]

Your powerful, inspiring personality drives your followers to take tremendous risks in combat and fight with intense focus and energy.

Prerequisite: Battle Leader, Leadership.

Benefit: During combat, your cohort and followers gained through the Leadership feat never fail Will saves and are immune to all fear-based effects so long as you are present. In the mass combat system, they automatically make any Morale saves they must make.

IMPROVED LEADERSHIP [GENERAL]

Your keen sense of leadership and inspiring image draw followers to your side who are more skilled than normal.

Prerequisites: Cha 13, Leadership

Benefit: The followers you acquire via the Leadership feat may have levels in any class.

Normal: Usually, followers gained through Leadership are restricted to the NPC classes such as warrior, expert, and commoner.

INSPIRE FANATICISM [GENERAL]

Those who follow you are willing to die in your name. They throw themselves into danger without any regard for their safety and would gladly lose their lives in pursuit of the goals you set before them.

Prerequisites: Cha 13, Heroic Leadership, Leadership

Benefit: The cohort and followers you gain through the Leadership feat are fanatics for your cause. During battle, they may rage once per day as per the barbarian class. If they could already rage, they gain an additional use of that ability.

INSPIRING LEADER [GENERAL]

Your personal magnetism and success as an adventurer draws more people than usual to your side. Your cohort is mightier than normal and you draw a larger pool of followers than you normally would.

Prerequisite: Leadership.

Benefit: When determining your Leadership score to see the level of your cohort and the number of followers you gain, add a +2 bonus to your total.

Special: You may take this feat more than once, stacking the total bonuses it gives you when determining your Leadership score.

KEEN JUDGE OF CHARACTER [REALM]

You have the ability to sort those who make faithful supporters from those who might prove treacherous. Whether through conscious analysis or a gut feeling, you always surround yourself with dependable people.

Prerequisite: Wis 13

Benefit: All your individual followers gain a +2 bonus to their loyalty scores.

Special: This feat does not apply to military units and the common people of your realm. These two groups are too large for you to screen personally or to keep track of their members.

MAGNETIC PERSONALITY [REALM]

Settlers flock to your realm in great numbers, eager to start a new life under your enlightened rule.

Prerequisite: Cha 13

Benefit: Each spring, when you roll to determine the pool of settlers you may draw from you gain a +4 bonus to your die roll. Your reputation, personality, and noble bearing combine to draw large numbers of would-be citizens to your lands.

MOTIVATIONAL MASTERMIND [REALM]

Under your direct supervision, your followers work harder and faster to complete various projects. You have a talent both for motivating people and organizing them to improve their work.

Prerequisite: Int 13

Benefit: Once per season, you may select one project underway in your realm. You personally organize and supervise this project, allowing you to use your talents to improve its progress. You may reduce the time necessary to complete the project by one season and cut its costs in terms of labor and all materials (including gold cost) by 10%.

NEW PRESTIGE CLASSES

The art of leadership is a difficult set of skills to master. While the core classes offer a variety of abilities introduced earlier in this chapter, in some cases a player may wish to further develop his character's ability to manage his realm. The two prestige classes presented here, the political mastermind and the hero of the people, represent special abilities and concepts associated with two typical archetypes from gaming and fiction. The political mastermind is a character whose connections and social acumen make him an expert at bending others to his will. He has an uncanny ability to figure out what others want and what they are willing to give him for it. The hero of the people is a beloved monarch or nobleman whose personality and style captivates the commoners who meet him. Whether he is a just leader or a cruel tyrant, the people he rules love him. Both prestige classes include notes on adapting them to your campaign.

HERO OF THE PEOPLE

The hero of the people is a powerful force not necessarily because of his political skill or connections but because the average person, the merchants, farmers, and laborers who make a kingdom function, love him dearly. In their eyes, he is a radiant monarch who exemplifies everything they desire in a leader. He can ask them to make great sacrifices and they gladly commit them, for they believe the stories he spins and want to please him above all else. If the hero of the people holds their well being close to his heart, the people can profit greatly from his benevolent rule. However, if he cares little for their needs he can get away with treating them as disposable resources. Blinded by his charisma and style, the people readily accept whatever policies he hoists upon them.

In your campaign, this prestige class can be used to represent any NPC or PC ruler who is a man of the people. It works very well for despots and tyrants who inspire fanatical devotion in their followers. In terms of how a character can enter this class, you may require a PC to commit some great deed to win the commoners' respect, lavish them with feats and entertainment to solicit their love, or call upon religious or political fervor in order to cement his hold upon their hearts and minds.

Hit Die: d6.

REQUIREMENTS

To become a hero of the people, a character must fulfill all the following criteria:

Diplomacy: 13 ranks
Perform: 13 ranks
Feats: Heroic Leader, Inspiring Leader, Leadership

CLASS SKILLS

The hero of the people class skills (and the key ability for each) are Bluff (Cha), Diplomacy (Cha), Gather Information (Cha), Innuendo (Wis), Intimidate (Cha), Listen (Wis), Perform (Cha), Search (Int), and Sense Motive (Wis).

Skill Points at Each Level: 4 + Int modifier.

CLASS FEATURES

All of the following are class features of the hero of the people prestige class.

Weapon and Armor Proficiency: The hero of the people gains no additional proficiencies with weapons, armor, or shields.

Will of the People: The hero of the people is anointed to rule via popular sentiment. Whether he is given his position by royal decree or an election, the commoners embrace him as a just and proper ruler. The commoners in his domain gain a +10 bonus to their loyalty score. In addition, the hero gains a +2 competence bonus to all Diplomacy and Sense Motive checks made with any NPC who has one or more levels in the commoner class.

Army of the People: In addition to his normal military units, the hero of the people can draw upon his commoners for support during times of war. During the spring sea-

son, he may allocate up to 25% of his population into military units. These people cannot work in the fields or be assigned to any resource production. Instead, they form military units of 1st-level commoners who fight for the year. These units must be equipped like any other.

Work of the People: The hero of the people inspires tremendous effort and dedication from the commoners who toil under him. His people produce more goods at a faster rate when compared to the workers in other realms. Once per year, the hero may select one resource type. Each area in his domain that actively produces that type (it has workers assigned to it who are set to create the resource) creates one extra unit of that resource for that year. The decision to use this ability must be made during the spring season.

Army of Fanatics: When any unit raised with the hero's army of the people engages in a battle, its members gain a +1 morale bonus to all attacks and a +5 morale bonus to all Morale saves.

Exalted Monarch: At 5th level, the hero of the people is so well beloved that his commoners never check for rebellion. He can abuse them, dispose of them as he wishes, and even deny them food and other critical supplies, but never do they question his orders or his policies.

POLITICAL MASTERMIND

The political mastermind is the shadowy powerbroker who makes the real decisions in government. While he may maintain a low profile and his physical holdings are small and poor, in terms of political power he equals anyone in the kingdom. The mastermind knows how to bend people to his will, using the things they desire and turning against them to lure them into supporting his agenda. The mastermind is not necessarily a dark figure, though frequently he has only his personal goals and ideals in mind as he manipulates those around him. He can be the socially adept nobleman who always seems to have plenty of allies at his side or a crusading reformer who changes traditional society through the sheer force of his personality.

TABLE 4–1: THE HERO OF THE PEOPLE

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1	+0	+0	+0	+2	Will of the people
2	+1	+0	+0	+3	Army of the people
3	+1	+1	+1	+3	Work of the people
4	+2	+1	+1	+4	Army of fanatics
5	+2	+1	+1	+4	Exalted monarch

TABLE 4–2: THE POLITICAL MASTERMIND

Base Class Level	Attack Bonus	Fort Save	Ref Save	Will Save	Special
1	+0	+0	+0	+2	Friends in high places
2	+1	+0	+0	+3	Friend in need
3	+1	+1	+1	+3	Web of power
4	+2	+1	+1	+4	Staunch allies
5	+2	+1	+1	+4	Web of power

In your campaign, the political mastermind is best suited for any NPC or PC who wants to indirectly wield political power. This prestige class does not allow its members to gain power directly over his lands or followers. Instead, it gives them the ability to bend other rulers to their will. In addition to the requirements listed below, a potential member may have to strike up an alliance with three or four different politicians and noblemen in order to show his ability and potential as a bargainer and political operative.

Hit Die: d6.

REQUIREMENTS

To become a political mastermind, a character must fulfill all the following criteria:

Diplomacy: 13 ranks
Gather Information: 13 ranks
Intimidate: 13 ranks
Sense Motive: 13 ranks
Feats: Cunning Businessman, Leadership
Charisma: 16+

CLASS SKILLS

The political mastermind class skills (and the key ability for each) are Bluff (Cha), Diplomacy (Cha), Forgery (Int), Gather Information (Cha), Innuendo (Wis), Intimidate (Cha), Listen (Wis), Perform (Cha), Read Lips (Int), Search (Int), Sense Motive (Wis), and Speak Language.

Skill Points at Each Level: 4 + Int modifier.

CLASS FEATURES

All of the following are class features of the political mastermind prestige class.

Weapon and Armor Proficiency: The political mastermind gains no additional proficiencies with armor, weapons, or shields.

Friends in High Places: The mastermind can quickly turn casual friends into close allies. He may select a number of nobles or rulers equal to his Charisma bonus. These rulers are staunch, close allies of the mastermind who do his bidding. They have a +10 loyalty bonus towards the mastermind. However, they have little direction of their own and follow him partially because of the mastermind's ability to overshadow their desires with his own. The mas-

termind must have a Charisma score higher than these allies' ability ratings. If an ally's Charisma permanently rises above the mastermind's score, he is no longer under his command but may be immediately replaced.

In game terms, the allies act as if they were under the effects of *charm person*. They must have the same alignment as the mastermind along the good — neutral — evil axis but they can have differing ethos with respect to law and chaos.

Friend in Need: The mastermind can literally appropriate his allies' holdings, turning their wealth into his. The mastermind gains 5% of the yearly production of one type of resource from each of his allies gained with his friends in high places ability. The mastermind can choose a different resource for each of his allies. He collects these resources during whatever season his allies gain control of them. If the mastermind controls a domain, he can add these resources to his own pools and use them with his own. Otherwise, he can sell them or use them as he sees fit.

Web of Power: As the mastermind gains in power and prestige, more lords flock to his banner. At 3rd and 5th level in this prestige class, he gains two more allies who act as if they were under the effect of his friends in high places ability.

Staunch Allies: If the mastermind is somehow dragged into a war, he can appropriate up to 10% of his allies' military forces to fight alongside his own. He gains control of the weakest units first, defined as those formations with individuals that have the lowest HD, CR, or base attack bonus. Determine the total number of soldiers gained by looking at the raw number of troops an ally commands. If two or more units share a value, the DM chooses which one the mastermind gains. These units fight poorly, as they serve under foreign officers and are usually drawn from the most disposable units. They suffer a –1 morale penalty to attacks and a –2 morale penalty to all Morale saves.
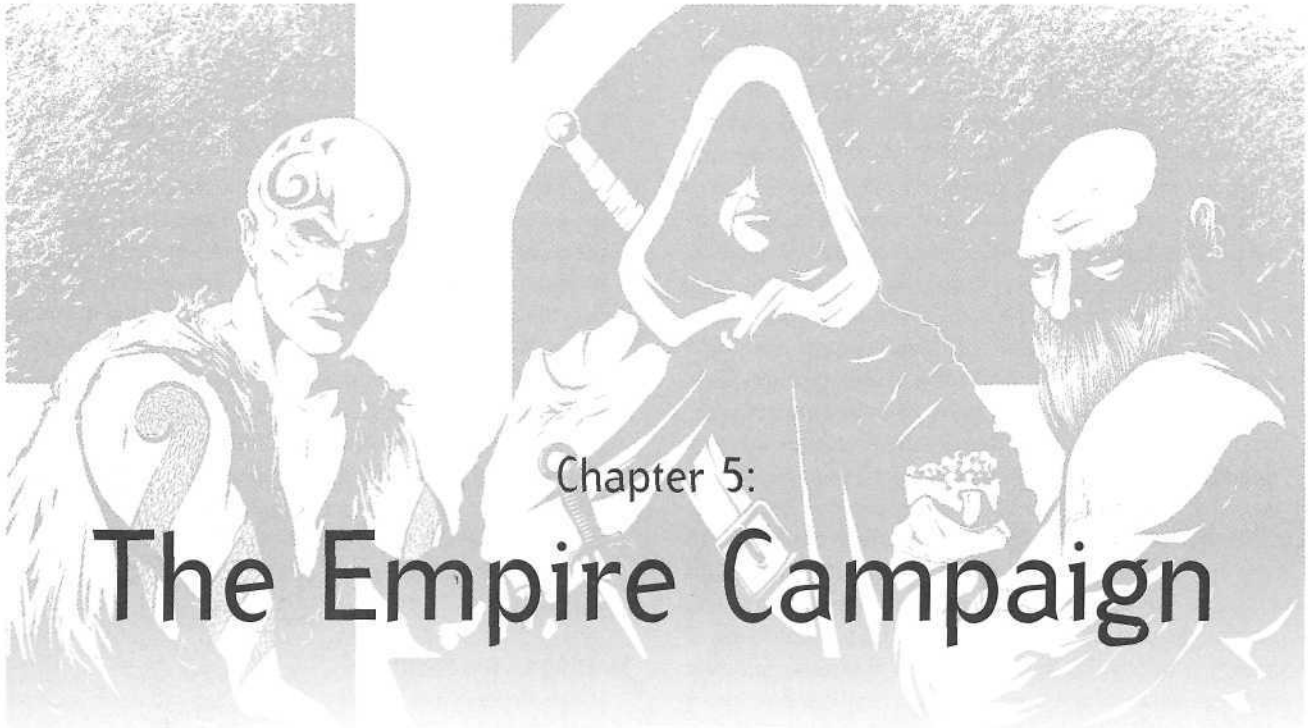
Chapter 5:

The Empire Campaign

With the tools and rules outlined in this book, you have everything you need to establish the characters as rulers. They can deal with political rivals, raise armies to battle their enemies, and carve out a realm of their own. Once the characters gain political power the campaign takes on a much different tone. Delving into dungeons to fight orcs and trolls seems a bit beneath a king's attention, while sitting on a throne balancing a kingdom's budget is a lackluster job for a brave adventurer. This chapter brings those two competing goals together. While a nobleman has too many responsibilities and obligations to race across the countryside in search of adventure, the life of a courtier can grow boring for a character more accustomed to battling hordes of evil and dueling his enemies hand to hand. By tailoring adventures and plots to suit the characters' new responsibilities, you can give them the power and prestige of a noble title without the dull bookkeeping, political debates, and drudgery of managing a realm.

