

# Wilderness, Strongholds, and Warfare



**W.O.I.N.**  
ROLEPLAYING GAME SYSTEM

**Requires the Use of a  
WHAT'S O.L.D. Is N.E.W.  
Core Rulebook**

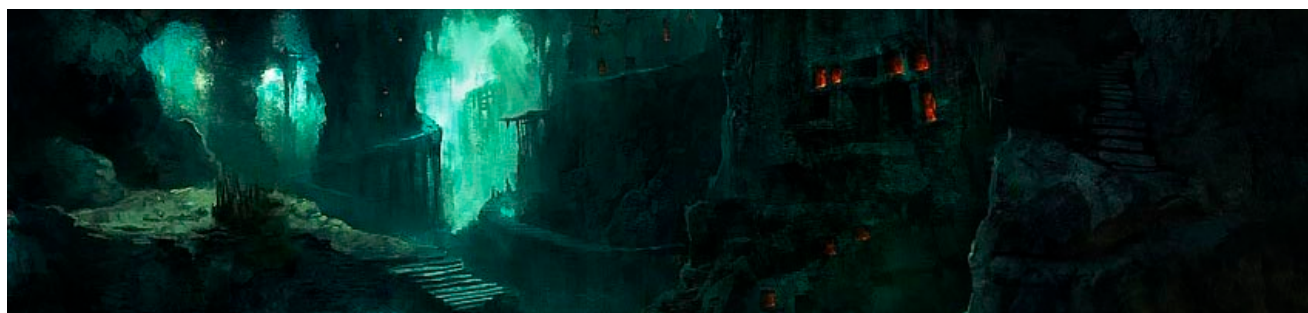


# Wilderness, Strongholds, and Warfare

by Russ Morrissey

<b>TRAVERSING THE WILDERNESS.....</b>	<b>2</b>
Weather .....	6
Travel Increment.....	6
Fortune .....	7
<b>BUILDING A STRONGHOLD .....</b>	<b>14</b>
The Basic Stronghold .....	14
Stronghold Templates.....	14
Brick by Brick.....	15
Unusual Strongholds .....	16
Furnishings and Staff .....	16
Your Stronghold .....	17
Hirelings, Monsters, and Guards.....	17
Specific Features.....	17
Maintenance .....	22

<b>CONDUCTING WARFARE .....</b>	<b>23</b>
The Basics .....	23
The Missions .....	23
Daily Events .....	24
Designing Missions.....	26
Passage of Time .....	26
Sample Battle.....	26
Battle Tactics.....	28
A Note on Victory Points.....	31



**Artists** Bartłomiej Fedyczak, Bien Flores, Felipe Gaona, Carl Holden, Darren Morrissey, Claudio Pozas, Alida Saxon, Carly Sorge, jupeart, Dabarti CGI, cigdem, Yuttana Samol, diversepixel, denisgo, Obsidian Dawn (obsidiandawn.com), Egil Thompson, Lady Luck Studios.

**Art Directors** Alida Saxon, Gayle Reick, Michael McCarthy

**Art Commissioned by** Savage Mojo

**Layout and Graphic Design by** Eric Life-Putnam

©2016 EN Publishing • Version 1.1

*One of the aims of WHAT'S O.L.D. IS N.E.W. is not just to allow fans and third party publishers to create and/or sell content for the games, but to encourage and actively support it. Third-party publishers and fans are free to create and sell compatible content for WHAT'S O.L.D. IS N.E.W. You can create sourcebooks, adventures, resources, expansions, and so on, and indicate compatibility. You can also make or sell electronic applications. The license is free, and you do not need to ask permission or submit an application to use it—just head to [wainrpg.com](http://wainrpg.com) for more information, and start publishing!*





Finally, you will also find rules for warfare on a grand scale! These rules are not tabletop battle rules, but rather a way to involve PCs in a war or series of battles and influence the outcome of the conflict by undertaking certain missions or by having their armies engage in certain broad strategies.

Wilderness travel is a staple of fantasy literature. Whether your party is a group of dwarves traveling to slay a dragon, or a fellowship sneaking into enemy territory, journeys across epic landscapes through fell weather and foul monsters continue to inspire the imagination. Indeed, in many cases, the journey is the adventure, as the heroes trek across field and

Group checks can also be used for party stealth, or when a group attempts to scale a cliff. Whenever the entire group is engaged in an activity where members may assist each other, a group check is appropriate.



**B**ERENGAR CAME TO THE LAND OF THE frost giants in search of gold and glory. Now all he wanted was food, fire, and directions to the fastest way out of this thrice-damned realm.

It wasn't the cold that bothered him: Berengar had swum the Korum Strait in the dead of winter to escape the legions of the Skeld, earning him the name Ice-Heart among the clans. No, it was the *magic*. A man could face good, honest steel. He could contend with whatever doom the gods placed upon him. But magic would turn a chest of gold into a pot of ashes, and a winsome snow-witch into a fanged viper. And the land of the frost giants was soaked in it, may the gods curse it to the seventeen hells.

"How much further to the mead-hall?" he growled.

The old man at his side grinned toothlessly. "Not far, not far. Soon, food. Soon, fire. Yes." He chuckled and capered, pantomiming warming his hands at a fire and eating with gusto at a heavily laden table.

Berengar sighed. Yes, once they reached the hall of Colberaht, the Bright-Helmed, he would stay put until the spring thaw. And then he would leave this land through Warden's Pass and never, ever look north again.

As they crested the hill, Colberaht's hall came in sight. But it was not the warm, inviting place Berengar expected. It was still and silent: no singing, shouting or clash of arms marked it as the seat of a lusty warrior and king. No smoke rose from its thatched roof, no smell of roasting meat carried on the chill wind.

Berengar halted. "Thuld, wait." But the old man scampered heedlessly forward, hooting and laughing. The door at the near end of the hall hung open on broken hinges, and Thuld disappeared into the darkness within.

Berengar remained still. Neither shouts of welcome nor screams of terror came from the hall. He slowly drew his sword and crept silently forward.

When Berengar entered the hall, he found it dark and cold. Torn banners hung on the walls and smashed tables and benches lay strewn about. Into its

fire pit was heaped the treasures of Colberaht: helms, armor and weapons, gold rings and bracelets, drinking cups inlaid with gold and studded with precious gems.

And perched on the throne was Thuld, with a gold circlet on his brow.

"I bid you welcome to my hall, Berengar, called Ice-Heart."

"Your hall?"

Thuld smiled. A cold mist began to rise from him, as his skin grew pale, then bone-white. "Aye," he said in a voice like the boreal wind as it howls between the trees in midwinter. "Not two winters ago, this was called by men Spear's Rest, the hall of Colberaht, the Bright-Helmed, proud ring-giver. But he and his warriors, and all his kin, were slain by a greater lord. And that lord now sits on this throne."

By now the old man's form was hidden in a chill fog that filled the far end of the hall. "Now this hall is called Cold Triumph. And it is the hall of Thuld!" From the mist emerged a giant creature: fanged and serpentine, with eyes the color of a winter sun, diamond-bright claws the length of a man's arm, and a long, thrashing tail.

Berengar threw back his head and roared with laughter. The dragon stopped, its brow furrowed in puzzlement. "What amuses you?" Thuld demanded.

Berengar smiled broadly. "It has been so long since I visited the courts of the mighty that I forgot my manners, and I did not introduce myself to you properly when we met. I am Berengar Ice-Heart, whose father is Aznal Eight-Fingered, slayer of the dragon Mord; and whose mother is Gerd the Bow-Strong, slayer of the dragon Auzur. The armor beneath these furs is made from the scales of Ulrek the Fiery, and my sword is called Wyrms-Piercer."

With practiced grace he dropped into a fighting crouch. "And you, Thuld, led me to your lair, and your treasure. Maybe you think yourself a fearsome monster, a devourer of heroes. But you were wrong, Thuld. I am the monster!"

Roaring the battle cry of his clan, he charged.



## Wilderness, Strongholds, and Warfare

mountain, cross rivers and forests, and sleep under the stars or in long-forgotten caves. Perhaps the party has a vital task which can only be accomplished at their destination, or perhaps they are pursuing or being pursued. Maybe they're itinerant wanderers or nomads who call no place home.

### TRAVEL GLOSSARY

A few terms are used frequently in this section.

**Hustling.** Hustling is a faster form of movement which carries with it a risk of fatigue.

**Inclement Weather.** Weather is determined randomly. Usually it is merely descriptive, but some stronger forms of weather are termed "inclement weather" and worsen the terrain type.

**Terrain Type.** There are four terrain types—*easy*, *normal*, *rough*, and *arduous*. The terrain type affects overall travel speed.

**Fortune.** A numerical value which determines how well the journey is going. When it is positive, all is well; if it falls negative, bad things start to happen.



Fortune is an important number, and forms the central pillar of the traveling rules.