DESIGNING AN EMPIRE CAMPAIGN

This book provides a radical new direction for any campaign. If your players are comfortable stalking monsters in dungeons and exploring vast wilderness areas, the shift to running and defending an entire realm can turn a campaign upside down. Using these rules wholesale and altering the character of your campaign are not simple decisions to be taken lightly.

GETTING STARTED

Before you can use *Empire*, you need to think about how these rules can work in your campaign. The advice given below covers two basic situations: creating a campaign from scratch, and adding these rules to an existing campaign.

Starting from the Beginning

A good way to use these rules is to introduce the idea of the characters as rulers early on in the campaign. If the players know that you plan on establishing them as nobles at some point in the game, then they can build their characters with that in mind. There are several ways you can approach this, with the best option determined by how you want the campaign to develop.

The characters could start as normal adventurers who are dragged into a position of power by necessity. If the players see early signs that they have an opportunity and need to gain power, their characters can grow organically into their roles as future rulers. Players tend to value rewards that they have had an opportunity to covet. The more the players want to become rulers, the harder they work for it and the more they enjoy achieving a political title. Some characters want gold, others magical might, and with these rules a PC can struggle just as hard for political power. The party's cleric may have designs on becoming the high priest of his entire faith, while a fighter could establish a castle in the wilderness and establish himself as a warlord. With gaining control of a domain and achieving prominence a key part of the campaign from the beginning, you give the players a long–term des-

tination to strive towards. This goal gives your campaign focus, provides an instant hook to drag the characters into adventures, and lends your game an epic feel.

Gaining power in the land could be the only way the characters can resolve the problems they face. Imagine a kingdom ruled by a brutal dictator. The PCs could be rebels struggling to overthrow him. After many daunting adventures, they finally topple the despot's regime. What happens next? The kingdom still needs leaders, and the PCs might be the perfect people to fill those roles. In this case, the characters stumble into a position of power and might not be ready to handle it. You can use this model to show the players that their actions have repercussions and nothing happens in a vacuum. Perhaps the characters discover that the oppressive king levied heavy taxes to pay a wizard who held back an invading horde of demons. When the characters ascend to the throne, their perspective on things may have to undergo a radical change. Political power might be the only weapon that the characters can use to handle certain villains or to protect their loved ones. If gaining a title makes it easier for the characters to defeat their enemies and achieve their goals, they can dive into it wholeheartedly. For example, one of the characters may adventure to protect his home village from an aggressive, greedy count. With his contacts in the royal court and powerful military, the count is beyond the party's reach. However, if the characters gained noble titles they could bring their complaints to the king, raise an army to threaten the count's border, and appeal to the crown for control of the village. In this case, political power becomes a key component in achieving a character's goals.

The characters could begin the game as nobles. They might have to earn the right to rule by committing brave deeds or rendering service to the realm. If they are all the younger children in their families, they may not have the opportunity to inherit their ancestral lands. Instead, their older siblings get everything. Trapped without any way to expand their power, they could engage in politics and adventure to earn titles and land deeds with their heroics. Alternatively, you could leap right into an *Empire* campaign by giving one or more characters a domain at 1st level. The PCs could be the newly installed rulers of a minor domain. They are charged with keeping things running smoothly and expanding into the wilderness around them. Of course, orcs and goblins lurk in the wild forests, while giants sometimes venture from their lands to raid farms and villages. The characters must not only effectively manage their holdings, they must venture out to directly challenge the beasts and villains that threaten their homes. Alternatively, the characters could hold important, large domains. An impending invasion could embroil them in planning, or political instability might require them to negotiate the political landscape while preserving their lands.

If starting the characters as nobles sounds like it gives them too much power, consider giving them minor titles that allow them to gain power slowly. All of the characters could be members of the same family, the sons and daughters of the current king. Characters of other races might be diplomats or wards sent to live amongst the humans (or elves, or dwarves, and so forth) to learn of their culture. The characters might compete in jousts, lead patrols to clear out monster lairs, work to solve problems that face the land such as a drought or series of crimes, and so forth. As the campaign progresses, one or more of the PCs could take positions of power. A character's father could die, leaving the PC to inherit the throne. A childless baron might adopt a courageous character to serve as his heir The king may strip lands from evil or treacherous courtiers and grant it to the characters that uncovered their treasonous plot. In this campaign model, the characters start out with the privileges of nobility but few if any of the powers.

Starting in the Middle

If you already have a campaign running and don't want to start a new one in order to use these rules, you need to consider how you can integrate this book into your game. The king should not suddenly hand a PC a noble title for no clear reason. Adding realm management to an existing game can be a tricky task, especially if you have already established your campaign's tone and the major events within it.

An inheritance or similar sudden windfall offers you a direct way to introduce realm management into a campaign. One of the characters may be related to royalty. In the wake of a disaster, the mantle of rulership could fall to him. All of the relatives ahead of him in line for the throne could die in a siege, due to a plague, or in some other calamity. The character might even lack any knowledge of his status. He could have been born out of wedlock, or perhaps his parents hid his true heritage in order to keep him safe from assassins and others who could profit by killing or kidnapping him. This method is particularly useful if your players prefer creating PCs who are orphans or otherwise have no family ties. In that case, a character's unknown heritage could come to play an important role in his future. The PC might even be a false claimant used by unscrupulous nobles to seize power over a domain. Since the characters knows nothing of his background, it might not take much for a scheming NPC to convince him that he has the right to rule. Be sure to give some clues that the character's case is not as solid as his "supporters" promise. Once the PC is in power, his aides and friends could try to take advantage of his generosity or they might push him to adopt oppressive policies. These tactics could be particularly useful against a PC

with a low Intelligence or one who lacks the patience to look deeply into the effects of his rule. The rest of the party could hear rumors of a cruel dictator, only to find that the foul villain is their old adventuring companion. When a mob of peasants shows up at the gate to revolt, the character's ministers and advisors flee the area with the royal treasury stuffed in their backpacks and saddle bags.

You can also set up the characters as reluctant rulers. An opportunistic monarch may reward them with noble titles and control of a stretch of land on the kingdom's borders. The characters might be forced to accept this gift, especially if the king bestowed it upon them unexpectedly and in a public ceremony before many important nobles. If the characters turn down the appointment, they risk gravely insulting the king. Of course, dragons, orcs, and giants infest the region they now control, while an evil realm may plan to march an army through it to invade the kingdom. The characters must whip the area into shape, establish towns and castles despite monster incursions, and ready their defenses against the impending invasion. If they fail to achieve these goals, the king could order them arrested for treason and executed. This option works best if you want to create a variety of shifting alliances and emphasize the cutthroat nature of politics. The king might appear to be a friendly ally, but in truth he simply wants to set up the characters as disposable tools he can use to slow down his enemies. Perhaps while the characters' realm crumbles, the king can negotiate an alliance or raise an army of mercenaries to protect the important regions of the kingdom.

Necessity can drive one or more characters to rule. A powerful wizard could destroy the royal palace in a firestorm of magical energy, killing the king and the heirs to the throne. The characters could help battle the mage, but even if they emerge victorious someone needs to take the king's place. Without an organized government, the land could descend into anarchy and violence. In this case, a charismatic PC such as a paladin or cleric might have to take control and manage the realm in order to stave off incursions by monsters, maintain law and order, and guarantee that food, water,

and healing are distributed fairly throughout the land. Play up the weight of responsibility that bears down on the characters. They cannot simply run off to loot a tomb or fight a dragon if someone needs to organize and train the militia, draft laws to prevent merchants from unfairly pricing their goods, and manage the city guards' efforts to track down a wily criminal. In this situation, rulership can quickly turn into a straitjacket. The characters must host social events, deal with the minutiae of government, and balance various factions' competing interests, all while most likely seeking a viable, competent ruler with a legitimate claim to the throne.

Sometimes a nation acquires a large tract of uninhabited wilderness. A kingdom might defeat an enemy and, as part of the peace treaty it negotiates, gain control of a wide swath of land. Explorers could discover a new continent or a large island, prompting the crown to seek out ambitious men and women willing to tame the land and establish domains there. The characters could be tempted by promises of wealth and power to undertake such missions. They, along with other ambitious settlers, could compete to claim fertile areas and regions rich in mineral wealth. Political alliances
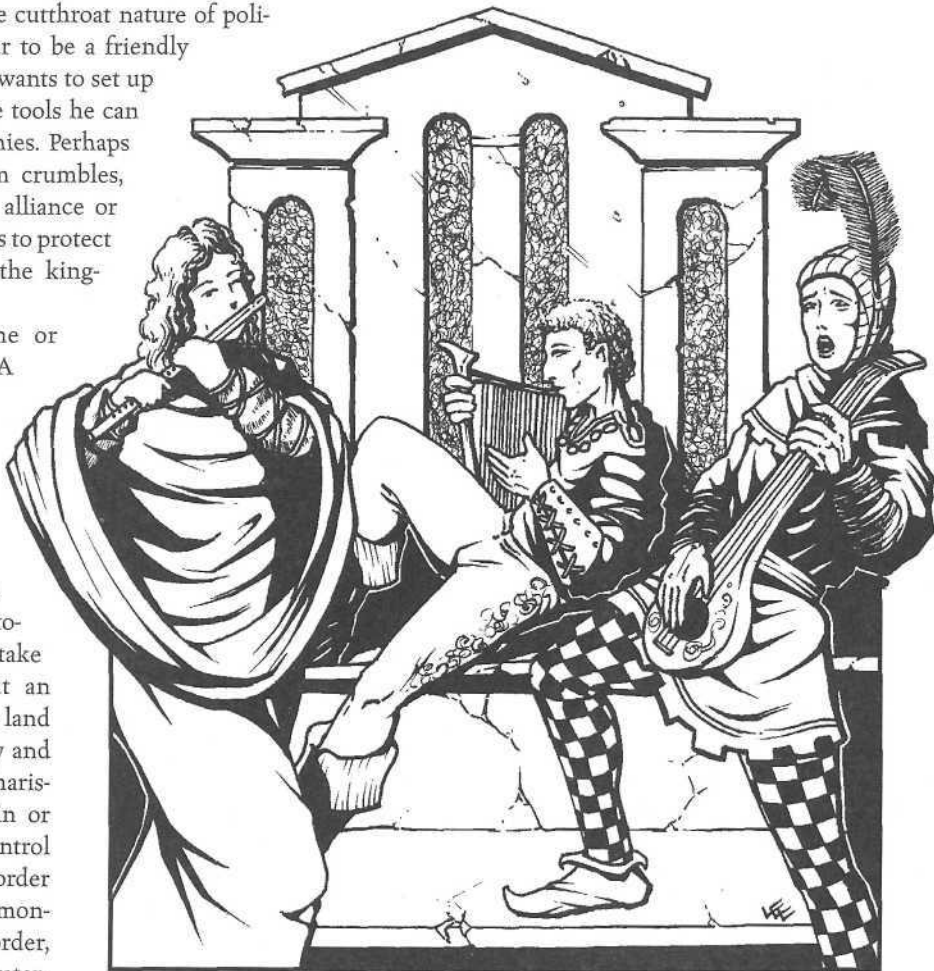
and personal rivalries would develop between these newly minted nobles as they try to grow their holdings and establish themselves in the region. Some of the new nobles could be traitors to the cause, spies planted by a rival power to sow dissent and civil war. Others may have designs on independence and conquest. They could rally large armies to crush their neighbors and defy the lord who originally granted them the land. The characters would be forced to choose sides in such conflicts and could be torn between their loyalty to the king and the friendships they formed in the new territories. The king's tax demands might put a tremendous strain on the new realms' development, possibly prompting the characters to launch a revolt of their own. Of course, any uninhabited border areas would feature plenty of evil humanoids, barbarian tribes, and vicious monsters.

The other option is to simply tell the players about your plans. If you are up front with your expectations for your game, the players can prepare for it and they can let you know if such developments are appealing to them. While this doesn't have the same organic, logical feel as building it into your campaign early on, it does get the job done just as well. Rather than engineer events so that the players seek out the opportunity to rule, you might tell them that you want to try a new type of campaign. If the players prefer roleplay over combat, they should take to it. Otherwise, make sure that the players are excited about running baronies and kingdoms. Adventures take on a much different character when the PCs hold and control their own domains. Politics and interactions with NPCs become a critical part of their lives, as in many situations they cannot simply attack and kill a rival who is giving them trouble.

MINISTERS AND AIDES

Running a domain is no easy task. Every decision requires attention to detail, careful consideration, and knowledge of a wide range of topics. For example, the king may want to invest some of his treasury in trade expeditions, mines, and other economic endeavors. Chances are that he doesn't know much about how those various industries work. Rather than risk failure based on his own shortcomings or put off making a decision until he can master that field, he can call on a minister or an aide to help him make the proper decision. A nobleman is only as effective as the retainers and helpers that surround him. With good, talented people in place he can prosper. With self-serving, greedy, and untrustworthy villains helping him make decisions, he is doomed to fail.

The realm management system includes provisions for a few specific types of aides. In addition, a noble's court typically includes a few other specialists who help set policy, present ideas and new angles on decisions, and take care of the legion of minor details that go with running a domain. Included below is a list of the different positions that the characters may seek to fill. For simplicity's sake, unless otherwise noted below assume that the pay for positions other than those covered in the realm management system is included in the costs of running the domain.

Note that these positions are not drawn from any real world concept of how a court operates. Instead, they are designed to give a player a reason to hire and trust NPCs with managing his realm. Any game system needs a certain amount of abstraction to function, and the rules presented in this book lean more towards giving you the look and feel of a believable system of running a government than delving into the minute details of how various systems of governance work. The roles given here are generic positions that fit into most chains of command.

Court Wizard: Given the power of magical spells and items, most rulers try to find and hire a talented spellcaster to provide insight and direction to policies dealing with mages. In addition a powerful court wizard can help a realm's army in battle, provide defenses against spells such as *charm monster*, and ward a ruler's castle against extraplanar or magical intruders. Most court wizards request a salary and a plot of land they can use for a tower, research laboratory, and dormitory for their apprentices. Most wizards have few political ambitions, being more concerned with acquiring arcane knowledge than power over others. After all, why go to the trouble of managing a realm and making political connections when a single spell can turn a powerful individual into your friend? Sorcerers rarely become court spellcasters, primarily because they lack the academic focus that wizards cultivate and their limited selection of spells cuts into their versatility. Furthermore, with their magnetic personalities and the natural manner in which their spells develop, they can spend more time honing their political skills and winning over allies than wizards can.

The court wizard is often a sinister figure in fantasy stories, for good reason. A wizard might use his magic and his access to a land's ruler to seize power or influence the crown. Since the wizard erects the king's magical defenses, he can easily breach them to use spells upon his lord. A corrupt court wizard offers an array of problems to the characters. He can use his magic to compel the PCs to take certain actions or, if he controls an allied noble, he can sour the characters' relationship with his master while keeping himself above reproach. If the wizard controls a lord, that noble is not about to toss him into the

dungeon or set the guard against him. Rather, anyone who crosses the wizard faces the harshest punishments that the puppet lord can muster.

If a PC retains a court wizard, he should cede to him a single area of land and enough resources to allow him to build a settlement there of any size. In addition, each year the wizard should receive a unit of gold for every five levels of experience he has gained. If not paid, he leaves the PC's service. In return, the wizard casts spells at half the normal cost. A disgruntled wizard might attempt to assassinate the PC, or could use his spells to turn his ministers and allies against him. A character might face charges of treason, with his most trusted lieutenants lining up to testify against him. Of course, the court wizard or one of his puppets would be available to take the throne and provide leadership in this time of crisis.

Courtiers: A royal court includes a large number of hangers-on, socialites, and others who may not hold important positions but have political connections that make them key players. Some courtiers might have minor titles or positions that grant them enough money and power to keep them occupied. Others could be generals, heroes, and other notables whose best days are now behind them. Diplomats can fall into this category, too, especially if they hail from regions that do not have any critical business with the PCs' realm. A neighboring duke might send his annoying, troublesome, drunken son-in-law to the PC's court as an emissary. The character must treat the lout with respect and courtesy, even as he makes a fool of himself at a court dinner or make unwelcome advances towards a servant. You can have a lot of fun with this basic concept and use it again and again to erect a roadblock that the characters must deal with. If they control smaller domains of little importance, other nobles may see them as a convenient place to dump malcontents, incompetents, and other bothersome folk.

Other courtiers may be ambitious schemers who try to curry favor with the PCs using any means possible. They might try to claim credit for the actions of others, an easy way to drive a rift between a clueless PC and the allies who wish to help him while placing an inept administrator into an important position. Others may spread lies and gossip about each other, making it more difficult for a PC to find accurate information about his followers and get a true read on the status of his court. Think of all the petty bickering that plagues any office, club, or other group of more than a dozen people, and apply that to a character's followers and royal court.

Diplomats: In addition to a noble's direct subjects and courtiers, he must also deal with representatives from local power groups, tribes, and other realms. The elf lord of the forest may not recognize the legitimacy of the human government, while the barbarians of the northern planes refuse to engage in such cowardly practices as par-

ley and negotiation. These groups must be dealt with militarily or diplomatically, and if they are noble creatures good-aligned rulers may have trouble justifying any violent actions against them.

Diplomats are important not only for the power they command, but also because any slight towards them can lead to a lot of trouble for the realm. An insulting word, an accident, or some other transgression can lead to warfare, trade restrictions, or other problems. Diplomats automatically command respect and deference, even when they are annoying, shrill, or demanding. Most diplomats sent to handle touchy matters are polite and careful in their dealings, as they do not want to make a similar mistake and botch any future relations with a PC ruler. On the other hand, diplomats from lands that have few if any ties to a PC's lands can afford to be as obnoxious and annoying as they want.

Diplomats can double as spies. If caught, they are difficult to simply execute or imprison as such actions could jeopardize relations with a neighboring power. Other times, they attract the attention of criminals and scheming villains who want to turn two allies against each other. A murdered diplomat can cause relations to sour, while judicious use of magic might force the ties between a diplomat and a local rule to take a dramatic turn for the worse. Bandits who kidnap a diplomat may demand an exorbitant ransom, as they realize that the envoy's masters are likely to demand that the local ruler meet any price they ask. After all, the PC was supposed to safeguard the emissary and keep him from harm. If he fails in those duties, he must make amends for it.

Prime Minister: The prime minister is a ruler's right hand man, the official charged with taking care of all the minor details that need to be dealt with before any major decisions can take effect. If a ruler decides to spend money to outfit an additional regiment of archers, the prime minister is the one who allocates the funds needed to buy weapons, armor, finds weapon masters who can train new soldiers, and recruits officers to whip the unit into shape. He might not personally undertake these actions, but it is his duty to see to it that these jobs are all taken care of. Such decisions might be beneath the ruler's notice, especially if he has more pressing business. If a nobleman had to make every last petty decision that faced his realm, he would never have the time to get anything important done.

The prime minister's duty is to watch over the issues that are too minor for the king to handle and to make sure that such issues never grow pressing enough to warrant the king's attention. A competent one can allow a king to spend his time and effort handling truly important issues, leaving the day to day management of the realm in good, competent hands. A poor minister bungles assignments, makes the king look bad by making mistakes, delegates

authority to incompetents, and hides problems from his lord rather than coping with them. A corrupt prime minister can cause plenty of trouble for a ruler, especially hands off, passive monarchs who allow a narrow range of issues to consume their interest. Oppressive policies, unfair laws, and strict practices that the minister enacts are blamed on the king's ineptitude and callous attitude.

General: The king's general oversees the army, trains his regiments for action, and readies plans for defense and possible attacks on neighboring enemies. His role could extend into law enforcement, especially if the military controls the city guard and other units normally assigned to keeping the peace. A good general improves the army's morale through his strong leadership, keeps tabs on enemy realms, anticipates invasion routes and other likely actions by his opponents, and keeps the army ready for battle. A poor one allows his soldiers' level of readiness to drop below acceptable levels. His harsh, infrequent discipline causes morale to plummet, while he makes few if any efforts to draw up contingency plans in the event of war.

Of all the followers a nobleman has, his general is likely to revolt. He has control over the army, the one tool that is the most likely to prove useful when seizing power. A general who trains an army to place its loyalty to him above its fealty to a realm's nobility is in a prime position to seize power. The PC ruler might find his castle besieged, his personal guards dead or defected to the other side, and his allies kept from his side by his traitorous army. An armed rebellion can quickly topple the mightiest ruler. Without an army to keep the peace and oppose his enemies, a single nobleman rarely has the resources and abilities needed to maintain his grip on power. Not only does his army become an enemy, but in doing so it robs him of his most effective weapon against revolt and invasion. Worst of all, the more talented a general the more likely he is to pull off an uprising. A good general can command the entire army's loyalty, forcing a ruler to carefully balance his war leader's talent against his ambition. Sometimes, a mediocre general with few ambitions is preferable to a great one who dreams of ruling.

Huntsman: The huntsman is a scout, watcher, and woodsman who looks after the far-flung corners of a noble's domain. While the thick forest to the north of town might not be inhabited, they are still the noble's responsibility. Orcs, goblins, and worse could lurk within the unoccupied areas in a domain, while other, more powerful monsters could move into those areas and prey on surrounding villages. The huntsman works to ensure that any such developments never remain unknown for long. He tracks across the land in search of any tracks or signs of intruders. He might hunt down poachers who hunt on royal land, or could concern himself with tracking the progress of monsters and bandits. Sometimes, he strikes out at such creatures on his own. Other times, he notes the locations of their lairs and returns to town to gather soldiers to root out the infestation.

A good huntsman keeps the borders safe and prevents bandits, gnolls, and other threats from becoming more than an annoyance. Monsters quickly learn that the character's domain is a poor choice for a hunting ground. The raids they launch draw brutal, effective attacks in response. This active response could lead to tension with neighbors, as monsters flee to neighboring lands to set up lairs. Other times, a group of thieves or evil humanoids could pitch their camps on a neighbor's land and launch raids into the characters' territory. In such cases, the PCs must find diplomatic means to gain access to their enemies. A rival noble might deny that monsters lair on his land and charge the PCs with slander, while bribing the creatures to ignore his lands and concentrate on the PCs' settlements. The huntsman also provides a convenient method to drag the characters into all sorts of adventures. He might report the appearance of monsters and creatures that only the characters can defeat or he may bear word of strange events or phenomena that demand a ruler's personal attention.

A bad huntsman allows trouble to fester in the wilds without noticing it. Creatures sweep down from the mountains and forests to attack villages, but no one seems to know where they come from or where they might strike next. The PC's neighbors grow angry with him as monsters slip over their borders and strike their citizens. While the huntsman might not seem like an important figure, his actions and policies have a major effect on the PC's relationships with his fellow lords and the well-being of his people.

Local Figures: This group also includes folk the commoners admire and respect, such as adventurers, wise women, clerics, and others who tend to their needs or serve as heroic examples. While these people rarely have any direct political power, their social influence makes them important figures in the domain. An agitator might rail against the inherent imbalance between the ruled and the rulers. He delivers fiery speeches in the town square, and demands that the local ruler do more to improve the peasantry's lot in life. He could be a pure-hearted crusader who wants to make the world a better place, or he could simply crave power and glory. In the former case, a wise noble can work with him to improve the realm. His idealism may lead him in the direction of a rash decision or to remain steadfast against compromise but he does relent once he nears completion of his goals. In the later case, the agitator simply sees his followers as the means for gaining power. He dreams of seizing the throne for his own, and if he ever did meet his goals he would conveniently forget the promises he made for equality, social justice, and economic reform.

Other important figures include adventurers, who cause just as much trouble as they mediate. Explorers could open a tomb and unleash undead on the land, they might accidentally start a devastating fire in town, or they could defeat a terrible dragon that raided the land. In many ways, these groups are benefits and liabilities of equal measure. Think back to all the half-witted plots and ideas your players have come up with and consider how the local government dealt with them. A group of adventurers could show up in court sporting an attitude and unwilling to obey or even respect the ruling characters. They might have potential to help the realm, but their personal goals and plans rarely, if ever, synch up with the characters' ambitions.

Other important local figures include village elders, respected craftsmen, and clerics who lead large, important churches. These figures all hold a key trait. They maintain the respect and attention of a significant portion of the domain's population. If they oppose a ruler's schemes or find his ideas poorly implemented, their opinions spread quickly through the population. While they only rarely offer any direct, material support to the realm, their moral and social backing are key components in any successful ruler. They usually have highly personal, specific requests and ideas for how the realm should function. For example, a local cleric might want land to expand his church's cathedral, while the village elder thinks that his people deserve lower taxes in the wake of a recent drought. Many times, their specific desires and plans must be balanced against the health and well being of the realm as a whole.

Treasurer: With his hands on the purse strings, the treasurer is perhaps the most powerful figure in a royal court short of the ruler. He keeps track of funds, handles tax collection, and sees to it that the realm's economic policies make sense and are based on reasonable plans and goals. His position holds the most potential for abuse, as he balances the books and keeps track of every last copper piece that flows into the royal coffers. An honest treasurer can keep a realm running smoothly in good times and bad. A dishonest one skims profits off the top of every transaction and fattens his purse while slowly draining the court dry.

The treasurer naturally breeds mistrust precisely because his duties and power so directly affect a domain's economic health. Most treasurers are not so foolish as to blatantly abuse their power. After all, only a fool of a ruler would allow anyone to manage his finances without oversight. Most of them receive enough funds to live in comfort, but greed naturally follows wealth. The royal treasurer could easily fall in with thieves, extortionists, and others who would abuse his power and force him to obey their

plans. A thief could raid the castle and steal a few valued items with the treasurer's help. The treasurer might award contracts for construction, architecture, or other tasks to artisans with ties to the criminal underground, allowing a thieves' guild to rake in extra money with fattened fees and conveniently arranged cost overruns. The treasurer can distance himself from this mistakes by blaming bad weather, ill luck, and a multitude of other factors that can complicate even the simplest plans. After firing those responsible for the mistakes (though only after paying them, of course) he hires a new round of thugs and cronies to help him gouge the royal treasure vaults. Some of the most successful criminals manage to conceal their crimes behind a veneer of respectability and honesty.

Even if the treasurer is wholly honest, criminals can take advantage of the natural suspicion that falls upon him. Misallocated funds, missing cash reserves, and other minor but persistent crimes might be blamed on the treasurer even if he is completely innocent. A ruler's natural tendency might be to seek the easy, simple answer in any situation. If the treasury runs dry and valuable items go missing, the easy solution is to find a new treasurer, especially if the current treasurer is not completely trustworthy.

CAMPAIGN MODELS

There are a variety of ways in which you can structure a campaign using this book. Provided below are a few examples of how the characters can run a domain and its place in your game.

All for One, One for All: Under this set up, the characters all work together to run a single domain. Each PC takes on an important job or contributes skills necessary to keep the realm functioning smoothly. The party's fighter commands the army and raises troops, the wizard establishes a tower and conducts magical research, the cleric builds a temple and draws members of his faith to the area, and the rogue acts as the primary administrator and businessman.

The key to running this campaign lies in finding interesting jobs for all the characters. If the paladin and the wizard are best suited to run a barony, the rest of the party might feel bored or left out. If the party has a good spread of abilities and classes, this problem is usually easy to get around. Allow the characters to use the realm abilities presented in Chapter 1 if they are in charge of the areas their abilities improve. A fighter would be best suited to commanding the armies, the rogue can deal in trade and commerce, and so on.

All the King's Men: Under this campaign structure, the characters each administer a domain under the auspices of a single, powerful ruler. A king or emperor could assign the characters charters to rule fiefs in return for feudal oaths of fealty. The characters must swear to provide military support to the crown and stand by it against all enemies. In return, the characters have the autonomy necessary to run their lands as they see fit. Under this model, the players each have the freedom to organize and run their holdings as they see fit. They can delve into every aspect, make decisions on their own, and even compete against each other for wealth and glory. However, the king's power over them gives you a useful tool to ensuring that they work together and to give them goals and quests that they must pursue as a party.