Additionally, there are three journey types, described below.

**Quick Journey.** A quick journey allows the GM to run an entire overland journey in a minute or so. The overall terrain and weather are established and used to determine the journey time and difficulty; the adventurers make one attribute check each, and the resultant Fortune determines what state they arrive in. Quick journeys are used when the travel is not an important aspect of the adventure.

**Detailed Journey.** A detailed journey covers each day of travel individually, establishing terrain and weather daily and maintaining a changing Fortune throughout. The current Fortune determines what type of day the adventurers have. Detailed journeys are used when the travel itself is an integral part of the adventure.

**Exploratory Journey.** An exploratory journey is much like a detailed journey, but much slower. It allows the party to fully map each hex and discover features they might otherwise miss.

### RATE OF TRAVEL

Journeys take place across hex maps; each hex represents five miles. Typically, without hustling, a traveler moves at 1 mile per hour per point of SPEED. This is a steady pace and can be maintained indefinitely. In a group, the party moves at the *average* speed of its members—faster characters can help slower characters, while slower characters slow down the faster ones. Mounted travelers use the speed of their mounts or vehicles.

#### MOVEMENT COSTS PER TERRAIN HEX

Terrain	Cost to Enter	Difficulty
Easy (road, river)	1	Routine [10]
Normal (plains, coastline, lake)	2	Challenging [13]
Rough (forest, swamp, mountains, deep sea)*	4	Difficult [16]
Arduous (rough plus inclement weather)*	—	Strenuous [21]



**Hustling.** Hustling is a faster form of movement. When hustling, travelers may double their movement rate. However, each day of hustling requires a group END check based on the terrain's difficulty, with a -1d6 penalty for each subsequent day. If the check is failed, it costs a 1d6 point penalty to the group's Fortune and means that a day of rest is required before hustling can be attempted again. Mounted characters make END checks for themselves; their mounts need not make checks but some mounts may offer bonuses or penalties to those checks.

**Terrain.** Forests, swamps, and mountains are considered *rough terrain*. Rough terrain effectively halves movement rates and does not permit hustling. *Arduous terrain* is a yet more difficult category which only allows movement at a rate of one hex (five miles) per day, and is usually found when combining rough terrain with inclement weather, although it can include some particularly difficult terrain types like lava fields, glaciers, quagmires, maelstroms, and so on. Roads and rivers are considered *easy terrain*, and double movement rates.

The party might cover terrains of different types during a given day. Each hex has a terrain type, and this indicates the movement cost to enter that hex (a party can always see what terrain the adjacent hexes are). Moving at a normal rate, the movement points a party can spend in a day are equal to the group's

SPEED—so a party with a SPEED of 6 has 6 movement points to spend per day. Entering a normal hex costs 2 points, an easy hex costs 1 point, and a rough hex costs 4 points. Arduous hexes reduce speed to 1 hex per day, regardless of SPEED—if the party has already moved that day, it cannot enter an arduous hex.

**Flight.** All terrain is considered easy for flying creatures. However, inclement and freak weather can make it more difficult, allowing for slower travel speeds and higher difficulty levels.

**Special Abilities.** Some careers offer special abilities for travelers; these can allow a character to aid his entire party when traveling through the wilderness. Spells and magical items can also have similar effects.