If the characters' domains are close together, they may have disputes that need a third party to resolve. The king can ably fill this role. Either personally or through his ministers he can hear legal cases or complaints and resolve them. This forum helps prevent intra-party disputes from turning into open warfare. The king can also hand down edicts and missions that the characters must pursue together. The king may call for his vassals to raise armies to fight off an invading horde of barbarians, giving the PCs a shared goal. They must cooperate to raise armies and fight the invaders in order to survive.

Every Man for Himself: Under this campaign style, the characters each have domains with little or no connection to each other's prosperity. Rivalries, jealousies, and direct conflict may grow as each character expands his holdings and augments his power. This style is best suited for games in which the players can separate their characters' actions from their own. You don't want anyone taking it too personally if Jord the Conqueror sacks the rest of the players' holdings. On the other hand, if your players thrive on intrigue and competition amongst themselves this can prove to be a fun campaign to run. Shared threats can tie the characters together for some sessions, and in the end they may find that working together is the best bet for survival.

The one obstacle to this style of campaign is keeping everyone interested throughout a game session. With each player off in his own political intrigues and conquests, you may find that each player only spends a sliver of the game session doing anything. The rest of the time, he sits back and watches as others complete their actions. If you have access to email, you should take care of most of the actions that only involve one or two characters in between sessions, ensuring that when the players gather to game everyone can take part in the action.

Quest for Power: Rulership can be a major goal of the campaign, allowing you to run normal adventures and quests for many character levels until the PCs are ready to take hold of political power. The characters might have to complete quests for the crown, earn favors from minor nobles, or render a great service to their nation in order to earn the right to rule. In this campaign, the characters spend just as much time preparing themselves for power

as they do exercising it. You can combine this campaign structure with the other ones listed here in order to form a bridge between the typical fantasy campaign and one where politics and rulership take center stage.

Under this campaign structure, try to tie the characters' actions before they gain power into their eventual ascension to nobility. Villains and rivals made during their adventuring days appear to wreak havoc on their domains, while sponsors and benefactors continue to render them aid in exchange for the debts owed to the characters for evils destroyed and quests fulfilled.

PRACTICAL ISSUES

In addition to the changes you need to make to how you design your campaign, there are several important parts of domain–based campaigns that bear examination. In addition to the changes to the standard adventuring model listed above, the following topics could all have an effect on how you design adventures and plan your campaign.

Nobility: Once the characters gain control of a domain, they likely become nobles in your campaign world. This development can lead to some problems, especially if you don't take care to account for it when designing adventures. As noblemen, the characters can expect commoners, such as peasants and most merchants, to defer to them in most cases. When a nobleman walks down the street, most people make way for him. On the other hand, nobles do not have unrestrained power to use and abuse the average citizen. While in some evil realms they may be able to keep slaves and order executions without a trial or even a real excuse, neutral and good lands place restrictions on what their leaders can do. A noble who commits murder or robs others can expect the same harsh treatment, perhaps even worse handling, than a commoner would. He faces the loss of his title, responsibilities, land, and power. His family could disown him to distance themselves from his dishonorable actions.

The best way to handle players who want to abuse their characters' station is to remind them that with power comes responsibility. A nobleman who abuses his followers courts a revolt, while one who pushes the law to its limits may find it difficult to court and win over political allies. No one wants to be associated with a psychopath who could turn into a political liability, especially in good or neutral realms. The characters' station draws attention to their actions, and with the stakes so high in politics any abuses or missteps they make are likely to become grist for the gossip mill. The characters' movements and plans also become difficult to hide, as average citizens recognize them and talk about their passage. If the PCs ever need to get somewhere in secret, they may find it much more difficult than it was before their ascent to power.

Managing Realms: Some players may find the complete realm management system daunting at first. Reading through all the rules may take a few hours, but players are notoriously difficult about putting time into a game away from the table. If your players would rather not handle the details of managing their lands, you can make decisions for them based on their general attitudes and desires. If a player wants to raise taxes, you can do that in the system and allow it to determine the results of that action. Rather than present things to them in terms of units and areas, you can use a narrative description to tell them how things are going. If the realm prospers, and the treasury overflows with gold, describe how the minister of finance is pleased with the realm's income. Tell the players that the commoners are in high spirits, the fields are bursting with healthy wheat, and tax revenue is up for the year. In essence, you need to communicate the system's results to them using narrative descriptions rather than statistical summaries. By the same token, don't let the players force you to make decisions for them. If they want to take control over the details of the realm, push the choices on to them. Show them how the realm management system works and leave them to sort out the good decisions from the bad.

In many ways, you can avoid this problem by starting small and giving the players the chance to dictate how their realms grow. A small realm is easy to manage, has much less bookkeeping than a sprawling one, and offers the players a chance to make a lot of decisions to mold how their domain develops. You can introduce rules in phases by walking the characters through each season and going over the options they have. Several game sessions might pass between the characters' last interaction with the realm management system and the next season. During that time, the players have a few weeks to go over the system and ask you questions on how you plan to use it. Don't worry about memorizing everything at once. Part of the system's design was to make it easy to slowly integrate it into your campaign. Unless lots of game time passes between each session, the players have time to think about their decisions and plan for the coming year.

When it comes to resolving realm management decisions and actions, you can either take time out of your weekly session or take care of everything outside of the game. Sometimes, the decisions and results are important enough that they should be handled as a face to face situation. Other times, you can use email and phone calls to go over how a realm progresses and the decisions the player must make for his character. This option offers two important advantages. When you and your players get together to game, you probably want to spend as much time on life or death choices, thrilling battles, and important roleplaying scenes. The decisions made in the realm management system are important for your campaign,

but you can make them without all the players present. In addition, there are times when the players shouldn't have knowledge of each other's realms. If each PC has his own domain, the players can keep the exact status of their realms secret if you resolve their actions separately. This arrangement can be boring during a normal game session, since you have to take each player aside and resolve his choices, leaving the rest of the group essentially listless.

Responsibility: One of the major changes that come with ruling an area is the increased responsibility it forces upon a character. As mentioned above, an adventurer has to give up a lot of his freedom in exchange for power. He cannot wander across the countryside, righting wrongs and battling monsters if his realm needs him. Emphasize these shackles by having minor events pop up that require the characters' attention in the midst of other, more pressing action. For example, while rumors swirl that a werewolf is attacking and killing travelers in the forest east of town, a small riot breaks out in town. A lynch mob has formed to hang a wizard accused of practicing black magic. The characters must drop their current plans to deal with the angry crowd, get to the bottom of the wizard's actions, and defuse the situation before it spirals out of control. The more power a character has, the more likely it will be that problems seek him out rather than the other way around. Barely a day passes without some sort of issue arising, especially if the characters run large domains. Some of these problems may seem trivial to the PCs, but they must deal with them. You can create a cast of minor NPCs designed expressly to annoy and pester the characters with trivial problems. A pair of farmers may argue endlessly over minor matters. One day they dispute the border drawn between their land, the next one claims that his neighbor stole his prize cow when the beast actually wandered off into the neighbor's field. To add more grief to the PCs' lives, you can use these encounters to mask more important matters. Perhaps the two farmers appear before the throne to complain about noise and lights coming from the forest. Each blames the other for the disturbances. If the players are fed up with the two and their bickering, they might dismiss them or overlook the strange events they accuse each other of masterminding. When the characters investigate, they find that an evil cult has set up a small temple in the forest. Their rituals are the source of the noise and flashes of eldritch light that have bothered both farmers.

ADVENTURE DESIGN

Creating adventures for characters who run domains presents unique challenges. Normally, the characters are heroes who wander the land as they wish. If they hear of a dragon marauding the countryside, they can gather their weapons and ride off to meet the threat. On the other hand, PCs who rule a realm cannot so casually leave their holdings behind. Someone must manage the place in their absence, and if the PCs are gone too long they could face rebellion. Furthermore, politics adds a new level of complication to the simplest adventure. To extend the example above, the dragon could take up residence in a neighboring realm, smashing its armies and seizing a cave in the mountains north of the land. The noble of that realm might sign a treaty with the dragon, holding on to his lands in return for a steady stream of tribute delivered to the wyrm's lair. The characters might want to defeat the dragon, but the noble refuses assistance and even threatens to invade if they meddle in his internal affairs. Running a domain can bring about drawbacks and complications in a measure equal to the privileges and benefits it offers.

The Perils of Detect Evil: One of the hallmarks of political or social encounter is the element of the unknown. While the characters negotiate with a neighboring lord, they can never be certain they can trust him. An apparently dedicated minister can turn out to be a greedy, ambitious fraud when he steals money from the treasury and defects to an enemy state in return for a sizable bribe. The more uncertain an encounter, the more of a challenge it poses for the characters to deal with. However, there is one ability that can undermine much of the tension and mystery of a social adventure: the paladin's talent to *detect evil* at will.

Some DMs try to nullify *detect evil* with magic items, spells, and other tricks. While this can work some of the time, it undermines the characters' abilities if you continually negate them. After all, where's the fun in playing a paladin if you can never actually use his abilities? Furthermore, the inability to use *detect evil* can be enough to draw the players' suspicion. If they know they cannot determine the nature of an NPC's character, they can logically deduce that they cannot trust him.

A better method of dealing with *detect evil* is to leave it in place, allowing it to function as normal. *Detect evil* is a core part of the paladin's abilities and one his most recognizable traits. Instead, focus on developing ways in which knowing a person's alignment is less valuable. In politics, personal views and desires can be outweighed by the politically expeditious option. An evil nobleman may dream of conquest and destruction, but is enough of a realist to know that any attempt at open warfare is

doomed. Thus, he does his best to serve the king and hopes to earn more power through meritorious service. True, he may use blackmail to get his way, but he is far from the raving, bloodthirsty lunatic of an evil warlord. In the characters, he may see do-gooders who could prove to be valued allies. If the characters trust him, he can turn out to be a valued, useful friend. While he is probably the last person the characters would want on the throne, he works hard for their alliance and is willing to support their policies and aid them against invading enemies. On the other hand, if the characters let a snap reading from *detect evil* label the noble as untrustworthy, they lose a valuable ally.

Contrast this with a lawful good ruler with poor foresight and little talent for rulership. *Detect evil* shows his clean character, but as an ally he causes more problems than he solves. His political blunders, such as openly criticizing powerful noblemen, draws resentment towards him and the characters who associate with him. Due to simple mismanagement, his army is poorly equipped and needs constant reinforcements from his allies. Bad luck and his poor administrative skills cause him to plunge into debt. If the PCs rescue him with loans, he wastes the money on poorly thought out projects or to scheming confidence artists. In either case, the loan is lost and the characters are poorer for their friendship with him.

As you can see, alignment is but one factor that determines how an NPC acts and the value the characters can find in him as an ally. Knowing an NPC's alignment should give the characters a clue they can use in navigating the options for potential allies and friends they meet, but it should not be a silver bullet that solves their problems. Good people can make mistakes, while evil ones can restrict their base impulses in pursuit of a noble goal that benefits them. Try to insert NPCs into your campaign who buck the alignment stereotypes or who prove useful or helpful to the party despite their character flaws. By the same token, good NPCs can prove troublesome due to their fanatic stance on a particular issue or personal shortcomings, such as cowardice in battle, wastefulness with money and resources, or short temper that aggravates sensitive negotiations and situations. Alignment does not set an NPC's personality and actions in stone. Rather, it is a foundation from which you can develop him. While not every evil person need prove to be noble and every good one an incompetent, regularly breaking stereotypes and expectations keeps your game fresh, forces the players to consider actions rather than alignment, and turns *detect evil* from a game breaking ability into another useful tool that requires the players to apply it carefully in order to get the most out of it.

There's No Place Like Home: The first key to designing adventures for characters who run domains is that the domain should normally be the centerpiece of the action. With the players spending so much time deciding how to run their characters' holdings, you should try to keep them attached to the action. A domain seems much less important and more like a vague, abstract engine that generates wealth and political power if the characters stay away from it for too long. If an army of demons threatens the land, the primary gate they travel through is found within a temple hidden in a PC's domain. When the giants invade, they pick a path through a PC's lands. In this manner, the characters face threats that have a direct bearing on the wealth and prosperity of their lands. The characters have a compelling reason to complete the adventure and their holdings come to life as they travel through them and struggle to defend them.

Just about any typical fantasy adventure takes on great import when it is placed in a PC's holdings. An evil cult that wants to summon a monster, an assassin's plan to kill an important wizard, or an incursion of orc barbarians can play out with the characters' land as the setting. When designing an adventure, try to include two things. First, make it clear that the PCs' success in the adventure has a clear impact on their holdings. If the characters cannot stop the dragon, it can burn their castles to the ground and destroy the villages they worked so hard to nurture. Second, the characters' status as rulers should play a factor in determining their role in the adventure. The assassin may target a PC to throw his lands into confusion. The rampaging dragon may attack the characters' castle in order to destroy their army and crush all resistance. Important things happen to the PCs because of their own power and station. With this method, you can remind the characters of the burdens of power and push their political positions into the center of the campaign.

Games of Power: Politics can take center stage in a campaign where the characters control domains, as they jockey for position with other nobles and seek to hold on to the domains they've built up. When designing a motivation to drive the characters into an adventure, politics always work well. The characters could sack a lich's tomb in order to destroy the menace to the kingdom and win the nobility's support. After all, the king is less likely to rule against the characters in a dispute if they defeated his archenemy. By the same token, the characters can win the esteem and friendship of neighboring realms by helping them dispose of threats or acting as champions for their cause. By adding a political dimension to the characters' adventures, you add a tangible, visible reward to the action that the players can appreciate in terms of their characters' domains.

Just as politics can add a level of rewards to an adventure, so too can they increase the barriers that prevent the characters from achieving their goals. What seems like a relatively simple situation can be endlessly complicated once politics are introduced. For example, a neighboring lord may launch a raid into a character's domain or charge an outrageous toll for the use of roads running through his lands. Since the lord is the king's cousin or is allied with several powerful figures, the characters cannot hope to openly stand against him. If they invade, they risk a counterattack from a broad coalition. If they complain or protest to the king, their voice is quickly drowned out by their rival's powerful friends. The characters must find an alternative solution to the problem. Perhaps they must ally with others oppressed by the greedy lord, or subtle, quiet methods such as infiltration and assassination can erase the problem.

In more specific cases, politics can make obvious, simple solutions impractical. If a group of bandits raids the characters' lands, it is a simple thing to track the criminals down and defeat them in battle. But if the bandits take refuge in a neighboring lord's lands, the characters must ask his permission before sending an armed force into his domain or risk starting a war. Even worse, the lord could support the bandits or they may enjoy his protection due to some special service they rendered to him in the past. Maybe the bandit chief was once a trusted courtier who has turned to discreet robbery to fatten his treasury. In any case, what was once a simple mission to hunt down and exterminate a band of criminals transforms into a game of subtle politics and maneuvers. The characters must soothe their neighbor's fears and win his support before they can deal with the raiders, and even then they may need to work to track down the villain.

Intrigue and Conspiracies: As the characters grow in political power, they become the targets of shadowy conspiracies, internal political maneuverings, and other difficult to uncover enemies. A trusted minister could be swayed to betray the characters by bribes, magical spells that control his will, or other methods. An ambitious military commander might lead his troops against his employer. The king's prime minister may decide that the PCs are too powerful for his liking, causing him to set into motion a conspiracy to discredit and destroy them. As the characters grow in power, they attract more attention and are more likely to run afoul of secretive cults, greedy politicians, and others who seek to destroy them.

A conspiracy can take on many forms, but its key attribute is secrecy. The characters may be menaced by a threat that lurks right under their noses. While a trusted official or ally can easily derail the characters' plans if he turns against them, even a relatively mundane betrayal can cause tremendous damage. A palace cook can slip poison into a PC's meal, while the royal huntsman could lead the characters into a deadly ambush while they are out hunting. Spies amongst their servants or even masquerading as a commoner who lives near the castle could compromise the characters' efforts to plot against their enemies or prepare their domains against an attack.

Villains: The bad guys, from scheming politicians to bloodthirsty anti-paladins, are what push a campaign move forward. As long as the characters have a powerful foe to stand against, you have a ready source of plots, ideas, and quests to throw at them. In a campaign where domain management takes center stage, villains can take on more forms than the typical, single powerful individ-

ual/monster on a rampage. Instead, the characters may have to deal with conspiracies, political alliances, and even entire nations or kingdoms.

Unlike in most fantasy campaigns, in an *Empire* game you can present the characters with the opportunity to interact with villains on a social basis. If the king's ministers plot against the characters, the PCs cannot simply behead them at the next royal ball. Such an egregious violation of the law would undoubtedly land the PCs in prison unless they had an obvious, unquestionable justification for their actions. The PCs may have to spend more time talking to and debating with their enemies than trading sword blows and spells with them. Such encounters give you a chance to give the characters clues about the villain's plans and it allows them to use non-violent methods to resolve their differences. A bitter rival could become a staunch ally of the PCs if they manage to win his support with a profitable trade pact or assistance in dealing with the trolls that plague his lands. You can also use these encounters to give the PCs insight into how political enemies are different from physical ones. For inexperienced players, the concept of interacting with an enemy on a social level could be a radical, interesting new direction in a campaign.

Monsters: Many of the traditional monsters that characters face in adventures work best as invading armies rather than personal foes under the realm management system. Orcs, goblins, trolls, even giants and outsiders can marshal forces to invade the party's lands. Chapters three and four contain all the rules you need to fight epic battles that determine the fate of nations. While monsters that once provided a physical challenge can simply scale up to provide a strategic or tactical one, other monsters are better suited for the intricacies of political adventures. Listed below are a variety of monsters and ideas on how you can use them to challenge characters who rule the land.

Aranea: These shapeshifters are obscure enough that even experienced players overlook them. Araneas can use their abilities to mask their true natures while working to undermine the characters' realms from within. An aranea's ability to take the form of a spider lets it infiltrate a wide variety of seemingly secure locations. An aranea could walk past a group of guards in humanoid form, change into spider form, and climb up a castle tower to slip into a fourth story window. Use araneas as spies, infiltrators, and assassins who use their innate spellcasting abilities and shapeshifting skills to strike at the characters while they are most vulnerable.

Aquatic Creatures: If a character's domain is set along the coast of a huge lake or the ocean, he may be surprised to find representatives from undersea cultures arriving at his court with offers of friendship and alliance. Remember that in a fantasy world, many environments that are uninhabited in the real world can play host to an array of cultures and peoples. The waterways that run through a PC's domain might feature sea elf kingdoms, locathah colonies, or threats such as kraken and sahuagin. These creatures may not acknowledge the character's right to rule, leading to a political showdown as both sides seek to gain an advantage over the other. The characters may need to use careful diplomacy to win aquatic creatures over to their side. If they fail to do so, they risk cutting off an important avenue of trade and expansion. The conflict between these creatures and the party does not need to be physical. The water-going creatures could try to enact a tax on all ships that sail through their waters, or they could demand a share of all goods delivered to a port via the ocean.

Demon, Succubus: Of all the demons, succubi are the best suited to defeating characters with subtle maneuvers and political manipulation. Since they can use *charm monster* at will, succubi could theoretically gain control of a large number of creatures in a short period of time. A character's personal staff and servants could be bent to serve a demon, rising up to overthrow him, poisoning his food and drink, or opening a castle gate to allow entrance to an invading force. Low-ranking officers or entire guard patrols could fall victim to a succubus's abilities. While a succubus could pose a direct threat to the party, it is best used to subvert the NPCs around them. As a character's personal power grows, so too does his dependence on others. The mightiest king needs ministers, advisors, and administrators to carry out his decrees. The mightiest warrior or strongest spellcaster cannot possibly hope to carry out the administration of a domain on his own. Thus, the succubus can exploit this weakness by using its abilities, assuming a variety of aliases by changing its appearance, and employing *charm monster* to bend others to its will. If messengers consistently fail to deliver notes, the royal treasurer misappropriates funds, and other minor but damaging failures build up, a character could soon find his domain in ruins.

Devil, Erinyes: Everything mentioned above under the succubus entry applies to an erinyes in equal measure.

Doppelganger: Perhaps the monster best suited to political and social adventures, the doppelganger excels at infiltration, disguise, and trickery. The easiest way to use a doppelganger is to insert it into a character's court in the place of a trusted advisor or important minister. With their innate ability to read thoughts and change shape, doppelgangers mimic not only a victim's appearance but also his reactions to others and daily activities. A doppelganger can read a person to determine if its actions are strange, suspicious, or at odds with what is expected. For these reasons, doppelgangers can quickly infiltrate a location and remain hidden for long periods of time. Unlike other shapechangers, doppelgangers can replace important people in positions of power. However, remember

that a doppelganger cannot duplicate an NPC's class abilities or innate talents. Spellcasters are particularly poor choices for doppelgangers to replace, as their sudden loss of magical abilities would draw attention. Members of the NPC classes, particularly aristocrats and experts, are the prime targets for these creatures.

Dryads and Other Fey: While a dryad may seem like a strange choice for a monster, its nature and abilities make it uniquely suited to social or political adventures. When the characters claim the lands given to them, they may make the mistaken assumption that they enjoy sovereignty over the entire realm and its residents. A group of dryads that dwell within a forest that a PC thinks he controls can belie that idea. The dryads are good creatures, but they are likely to see the forest as their own and can point to a real, magical connection to the realm. They may not attack the characters' servants or wage war against them, but they are not about to sit back and allow their home to be chopped down around them. The characters may need to harvest lumber from the forest to build up their settlements, but they cannot recklessly chop down trees unless they want to turn the dryads into enemies. In this case, the characters must negotiate with the creatures in order to find a workable solution. Dryads and other good-aligned creatures provide an easy way to present the PCs with an unexpected political and social obstacle to their domains' growth. They can spark debate and tension amongst the characters, particularly if a fighter, wizard, or other character without any special connection to nature must cope with the creatures. Druids, rangers, clerics of nature gods, and similar characters may have to face off against the PC who has to handle the nature spirits.

This advice applies not only to dryads, but other fey and even other civilized races. A character could find that the hills on the border of his lands are inhabited by barbarian tribes who have never accepted the king's rule, making his claims to power worthless to their chieftains. Unless the PC is willing to risk open warfare against a good or neutral-aligned group, he must find a way to win their support and forge a friendship with them.

Invisible Stalker: While doppelgangers and other shapechangers can fool the characters with their appearance, the invisible stalker can simply keep out of sight while causing tremendous problems for any ruler. The stalker's natural invisibility allows it to ignore all magical defenses against such abilities. It can walk anywhere in a domain with little, if any, chance of detection. Best of all, since the stalker can fly there are few places it cannot infiltrate. An invisible stalker can coast through the air to avoid traps and magical barriers, making it the ideal spy. If the characters' enemies have access to these creatures, they can eavesdrop on their conversations and gather tremendous amounts of information on their plans, intentions, and aims without the characters' suspecting anything.

Mimic: These easily overlooked creatures make excellent spies. A rival lord could send the PCs a mimic disguised as a statue or table, allowing the creature to overhear their conversations and observe their comings and goings. Attempts to scan the item for magical auras yield nothing, making it likely that the mimic may end up placed in an area where it can collect useful information. The spy could be contacted by its masters via magical means, and after his term of service is up it could be extracted with *teleport*.

Rust Monster: This annoying creature is the bane of all warriors and others who favor heavy armor. A rust monster teleported to the characters' armory could cause tremendous problems as it devours the weapons, armor, and other equipment set aside for a castle's defense. If this strike is timed to coincide with an attack or siege, the characters could find their army without the proper equipment to repel attackers.

Subterranean Humanoids: The characters may prepare their defenses to repel attacks overland, leaving them vulnerable to a strike from below. Drow elves, duergar, derro, troglodytes, and other monsters can dwell beneath the characters' lands. A PC's castle could stand within two miles of an underworld city teeming with vile monsters, and the character could not realize it until teams of drow warriors burst into his cellar through a secret passage. An attack from the underworld presents a daunting challenge because it can catch the characters off guard while avoiding most of their defenses. Even the stoutest castle is of little use if the enemy attacks from below. When mapping the characters' lands, make a secret map of any underground passages, dungeons, and settlements that may lie beneath their lands. Creatures from the underworld could strike almost anywhere, using hidden tunnels to attack villages, castles, and other sites across the land. The characters could face simultaneous attacks on a broad front, forcing them to scramble to survive.

MANAGING NPCS

Much of an *Empire* campaign's focus rests on the NPCs that characters must handle. These folk can range from rival monarchs to diplomats bearing greetings from a distant land. Sometimes, keeping track of all the NPCs the characters meet seems overwhelming. With some planning and forethought, you can keep all your campaign information straight and cut down in the information you have to juggle.

All NPCs have the same basic types of attributes and characteristics. The key is that important ones tend to have more details. Aside from game mechanics such as attributes, spells, level, and so on, you can distill an NPC down to several key traits.

An NPC's motivation describes why he does what he does. Think about the NPC's role in the game and the plans you see him following. After you have considered them, ask yourself why he takes that course. A villain may seek revenge for a past wrong, while an ally might need help defending his village against invaders. The easiest way to think of an NPC's motivation is to consider what that character sees as the most important thing in the world.

Once you have an NPC's motives down, you can consider his goals. Given the people, places, or ideals that push him to take action, what does he want to achieve? A barbarian king driven to defend his people wants to defeat the goblins that plague them. An evil lich seeks eternal life, and to gain it he must find a lost artifact. The simplest way to think about an NPC's goals is to ask yourself what the NPC wants more than anything else.

Finally, an NPC's methods describe how he goes about fulfilling his commitment to his motivation and his desire for his goals. Methods are in part driven by a character's personality, but sometimes outside forces dictate them. For example, a merchant whose daughter is held for ransom might resort to crime to raise the money for her ransom. Even though he is normally a law abiding citizen, his desperation pushes him to a life of crime. An NPC's methods are usually the trait that becomes the most obvious to the PCs, since they witness your characters' actions and must react to them.

In addition to those three basic traits, it helps to come up with a few key personality identifiers to describe an NPC. These traits should cover the most obvious, basic descriptors of an NPC. Think of them as the three words most likely to come to mind when one of the NPC's acquaintances describes him. Try to focus on traits that come through during the game. Loud and bossy are easy to portray, while content or mellow might be a bit harder. The best traits are those that set an NPC apart within the first minute of an encounter with him. Easily identified traits help an NPC stay in the player's minds, while giving you a convenient hook to base your portrayal on.

When portraying NPCs, don't be afraid to change your choice of words, alter your mannerisms, or incorporate gestures into your actions. A brief course on acting is beyond the scope of this book, but adding a simple mannerism, a catch phrase, or an idiosyncratic word to an NPC's presentation can bring him to life. For every NPC, focus on finding one important trait or presentation to sets him apart from everyone else the characters meet. If you do that, you can create memorable characters that stand out in the players' minds and breathe life into your campaign.

A quick trip to an office supply store can provide all the materials you need to easily keep track of all your NPCs. Pick up an index card filing box, a few hundred cards, and a set of alphabetical card tabs. You can use the cards to keep notes on all the NPCs and store them in the box. With the alphabetical tabs, you can keep them organized and look them up when needed.

Note each NPC's basic game stats, skills, and background information on one or more index cards. If there's too much information to fit on one card, use a paper clip to keep them together. Write down information on the traits given above, highlighting any key traits or abilities that are likely to come up during play. Don't be afraid of pausing the game for a few moments to catch up on an NPC's background and motivations. In addition, you can use the cards to keep track of the NPC's history with the characters. If the PCs treat an innkeeper rudely, they can expect poor service and an attitude they next time they show up there. If a diplomat secretly spies on the characters for his master, you can keep track of the secrets he discovers on his card and note any suspicions he has about the characters' abilities and plans.