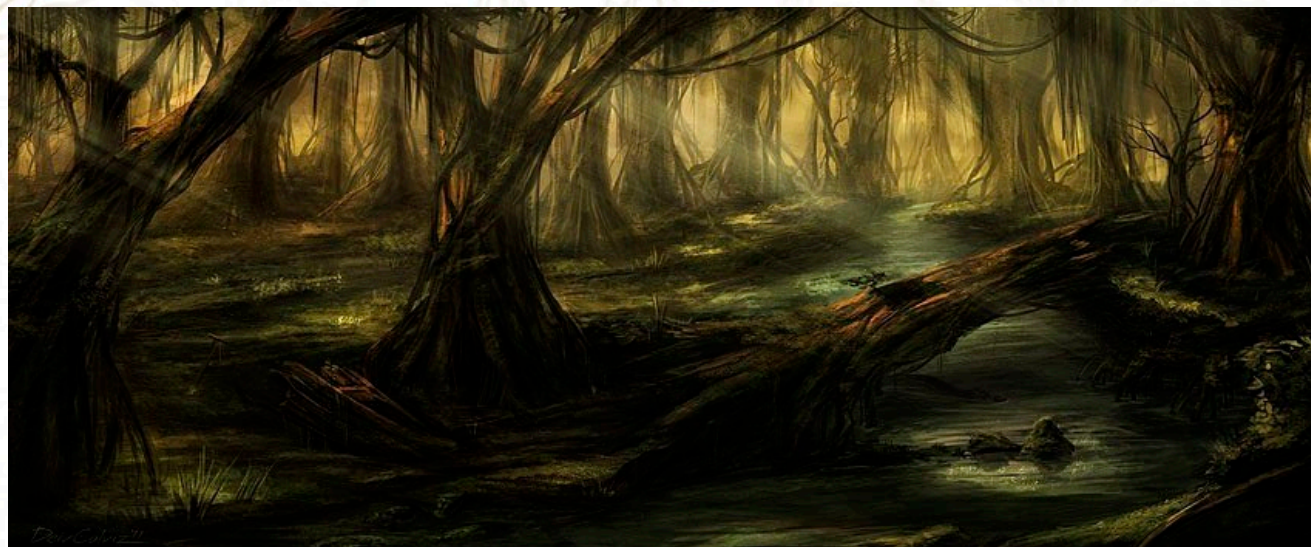
**Sailing.** Rivers count as easy terrain, coastlines and lakes count as normal terrain, and deep sea counts as rough terrain.

**Underground.** Most underground areas count as rough terrain. Some highly engineered areas may be regarded as normal terrain, but this will be unusual.

**Weather.** Inclement weather increases terrain by one category—so driving rain or snow will make roads into normal terrain, plains into rough terrain, and mountains into arduous terrain. Terrain cannot be made worse than arduous. Freak weather, which is the most extreme type of weather, increases terrain by *two* categories. For more details on determining current weather conditions, see *Weather*, below.







## Weather

Weather is an optional level of complexity. The GM may determine the weather—either every day for a detailed journey, or once for the entire trip for a quick journey. The weather determines whether or not the inclement weather condition applies (see *Rate of Travel*, above). If the weather is inclement, the terrain type increases by one category through *easy*, *normal*, *rough*, and *arduous*. If it is freak weather, the terrain type increases by two categories. To determine the weather, simply roll on the Random Weather Table.

**Climates.** The climate can determine the prevailing “season.” Arctic climates always use the Winter column, Desert climates always use the Summer column, and Tropical climates always use the Spring column.

**Freak Weather.** Freak weather occurs on a roll of 2 or 12 in the appropriate season. If it does, roll another 1d6; if a 6 is rolled, use a different season (determine randomly). This means that you can get snow in the summer or a heatwave in the winter. Note that freak weather increases terrain by *two* categories, not one.

## Travel Increment

A group may travel for a number of days equal to its average END score. After this, the group must rest for a full day and night. If rest is not available, the group suffers 1d6 to its Fortune (see below) each day until it rests. Some careers, such as the ranger, allow a group to increase its travel increment, and keep going for longer without suffering any penalties.

RANDOM WEATHER TABLE

2d6	Summer (sun)	Spring (rain)	Autumn (wind)	Winter (snow)
2	Heatwave**	Thunderstorm**	Hurricane**	Blizzard**
3	Heatwave*	Rainstorm*	Strong winds*	Driving hail*
4	Hot day	Heavy rain*	Windy day	Heavy snow*
5	Hot day	Light rain	Breezy	Snowing
6	Pleasant day	Foggy day	Warm day	Cold day
7	Pleasant day	Cool day	Warm day	Cool day
8	Pleasant day	Foggy day	Warm day	Cold day
9	Hot day	Light rain	Breezy	Snowing
10	Hot day	Heavy rain*	Windy day	Heavy snow*
11	Heatwave*	Rainstorm*	Strong winds*	Driving hail*
12	Heatwave**	Thunderstorm**	Hurricane**	Blizzard**

\* Inclement weather—increases terrain by one category

\*\* Freak weather—increases terrain by two categories



## New Exploit: Trailseeker

You are an experienced traveler, able to wander the world with ease. When traveling alone, you do not take any die penalties for undertaking multiple roles. When in a group, die penalties are reduced by 1d6 for taking additional roles. If multiple party members have this exploit, this benefit does not stack.

# FORTUNE

Fortune is an ongoing record of how well a journey is going. Each day, every party member must make an attribute check; the difficulty of the check is determined by the terrain type. Fortune is a running total of successful and failed checks.