While file cards are handy reminders for specific NPCs, a diagram showing the various NPCs, political alliances, and their relationship with the characters helps you keep the big picture in mind. This diagram works something like a map in that it shows how different NPCs relate to each other and to the characters. You can group allied NPCs together and place enemies far apart. With this diagram in mind, you can keep track of how attitudes and alliances shift based on the characters' actions. For example, the PCs antagonize a wizard who appears before their court. In turn, that wizard tells his allies at the mages' guild. As a result, all the NPC spellcasters and their allies hear about the group's boorish behavior and develop a negative opinion of the heroes. You can add that attitude to the NPCs' note cards. Later, when the PCs meet another wizard, they may find that he insults them and refuses to work with them unless they apologize to the spellcaster they cast out of their conference chambers many months ago.

ADVENTURE IDEAS

To help stimulate your creativity, here is a variety of ideas for adventures that involve the characters as rulers of domains or fiefs.

A trusted minister disappears. The kidnappers demand a ransom or he will be turned over to an old enemy.

Agents of an enemy lord rally the people to rebel against the PCs. The characters must uncover the conspiracy before the commoners turn against them.

A gang of bandits raids caravans and causes trade to grind to a halt. The bandits may be in the pay of a political rival, or they could be the first wave of a coming orc or barbarian invasion.

A tarrasque, ancient dragon, or similar monster threatens to turn the countryside into a wasteland. The characters must not only defeat the beast, but they must organize the people to protect them and repair the damage the monster causes.

Tensions between two factions within a PC's domain explode into violence. Whether the groups are political, religious, or social entities, their feud threatens to break out into a civil war. The characters must discover how the conflict erupted and what they can do to cool it down.

A visiting nobleman dies at an assassin's hands. The noble's allies blame the PCs, and unless the characters can find the real killer they face war or perhaps even murder charges.

A plague breaks out in the character's fief, killing commoners and threatening to devastate the land. The characters must find a cure before it is too late.

An earthquake levels several towns. The PCs must rebuild their lands, though not before exploring the caverns exposed by the quake. Perhaps evil humanoids, purple worms, or some other threat was behind the disaster.

A new cult rises in popularity amongst the people. Its leader, an ambitious young cleric, wants to forge the people into a powerful political bloc that he can use to gain power and prestige.

A renegade wizard demands tribute from the character or he threatens to unleash a terrible, destructive spell that can level a city. The characters must stop the madman before he can complete his plot.

A new, violent thieves' guild springs up in a character's domain. The criminals institute a harsh protection racket, demanding tribute from merchants, and set their sights on the character's throne.

While the characters are away on an adventure, a usurper seizes their lands and claims that he is the region's true ruler. The characters' political enemies back his claims, forcing the party to discredit the pretender and reclaim their lands.

A spy ring takes root in the PC's domain. It gathers information for an upcoming invasion, a cult dedicated to spreading chaos, or perhaps an assassination attempt. The PCs must uncover the spies, find their master, and foil his plans.

The king is in ill health, and several competing factions line up to seize power in the wake of his death. Will the characters support the legitimate heir, or will they join the fray and grab for power?

One of the PC's ministers is a brutal, heartless villain. However, he is also incredibly good at his job. He meets or exceeds the realm's needs, and he has never wavered in his faith to the character. Do the characters support their man or do they bow to pressure to replace him?

The king calls for a festival to commemorate a holiday. The PCs must leave their lands under the control of their trusted advisors and travel to the capital. They might participate in a joust, interact with other nobles at a party, and gain the opportunity to become important players in national politics.

Appendix 1:
Optional Rules

In some cases, you may wish to add more depth and complexity to certain parts of an Empire campaign. This appendix includes a few optional rules you can use with the material presented in chapters one and two.

COMMAND AND CONTROL

A critical element in any battle is a commander's ability to relay orders to his subordinates and the reliability with which his underlings stick to the plan and follow directives. An army that runs out of control is an unfocused, vulnerable beast that can be easily picked apart by a more organized enemy. These optional rules allow you to add another level of complexity to your battles by introducing command and control issues into combat. These rules have a simple focus. They add an element of uncertainty by making it so that your units do not always obey your commands. Some players like this, as it makes battles less predictable and adds another layer of worry into planning. Others find these rules too random an element, too frustrating and too reliant on luck.

In your own campaign, these rules make the most sense if the characters are not necessarily in direct control of the entire army. If NPC officers, especially rivals or potential political enemies, command parts of an army, these rules can simulate how an NPC could ignore orders and follow his own initiative in battle. They also allow NPC personalities to come into play, as an impetuous war leader may throw his troops into the fray too early, while a skittish or cowardly one may hang back and miss the chance for a decisive strike. If you want the NPC officers and commanders in an army to play an important role in your campaign, then these rules are the ideal way to show how an individual commander or a break down in communications can make a battle plan to go awry.

The Basics: The basic command and control rules require a commanding character to make a Diplomacy check each round to force a unit to behave as he wants it to. This check represents the character's ability to phrase his orders in such a manner that they are clear, easy to follow, and appealing to a commander. A missed check may indicate that the orders are unclear or are phrased in such a way that the officer can bend them to meet his own ends.

The DC of this check is determined by the relationship between the unit's leader and the commanding officer. An officer who has worked with his underlings in the past and developed a strong relationship with them has little trouble molding an army to his will. A poor commander or one who has lost his subordinates' respect can expect his army to ignore his wishes.

The DM should determine the DC of this check using the Diplomacy Command DCs table. Pick out a DC that matches the relationship between the two leaders.

If a subordinate officer is under the influence of *charm person* or a similar enchantment effect that makes him look at his commander with inordinate trust or friendship, the commander gains a +5 circumstance bonus to his Diplomacy check.

An army's general should make his Diplomacy checks to command units before a round begins. Each commander checks for all his units. If he makes the check, he may command the unit as normal. Otherwise, the unit acts as per its commander's personality as noted below. The commanding player may move, spend actions, and otherwise use a unit he successfully commands as he see fits.

Relationship	Diplomacy DC
Antagonistic: The two commanders hate each other	25
Rivals: The two officers seek to undermine each other's authority	20
Strained: The subordinate dislikes or resents the commander	15
Average: The two officers have a typical relationship	10
Excellent: The two officers get along well	5

Personality Traits: An officer's personality traits determine what he does when faced with contradictory, confusing, or otherwise unclear orders. Some commanders are aggressive and prefer to press the attack, while others prefer to hang back and let the enemy come to them. The following personality traits can be used to differentiate the different unit leaders that serve beneath a general. Assign one trait to each commander. If an NPC could qualify for more than one trait, try to pick one that does the best job of covering his most important, noticeable tendencies. Since each trait has a specific effect in the event of a failed Diplomacy check to command a unit, having more than one of them can produce confusing or contradictory results. As an optional rule, you can assign multiple traits to one officer and randomly determine which one to use for each failed Diplomacy check.

Aggressive: An aggressive commander craves action. He seeks to take the fight directly to the enemy. On a failed Diplomacy check to command an aggressive commander, units with this type of leader use their actions to either charge the nearest enemy unit or fire missiles at them with both their actions. Units already in combat use both actions to fight in melee. The DM decides if the unit is better suited and equipped to charge or use ranged attacks.

Ambitious: An ambitious leader wants to make a name for himself. He sees a battle as a chance to gather accolades and move up the chain of command. He wants glory, and there is little he can refuse to do to get it. On a failed Diplomacy check to command this leader, he orders his unit to either charge the most powerful unit in range or direct its ranged attacks against it. If the most powerful unit in sight is beyond range of missile fire or a charge, the unit uses move actions to close the distance. If the unit is already in melee, it uses both actions to attack.

Cautious: A cautious battle commander avoids risks. He stays put whenever possible, fighting only if it is obviously unavoidable. On a failed Diplomacy check to command a cautious leader, his unit shies away from enemy contact. If no allied unit is in sight, this commander leads his men back towards friendly lines. Otherwise, he refuses to move. If the unit has missile weapons, it fires at the closest unit but uses only one action to fire. If the unit does not move, its second action is wasted. If engaged in melee, the unit uses both actions to fight.

Cowardly: This unit commander hates fighting and considers any battle that he survives a victory, regardless of the men he loses or the actual results. On a failed Diplomacy check to command a cowardly officer, he uses both actions to move his unit towards friendly lines. He never charges the enemy or otherwise attacks. If engaged in melee, he moves away from the fighting.

Indecisive: An indecisive officer is incapable of assuming independent command. He frets over simple decisions and allows opportunities to slip away. On a failed Diplomacy check to command an indecisive officer, a unit may take one action as normal. However, its second action is always wasted. As a result, the unit can never use an option, such as charging, that requires two actions.

Using Personality Traits: When using the command and control rules in a battle, especially if the players command an entire army, there are a few simple tricks and ideas you can use to make them more effective.

Try to avoid using game rules to describe the various unit commanders' traits. If the PCs meet with the mercenary leader of their cavalry regiment, do not simply tell them that he is aggressive or indecisive. That personality trait should shine through as you present and roleplay him, but do not simply declare that he is an aggressive commander and read off the rules above for that trait. Also, remember that battle is a time of stress and terror. A leader who seems confident and self-assured in peacetime may fall to pieces and emerge as a complete coward once the fighting starts. By the same token, nondescript underlings can rise to the occasion and become heroes.

You can also make the various Diplomacy checks in secret. That way, the players cannot make plans for their units with the assumption that certain units will follow their leaders' traits and others are under their control. With checks done in secret, the players do not know which units they can rely on for a coming round and which ones are out of control.

As an optional rule designed to show how difficult it is for a general to lead forces without proper communication, you can require the characters to have some sort of method for speaking with their lieutenants, such as magical means, spells, or messengers. On any round that the characters cannot communicate with their underlings,

they lose control of them. In this case, their unit commanders fall back to their personality traits. If you use these optional rules, allow the characters to give their officers outlines or contingency plans. For example, a unit of swordsmen could be ordered to take and hold a bridge. When that unit is out of communication with the general, that general can still make a Diplomacy check to command it. On a successful check, the unit does its best to fulfil the orders it was given. On a failed check, its leader's personality trait dictates its actions.

When using the command and control rules for the PCs' army, be sure to apply them to any NPC units they fight, too. After all, what's fair for the character is fair for their enemies. When running an enemy army, use the same process to test if the enemy general can command his units, what those units do when they go out of command, and so on.

SCOUTING

Information is as potent a weapon as a mighty spell or a regiment of stout warriors. Scouting plays a critical role in many combat operations, as knowledge of the enemy's position, his plans, and his forces can tip the scales in an engagement. The army with the superior scouting can plan ambush, seize advantageous terrain, and counter the enemy's plans before they can even put them into action.

Before a battle, each side should make a scouting check. Each commander assigns units to scout and to screen his forces. Scouts try to sneak close to the enemy to observe their actions while screening forces track down scouts and drive them away before they can learn anything. The units assigned to each role are used to determine the bonuses for each side's scouting and screening checks. You need to compare each army's scouts to its opponent's screen.

Look at the units assigned to scout and compare them to the enemy's screening units. The base total for a scouting check equals the lowest total Hide or Move Silently bonus amongst the scouting units. The commander of the scouting units chooses which skill to use, but he must use the lowest total bonus from the units assigned to scout. This total skill bonus is the base scouting modifier. Next, if the slowest scouting unit is faster than the fastest screening unit the scouting units receive a +1 bonus to their scouting modifier for every two squares their slowest unit moves faster than the fastest screening unit. Finally, for each unit beyond one assigned to scout add a +1 bonus to the scouting modifier. Fast, stealthy units make the best scouts since they can move undetected and cover a lot of ground, but sometimes simply assigned a lot of units to the job can work just as well.

The screening units must now determine their total screening modifier. Take the highest total Spot or Listen modifier from amongst the screening units. Next, if the slowest screening unit is faster than the fastest scouting unit the screening units receive a +1 bonus to their screening modifier for every two squares their slowest unit moves faster than the fastest scouting unit. Finally, for each unit beyond the first assigned to screen an army adds a +1 bonus to the total screening modifier.

In addition to the modifiers for relative speed, skill, and numbers of scouts or screens, the scout and screen modifiers table lists additional bonuses and penalties for both scouting and screening units. Apply these modifiers to both sides. Apply each modifier only once for the scouts and screens, even if multiple units possess a listed ability.

Ability	Scouting/Screening Modifier
Burrowing units	+2
Darkvision	+2
Flying units	+8
Incorporeal	+8
Invisible	+8
Low-light vision	+1
Track feat	+2

Each side rolls a d20. The scout side adds its scouting modifier and the screen side adds its screening modifier. Determine the total scouting results by computing the scouting result minus the screening result and consulting the scouting results table.

Once you have gone through this process for one army's scouts and its opponent's screen, repeat the process for the other side's scouts. Each army should declare its scouts and screens before resolving any scouting checks, and units assigned to scout cannot also serve as screens.

Scouting – Screening Results	Scouting Resolution
+20 or higher	Decisive scouting success
+11 to +19	Major scouting success
+6 to +10	Good scouting success
+1 to +5	Minor scouting success
0	No benefit
–1 to –5	Minor screening success
–6 to –10	Good screening success
–11 to –19	Major screening success
–20 or lower	Decisive Screening Success

Decisive Scouting Success: The scouts reconnoiter the battlefield, fully determine the strength of the enemy's army, harass and delay their advance, and infiltrate the area in secret. The units in the scout's army gain a +4 bonus to initiative. During the deployment step, units from the scout's army may take 4 movement actions to take their positions. One scouting unit may be placed anywhere on the battlefield. If the unit gains cover due to terrain, the enemy cannot see it or attack it until the unit moves or attacks. If this unit has the sneak attack ability, it gains a +1 bonus damage per sneak attack die if the first action it takes for the battle is to attack an enemy unit. This bonus applies only to that attack.

Major Scouting Success: The scouts determine the strength of the enemy army and map the battlefield. The scouts' army gains a +2 bonus to all its units' initiative rolls. During the deployment step, the scouting units may take an additional move action.

Good Scouting Success: The scouts infiltrate enemy lines and return with valuable intelligence. The scout's army gains a +1 bonus to all its units' initiative checks. One scouting unit may take an additional move action during the deployment turn.

Minor Scouting Success: The scouts find the enemy army and report back on its movement and plans. All units in the scouts' army gain a +1 bonus to initiative.

No Benefit: The scouting units fail to find any useful information but they manage to avoid the screening units.

Minor Screening Success: The scouts are attacked and harried by the screening units. They suffer a –2 penalty to initiative for the battle.

Good Screening Success: The screening units intercept and attack some of the scouts. Each screening unit may make one attack against one scouting unit, making either a ranged or melee strike. Resolve this attack as if the screening units used the standard attack action. The screening commander may resolve all the attacks against a single scout or spread them out as he wishes. Resolve this attack with a –2 penalty to hit. All units from the scouting army suffer a –2 penalty to initiative.

Major Screening Success: The screening units ambush and attack the scouting units. Each screening unit may make one attack against a scout unit, making either a ranged or melee strike. Resolve this attack as if the screening units used the standard attack action. The screening commander may resolve all the attacks against a single scout or spread them out as he wishes. All units from the scouting army suffer a –2 penalty to initiative.

Decisive Screening Success: The screening units ambush and destroy some of the scouting units. Each screening unit may make one attack against a scout unit, making either a ranged or melee strike. Resolve this attack as if the screening units used the full attack action. The screening commander may resolve all the attacks against a single scout or spread them out as he wishes. All units from the scouting army suffer a –4 penalty to initiative.

TERRAIN GENERATION

Sometimes, you might want to randomly assign the terrain on which a battle takes place. This makes the most sense if you haven't mapped an area in detail, such as in the wilderness between two kingdoms, this system allows you to easily determine the exact terrain. Otherwise, you can assign features as you see fit.

The first step in generating terrain is to pick a dominant feature and lesser ones that appear on the battlefield. The dominant feature will appear everywhere the lesser ones do not. For example, if a battle takes place in a great forest

the trees may be broken up by the occasional clearing, stream, or hill, but otherwise the forest covers the landscape. Use the tables below to either randomly choose or pick a single dominant and 1d4+1 secondary features.

The dominant feature covers most of the map except where the secondary features stand. Each terrain type has a description given below.

d100	Dominant Feature
1 – 50	Clear
51 – 70	Forest, light
71 – 85	Forest, thick
86 – 100	Hills

DOMINANT FEATURES

When placing dominant features, use the random placement rules given below under the secondary features descriptions. Count up the number of squares that should be allocated to each terrain type, break them down into 1d4 equal-sized groups, and place them on the map. Otherwise, simply fill in empty areas with the appropriate terrain.

Clear: The battle takes place on a grassy, open field. Unless a secondary feature occupies a square, it counts as clear terrain.

Forest, light: The battlefield is lightly wooded. After assigning the secondary features, one-quarter of the remaining squares are clear, half are light forest, and the rest are heavy forest.

Forest, thick: The field is dominated by thick forest growth. After assigning secondary features, one-quarter of the remaining squares are light forest and the rest are heavy forest.

Hills: The battlefield is mostly clear but hilly. Generate enough hills as per the hill secondary feature to cover two-thirds of the map's surface. Once you have done this, place the secondary attributes as described below.

d100	Secondary Features
1 – 30	Clear
31 – 40	Buildings, light
41 – 50	Buildings, heavy
51 – 60	Forest, light
61 – 70	Forest, thick
71 – 90	Hills
91 – 100	Water, lake

SECONDARY FEATURES

If a roll on the secondary feature table indicates the dominant terrain type, roll again. Otherwise, place these features using the following rules. Starting at the center of the battlefield, roll a d8 to determine direction with 1 indicating north, 2 northeast, and so on around the compass rose. Once you have a direction, roll a d100. The result is the percentage of the distance from the center of

the map to its edge. At this point, place the terrain feature as described below. For example, a 3 on the d8 indicates the direction as east. A 65 on the d100 indicates the spot 65% of the way from the center of the map to its edge. The percentage is a rough estimate. Don't worry about getting it exactly correct.

Once you have determined the feature's location, roll 2d6 twice to determine the dimensions in squares of the area the secondary feature occupies. Complete this process 1d3 times for each feature you determine is on the battlefield. If two features overlap, simply move the second, overlapping one so that it does not cover an existing feature. The one exception to this is hills. Hills can have trees or clear terrain on them but nothing else.

For very large or small battlefields, you can change the dice used to determine the feature's dimensions. Small battlefields may have secondary features that are 1d4 squares along each side, while huge battlefields might use 2d10 or 2d20.

The explanations given below cover any special circumstances.

Buildings, heavy: There is a 50% chance that the outer squares of an area of heavy buildings count as light buildings.

Forest, thick: There is a 50% chance that the outer squares of an area of thick forest count as light forest.

Hills: When placing a hill, it should be a number of levels high equal to a third of its shortest dimension. The hill's outer edges should have enough slopes to form a hill of the appropriate height. The remaining squares are flat terrain at the hill's top.

Water, lake: The squares that form the outer edge of a lake count as shore squares.

SKIRMISH COMBAT RULES

The skirmish rule are meant to cover smaller battles that lie between the mass combat rules and the standard d20 combat rules in terms of the number of warriors and monsters involved in the battle. Furthermore, these rules are ideal for encounters where the characters must take on dozens or even hundreds of weaker creatures at once. Most of the time, these rules are ideal for focusing in on a specific section of a larger battlefield or even resolving complete battles fought at the lower end of the barony-level realm scale.

If you own the AEG sourcebook *Mercenaries* these rules may look familiar. They are an updated and revised version of those rules specifically designed to work with the large scale combat rules and the realm system.

GETTING STARTED

The skirmish combat system uses the same basic rules and organizations as the core d20 combat rules. In many ways, battles in both systems operate the exactly the same way. However, the skirmish system introduces one important new concept, the mob. Mobs are groups of up to 10 soldiers who move and fight together. Rather than expect the players to keep track of each individual in a battle, the mob system allows you to resolve the actions and attacks of individual warriors in a single die roll.

Skirmishes are best used to resolve battles with more than a couple dozen participants. For example, these rules work well for a caravan ambush, an attack on a small village, or even battles between large numbers of weak creatures and a single powerful party.

SKIRMISH COMBAT

Skirmish battles use many of the same combat rules as the core combat system. Use the following rules with few or no changes.

- **Combat sequence:** Remains unchanged.
- **Initiative:** Roll for each individual or mob in the battle.
- **Attack and defense modifiers:** Cover, concealment, higher ground, fighting with two weapons, and all other factors have exactly the same effect on skirmish attack rolls as they do in the normal combat system.
- **Spells:** Magic works exactly the same, as the skirmish system uses 6-second combat rounds.

Mobs Versus Individuals

An individual is any person, creature, or thing involved in a skirmish that moves and operates on its own. For example, Kaneghor the Mystic leads his twenty dwarf mercenaries into battle against an attacking orc tribe. While the mercs march forward in formation, Kaneghor operates on his own, moving across the field and using his magic to support his troops when they need it. The twenty dwarves operate as a single massed body, and thus qualify as a mob. Kaneghor moves and fights on his own and thus qualifies as an individual. Kaneghor might help the warrior Mogo the Mighty fight the orc chieftain, but the two of them don't normally march together in formation to fight.

As a rule of thumb, anyone who would qualify as a major NPC and all PCs count as individuals. Troops and soldiers rely on fighting together to survive, and thus qualify as mobs.

Before setting up a battle, categorize all combatants on both sides as mobs or individuals. Once a creature or group is granted that classification, it remains that type for the duration of the battle. A creature's type determines the actions it can take and how it interacts with enemies and allies.

Scale in the Skirmish Rules

The skirmish rules use the same time and measurement scales as the standard combat system. Thus, combat rounds in a skirmish battle take six seconds, and a single square on a battlemat or other grid is still considered to be 5-ft. by 5-ft.

When converting between the mass combat rules and the skirmish system, you need to break squares down into areas of 5-ft. by 5-ft. squares and convert mass battle rounds into standard rounds. Use the conversion table to move between the two systems.

Scale Skirmish Rounds	Mass Combat Round 5 by 5 Squares	Mass Square
Barony	10	10 squares by 10 squares
Kingdom	20	20 squares by 20 squares
Empire	50	40 squares by 40 squares

MOB

A mob is any formation of up to 20 individual troops, soldiers, creatures, or things that operate in close order. A phalanx of spearmen qualifies as a mob, as does as a squadron of horsemen. Mobs are represented on the battlefield as a single creature for most combat purposes. Thus, when a mob attacks, it makes one attack roll to represent all of its members' efforts. Use a single figure, counter, or other marker to represent a mob.

Mobs are composed of identical troops. You cannot have a single mob that includes three ogres and five orcs. Instead, they would form two mobs, one of three ogres and another of five orcs. The rules presented here assume that the members of a mob have identical game statistics. Optionally, you can create "composite" mobs by averaging together the abilities of the different creatures that comprise a mob. Use the rules given in the mass combat system for units with more than one type of creature to produce a single, typical creature stat block. However, this system is poorly suited for use with creatures that have special attacks or other magical abilities. Given the small scale of the skirmish system, it makes the most sense to segregate mobs by creature type.

Since a mob is composed of many creatures, its size is greater than a single creature of its type. For instance, a packed mass of warriors counts as a Large or bigger creature for combat purposes. The table below summarizes the size of a variety of mobs based on the initial size of their members and how many creatures form the mob.

There is one important difference to keep in mind about the mob size bonus to attack. This modifier is explained below under **Attacks**.

Creatures in the Mob	Mob Size	AC	Attack
1	Member size	0	0
2	Member size	0	0
3	Member size	0	0
4	Member size +1	−1	+1
5	Member size +1	−1	+1
6	Member size +1	−1	+1
7	Member size +1	−1	+1
8	Member size +2	−2	+2
9	Member size +2	−2	+2
10	Member size +2	−2	+2
11	Member size +2	−2	+2
12	Member size +3	−3	+3
13	Member size +3	−3	+3
14	Member size +3	−3	+3
15	Member size +3	−3	+3
16	Member size +4	−4	+4
17	Member size +4	−4	+4
18	Member size +4	−4	+4
19	Member size +4	−4	+4
20	Member size +5	−5	+5

For example, halflings are Small creatures. A mob of 10 halflings counts as a single creature with a size two levels above Small. Thus, a 10-halfling mob counts as a single Large mob. Furthermore, large masses of troops are easier to hit, since there are so many targets to choose from, but their

attacks are more effective since the mob attacks as one. Remember, mobs resolve their attacks and other actions with one roll. The modifiers for a mob's size reflect the actions of several combatants.

A mob's reach equals the reach of its members. Thus, a mob of soldiers armed with longspears has a reach of 5 ft., while a mob of ogres organized into a mob also has a 5 ft. reach, as normal for ogres.

Mob Size	Facing
Small	5 ft. × 5 ft.
Medium	5 ft. × 5 ft.
Large	10 ft. × 10 ft.
Huge	15 ft. × 10 ft.
Gargantuan	20 ft. × 20 ft.
Colossal	25 ft. × 25 ft.

Remember, a mob's size and facing is a rough approximation of its actual dimensions. Don't get caught up trying to figure out exactly how a mob fits into its facing.

If a mob would be larger than Colossal after applying size modifiers to it, increase the length of each dimension of its facing by 5 feet per level above Colossal. For example, a mob of eight Colossal troops would have a size modifier of +2. Since they are already Colossal, increase the mob's facing by 10 feet along each side due to the +2 modifier.

MOBS AND ACTIONS

Mobs select from the same actions and combat options available in the core combat system. A mob receives a move and a normal action, just like any other creature in combat, and may use them to fulfill actions as normal. For example, a mob of soldiers armed with two weapons must use a full-attack action to make use of both their weapons. Mobs may use many combat options, such as overrun, charge, partial defense, and total defense. The following combat options are not available to mobs fighting another mob: bull rush, disarm, grapple, and striking a weapon. However, members of a mob facing an individual may make use of them. Furthermore, mobs have a few unique actions that the place of some of the standard d20 combat options. See Individuals and Mobs, below.

ATTACKS

When attacking, mobs make a single roll to represent the attacks made by several of their members. This attack roll works as normal. Apply the attack modifiers listed in the core combat rules for environmental factors, range, cover, concealment, and any other conditions. Compare the result of the mob's attack roll to its target's AC as normal. However, since this attack roll represents the actions of several creatures attacking at once, there are a few extra bonuses and modifiers to damage to take into account.

First and foremost, the bonus a mob gains to hit based on its size works differently than most bonuses. Add this bonus to the die roll before any other and treat the result as the natural die result. For example, a mob receives a +2 bonus to hit because of the number of creatures in it. If the mob rolls an 18 to hit, adding the +2 modifier changes the die roll to a 20. Since a 20 always hits, the unit's attack is automatically successful. The same situation applies to critical threats. The modifier works in this manner to simulate the effects of many creatures attacking at once. The more creatures that attack, the greater the chance that someone in the mob scores a natural 20 on his attack roll.

The attack result determines how many members of the mob hit and may roll for damage. Subtract the target's AC from the total attack roll. For every full 5 points the attack beats the AC, roll for damage one additional time. Otherwise, roll for damage once as normal.

Critical Hits: On a successful critical hit, roll once more for damage in addition to the mob's normal damage result. Do not use a weapon's critical modifier, as a high attack roll already results in extra damage. For a mob, a critical hit represents a single, lucky attack that gets through.

Example 1: A mob of 10 dwarves fights against a hill giant. The dwarves have a base attack bonus of +3, gain a +2 bonus to their attack die roll due to the mob's size, and fight with battleaxes that deal 1d8 damage and inflict ×3 criticals. The giant is AC 20. The dwarves roll a 15 to hit, modified to a natural 17 due to their +2 mob bonus, and

then modified to a total result of 20. Since this attack hits the giant's AC but does not exceed it by 5, the dwarves inflict 1d8 damage. On the next round, they attack and roll an 18. With their +2 unit size modifier this becomes a natural 20, an automatic hit and a critical threat, and a total attack result of 23. The dwarves confirm the critical hit, allowing them to deal a total of 2d8 damage, 1d8 for the attack that hit but did not beat the giant's AC by 5 or more and an additional damage roll (1d8) for the confirmed critical. Remember, units do not gain the damage multiplier. Even though the dwarves' axes use a x3 critical, they only get to roll one additional damage result.