The best way to do this is to ask each player “What are you doing to contribute to this journey?” It is then up to the player to describe his or her actions. However, the following roles must be filled. Each character should take one role; if a character has to take multiple simultaneous roles, he suffers  $-1d6$  for each additional role he is undertaking. Any role not filled by a character means an automatic fail for that particular check.

- › **Hunter (AGI).** The hunter is responsible for gathering food and keeping the party fed. In desert terrains, a -1d6 penalty is applied.
- › **Guide (LOG).** The guide is responsible for navigation.
- › **Lookout (INT).** The lookout scouts ahead, and watches for danger. In inclement weather, or in dense forest, a -1d6 penalty is applied.
- › **Healer (LOG).** Only required for journeys of 7 days or longer, the healer takes care of minor injuries and illness. In swamps and marshy terrain, a -1d6 penalty is applied.
- › **Morale (CHA).** In groups of 10 or more, someone needs to keep up morale, possibly even leading marching chants and the like.

Every character must make a check; if they are not helping, they are a burden. Once the required roles are filled, other PCs are free to help in whatever way they wish. However, the GM should reject any frivolous or clearly pointless suggestions. Each character who is unable to contribute (due to illness, injury, or worse) counts as an automatic failed check.

Only the PCs need make checks, even if they are leading an army. Those checks scale up: perhaps Marla is coordinating a group of volunteer medics while





Krute is leading a hunting party. The GM should keep track of the number of successful and failed checks as a single number. This number is the party's Fortune. Every time the party makes a successful check, he should increment Fortune by one; and every time they fail a check, he should deduct one.

While Fortune is positive (1 or higher), things go well: the party makes progress and moves in the right direction, and characters stay reasonably healthy and in good spirits. If Fortune becomes negative (–1 or lower), things start to go wrong: the party gets lost and hungry, and morale suffers. A night at an inn or tavern (or other similar hospitality) automatically resets Fortune to zero if it is currently negative; zero is the default, neutral condition—neither good nor bad.

Every day of a detailed journey that a party's Fortune is negative is considered a bad day. On bad days, bad things happen. At the beginning of each day, check the party's Fortune; if it is negative, the party's SPEED for the coming day is halved. Additionally, roll 1d6 for one mundane random event from the list below.

## RANDOM TRAVEL EVENT, MUNDANE

### 1d6 Event

- 1 **Fatigue!** All group members move one stage down the Tiredness status track. This is a persistent condition removed by one stage per full day of rest..
- 2 **Obstacle!** Travel is halted by a broken bridge, ravine, fallen tree, or the like. An extended skill check is required to overcome it (hourly intervals, three checks, difficulty based on terrain type).
- 3 **Lost!** The party makes no progress at all that day.
- 4 **Monster!** The party is attacked by a wandering monster. Roll randomly or choose an appropriate creature.
- 5 **Injury!** A party member is injured or falls ill. His or her action automatically fails today.
- 6 **Freak Weather!** The weather the party is experiencing intensifies dramatically, counting as a roll of "12" on the Weather table (see page 6).

If the party's Fortune is zero or higher, these random events stop taking place and characters' SPEED scores return to normal.

## SPECIAL ABILITIES

There are various abilities characters can use to affect how comfortably or quickly they travel. Some traditions grant special abilities such as faster speeds for the entire party in certain terrains, daily Fortune bonuses, the ability to occasionally find shortcuts, and more. Additionally, different mounts, certain spells, and some equipment can greatly affect a journey. Even simply outfitting the entire party with superior hiking boots can make a difference! These abilities are noted in the appropriate places throughout this rulebook, and should be recorded on your character sheet.

## AN EXPLORATORY JOURNEY

Exploring a hex is not the same as simply traveling through it. Traveling through a hex will reveal major features—general terrain, lakes, towns, and so on. In general, traveling through a hex reveals the major feature of the hex shown on the map (see the sample map on the next page). It won't reveal the goblin lair or the witch's hut or the druid's grove or the secret cave. For that, adventurers need to explore a hex.

Exploring a hex takes one full day, at the end of which the explorers make a check to see what they have discovered. Sometimes there will be nothing; other times there will be only one noteworthy item or location; some hexes may be full of interesting things. Each hex with features that can be discovered by exploring should have an exploration chart (see the Sample Exploration Chart, below).