Example 2: Later, the same mob of dwarves attacks a Huge zombie with an AC of 11. The dwarves total attack result is 21. The dwarves roll damage three times: once for hitting the monster, and twice for beating its AC by 10. If the total result had been 20, the dwarves would roll damage twice. Beating the AC by 9 is worth only one additional damage roll. Remember, a mob deals additional damage for every 5 points it beats a target's AC. Subtract the AC from the total attack result, divide by 5, and round down to determine bonus damage. The mob damage table summarizes this for your convenience.

Difference Between Attack and AC	Damage Rolls
0 – 4	1
5 – 9	2
10 – 14	3
15 – 19	4
20 – 24	5
+5	+1

Resolving Damage

When a mob attacks an individual, total the damage it deals and subtract that from the individual's hit points. When a mob attacks another mob, apply the damage to one member of a mob. If that reduces the mob member to 0 hit points, he is considered dead. Immediately reduce that creature to −10 hit points. Apply any remaining damage to the next member of the mob and so on. It is possible for a mob to inflict 1 hit but kill more than two members of an enemy mob. Remember, the single attack roll represents up to 10 individuals making an attack. The 6 points of damage scored by a single hit might actually represent 2 different attackers combining for a total of 6 points of damage. Always apply damage to wounded mob members first, then fresh ones. Remember, these rules apply only to mobs attacking other mobs. Things work differently when an individual attacks a mob.

Example: A group of goblins arranged in a mob have 4 hit points each. A dwarf mob hits them for a total of 9 points of damage. Applying that damage to one goblin drops it to 0 hit points, killing it, with 5 points left over. Applying the remaining 5 to a second goblin drops him and leaves 1 point. That final point counts against a goblin, dropping him

to 3 hit points. The next time this mob is hit, the 3 hit point goblin takes damage before any of his unwounded comrades. The goblin mob is now down two members.

Splitting Attacks

At any time, a mob may choose to attack any number of opponents within its threatened area or in range of its missile attacks. Break the mob down into sub-mobs for purposes of each attack, determining the number of hits inflicted and the attack bonus due to mob size based on the size of this temporary sub-mob. Any attacks against the mob are made against the mob as a whole, never against a sub-mob. For example, a mob of 10 dwarves has two mobs in its threatened area, a mob of 4 goblins and a mob of 7 orcs. The dwarves break into two sub-mobs of 5 soldiers each in order to attack both enemy mobs. Mobs of 5 soldiers gain a +1 bonus to attacks. The sub-mobs no longer receive the +2 bonus for having 10 total members, since they have split their attacks. When determining the hits inflicted, cross-reference each sub-mob's result with the sub-mob's size. If the orcs and goblins attack the dwarves, they both resolve their assaults against the full mob of 10.

Mobs and Casualties

When a mob takes casualties, remember to alter the facing, AC penalty, and attack bonus it gains due to its size. While this requires some extra bookkeeping, it does keep mobs from being too powerful. Part of a mob's strength is that it has an easier time fighting more powerful creatures, but this comes at a cost of its slowly degraded combat abilities.

As an optional rule to cut down on bookkeeping, you can add together the hit points of the creatures in a mob and treat that as a shared pool of health. The mob functions as if it hasn't taken any casualties. Instead, subtract all damage from the pool of hit points. When this pool reaches zero, the mob is destroyed and all creatures within it slain. This option makes mobs more powerful, but it does speed up the game. In some cases, especially if you use mobs of creatures whose CR is no more than a quarter of the party's level, the advantage it gives the mob is negligible. In this case, the increased speed of the game is worth the imbalance in power.

Individuals

During a skirmish battle, individuals operate exactly as they would in the normal combat rules unless they interact with mobs of creatures. In that case, there are a few minor changes needed to take into account combat and other actions between mobs and individuals.

When an individual attacks a mob, resolve the attack as normal per the core combat rules. Damage from an individual does not carry over from one mob member to another, as it does in mob versus mob combat. If a mob or sub-mob attacks an individual, resolve the attack as per the mob combat rules, but all damage inflicted is applied only to the target individual. It does not carry over to any other targets.

An individual may move into the space occupied by a mob. Since a mob is an abstract representation of a group of people, there is enough space for other creatures to move through its area. Up to one creature with a size no greater than the mob's size may end its movement in a space occupied by a mob. Two creatures with a size two steps or lower than the mob's may end their movement in its space. If a mob attacks a creature that occupies one of its spaces, it automatically is considered to flank its target. The creatures in the mob surround their foe and attack him from all sides.

When resolving feats such as Power Attack and Cleave, assume that each space covered by the mob is occupied by one mob member. For instance, a fighter with cleave moves next to a mob which now occupies the three 5 ft.-by-5 ft. spaces directly in front of him. For purposes of all feats, attacks, and special abilities, assume that one solider occupies each of those spaces. Thus, the fighter could use Great Cleave against a maximum of three targets.

Area of Effect Attacks

Note that some spells and attacks, such as fireball, wound all members of a mob at once. In that case, do not total up the damage taken and allocate it in the standard manner. Area of effect attacks damage all members of a mob. Make one saving throw for the entire mob. Deal damage to the mob based on the portion of the mob's area that the attack hits. For instance, if a *burning hands* spell covers a quarter of a mob, a quarter of its members take damage from the spell. If a *fireball* covers half the mob, half of its members take damage. Remember, always apply damage to wounded soldiers first.

Note that beneficial area of effect spells, such as *bless* also obey this rule. For simplicity's sake, at least half of a mob must be within the area of a spell in order to gain its benefits. If less than half the mob gains a spell's benefits, the mob as a whole does not gain them.

Attacks of Opportunity

Each mob receives the standard number of attacks of opportunity based on the troops that compose it. Each troop adds his attacks to a pool the unit may use during the course of a round. When making attacks of opportunity with a mob, you may split your attacks as described above. For example, a mob of 10 orcs fights against a pair of sorcerers. The first sorcerer attempts to cast a spell, provoking an attack of opportunity. The player controlling the orcs decides to allocate five of his mob's attacks of opportunity against the first sorcerer. When the second

sorcerer draws an attack of opportunity that same round, the orcs respond with their five remaining attacks of opportunity.

Mob Combat Actions

Mobs gain access to a few new actions in combat that they can use. Most of these actions represent the special benefits they gain due to their great numbers. For example, when grappling a mob can pile on a single target to pull him down to the ground. The actions outlined here are available only to mobs.

Aid Another: Mobs may break up their attacks to use the aid another action. However, to use it the mob must devote at least half its members to one, communal aid another attempt. For example, a mob of 10 orcs could not break its attacks down into 5 orcs making a normal attack and 5 others making a total of 5 aid another attacks. Since mobs work together, a single member using the aid another action is not enough to make much difference. The bonus to hit based on mob size already accounts for such actions. Only if a significant proportion of the mob tries to use this action does the mob gain any additional benefit from it.

Mass Rush: With their great numbers, mobs can deliver devastating bull rushes against their enemies. Only a mob may use this action.

Resolve a mass rush in the same manner as a bull rush but with several important differences. A mass rush provokes an attack of opportunity as normal, but there is no chance for attackers to accidentally strike the target of this action.

For every 2 creatures in the mob, it gains a +2 bonus to its Strength checks for purposes of the bull rush. Furthermore, use the mob's adjusted size to determine any size-related bonuses or penalties for the action's Strength checks.

If a mob fails to beat a target's Strength check, it cannot enter the target's square. If that would force it to occupy the same space as any other creature, all members of the mob are considered to have been knocked prone. Apply all penalties and bonuses for being prone to the unit as normal.

Overwhelm: This action is the mob's version of the grapple attack and requires a full-round action to use. A mob may attempt to overwhelm any creature that stands within the area it occupies. Resolve the grapple attack as normal with the following modifiers. With the weight of numbers it can bring to bear, the mob is very effective at close-in attacks.

A mob gains a +1 bonus to all grapple checks and to the touch attack to start a grapple per 2 creatures in it. For example, a mob of 11 creatures gains a +5 bonus.

An overwhelm action provokes an attack of opportunity, but the damage does not ruin the attempt. Apply it as normal, modifying the mob's bonus to grapple checks based on any casualties it takes.

A mob does 1d3 damage per every 4 creatures in it. For example, a mob of 9 creatures inflicts 2d3 damage when grappling.

A mob cannot be grappled, even by other mobs. The victim of this ability may use the standard options for breaking out of a grapple, but he cannot in turn grapple and pin or damage a mob.

Surround: As a move equivalent action, a mob can shift its position to include a single creature within it. The mob can use this ability against one creature per round. Move the mob so that that target creature is fully contained within it. The mob cannot move further than it normally could using a move-equivalent action to surround a creature. An enemy creature within a mob is considered flanked by that mob.

MORALE AND THE SKIRMISH SYSTEM

Morale is an optional rule for this system. Usually, the GM can simply determine whether a mob has had its fill of combat. However when fighting battles between realms it may make sense to use rules for morale, especially if the characters lead or ally with mobs in battle. Detailed rules for morale and command are given at the end of this chapter. However, as in the mass combat rules some simple guidelines for morale are given here. Use these rules if you do not want to track morale with great detail.

A Morale save equals a mob's Will save plus half the higher of either its members' average hit dice or level. A mob must make a save each time it loses a quarter of its starting numbers. The table below summarizes the save DCs. A mob that fails a Morale save is considered routed. It must use a double move action to move back towards its side of the battlefield. If a routed mob makes it to the edge of the battlefield, it flees combat and is considered destroyed. A routed mob cannot move through other mobs and tries to make the most convenient, shortest path to escape. If it is cornered, it may use actions to fight only if it is targeted by spells, missile fire, or melee attacks. In that case, the mob may attack the nearest enemy mob or individual but it may not move towards an opponent to engage it unless it makes a Morale save with a DC determined by the casualties it has taken. A trapped mob forced to fight may make this save each round in order to move towards and attack the closest enemy mob.

Members Lost	Morale Save DC
¼	10
½	20
¾	30

DOMAIN REFERENCE SHEET

DOMAIN: **SCALE:**   **RULER:**

POPULATION: **TOTAL SIZE:**   **TREASURY:**

Total Land Units

Land Unit	Benefit	Total Number	Settlement	Harvest
Forest	4 lumber 1 food		2/area total:	1/area total:
Hills	2 stone OR 1 mineral		2/area total:	2/area total:
Plains	4 food		4/area total:	1/area total:
Mountains	4 stone OR 2 mineral		2/area total:	2/area total:
Ruins	1d10 – 4 gold		2/area total:	2/area total:
Swamp	1 food 1 gold		2/area total:	1/area total:
Wasteland None	None		None	1/area total:
Water	2 food		1/area total:	1/area total:

Strongholds

Name	Type	Location	Effect

Military Units

Name	Type	Location	Gold Cost	Food Cost	Loyalty

Loyalty

Group	Loyalty
Population:	
Military:	
Treasurer:	
General:	
Prime Minister:	
Other:	
Other:	

Resources on Hand

Type	Number	Gold Value
Food		
Lumber		
Mineral – Adamantine		
Mineral – Copper		
Mineral – Gold		
Mineral – Iron		
Mineral – Mithral		
Mineral – Silver		
Stone		

Trade Goods

Type	Number	Gold Value
Exotic Items		
Magic Items		
Weapons and Armor		
Wooden Goods		

Adventuring Needs

THE KEY TO SURVIVAL IS KNOWING THE TERRITORY.
AEG provides the most comprehensive d20 System™ guides needed to build and explore your fantasy worlds. From delving in dungeons deep, battling fearsome dragons, to conquering lost temples of forgotten gods, there is an AEG sourcebook to fill the need. New races, classes, feats, magic, items, and monsters — along with easy-to-read charts to make sense of it all — are at your finger-tips. For both players and game masters alike, AEG guides cover topics that interest gamers most, providing accurate, innovative rules without sacrificing flavor. Build your adventure library with the guides that make your imagination come to life.

8327	DUNGEONS	$19.95
8501	EVIL	$19.95
8502	DRAGONS	$26.95
8504	UNDEAD	$19.95
8508	WAR	$19.95
8509	MONSTER	$19.95
8510	GODS	$24.95
8511	MERCENARIES	$29.95
8512	MAGIC	$26.95
8513	GOOD	$24.95
8514	TOOLBOX	$24.95
8515	FEATS	$24.95
8516	RELICS	$24.95
8517	WILDS	$24.95

YOUR ONE-STOP SHOP TO ADVENTURE

THE OPEN GAME LICENSE

PRODUCT IDENTITY

THE OPEN GAME CONTENT

Legal Stuff

EMPIRE

GOD • KING • COUNTRY

I am sure your troops mass along our border for the most innocent of reasons. I am present at the holy emperor's command only to bear the most pressing reassurances that we cannot be held accountable for any accidents or incidents that befall your army. We know internal dissent wracks your lands, and we are aware that your rumormongers seek to blame such disturbances on his holiness's agents.

Even if you could produce such evidence, what would it gain you? The empire's legions outnumber yours, our wizards can crush your simple court magician with a thought, and the trade cartels need our ports, not yours. Your armor and blade may have served you in your youth, but now you are at our mercy. Hunting dragons has taught you how to swing a blade, but you'll find this talents useless now. One man in a sea of swords means nothing to the empire.

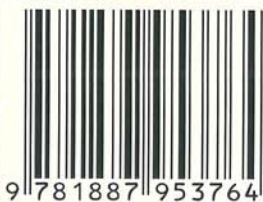— Myrril Machador, Emissary of the Eastland Vassels

BEHOLD THE RIGHT OF ASCENSION

Claim the throne of an ancient kingdom and turn its vast resources to your own ends. Lead a massive legion of warriors into battle. Crush your foes, scatter them before you, and carve your name into history. Empire provides all the rules and guidelines you need to transform your character from wandering hero to mighty lord. Empire introduces rules for managing a tiny barony or a sprawling empire, with details for running battles with thousands of troops on each side.
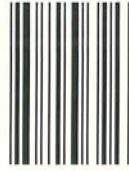
HAIL TO THE KING

- *Mass combat rules for epic scale warfare*
- *Guidelines for running political campaigns with the d20 system*
- *New classes and prestige classes*
- *Sample units and foes*
- *A complete system for managing kingdoms*

$24.95 US MSRP

AEG

www.alderac.com