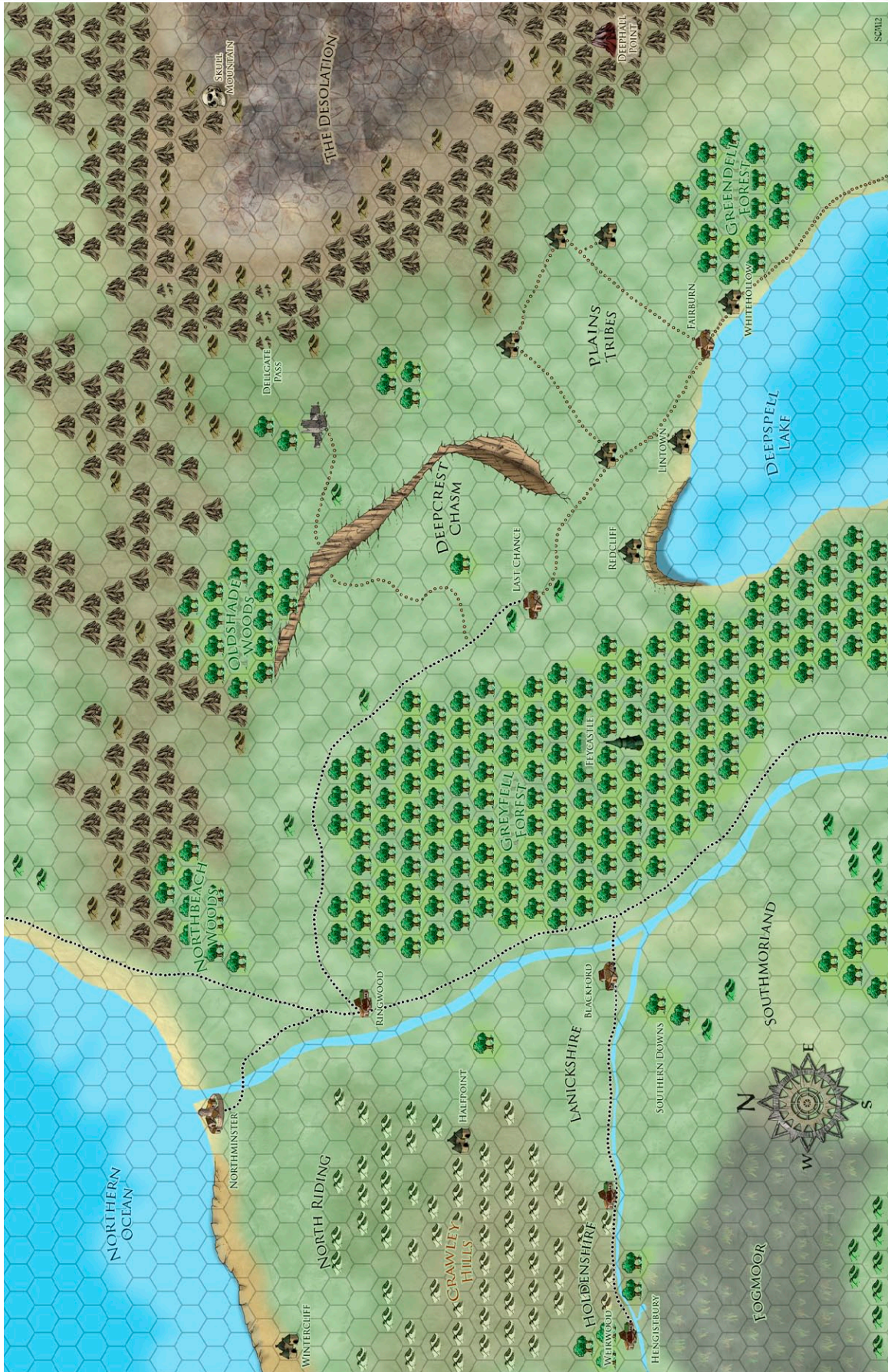
## SAMPLE EXPLORATION CHART

Difficulty	Feature
<i>Routine</i> [10]	Giant oak tree containing a tiny village of fey
<i>Challenging</i> [13]	Goblin cave in a chasm wall
<i>Strenuous</i> [21]	Hidden druid's grove

The party makes a group INT check and discovers anything equal to or below that check. So a party rolling 17 on the sample table above would discover the oak tree and the goblin cave but not the druid's grove. Locating a feature also earns the party members 1 experience point each.



SAMPLE OVERLAND MAP





## COUNTDOWNS AND DEADLINES

The countdown mechanic can be easily combined with the detailed travel method. This can be used to great effect if a non-specific time limit is in place, and can add a great sense of drama and urgency. For example, the party might be trying to get to a temple before Boris the fighter succumbs to a deadly disease, or reach a location where an artifact can be destroyed before it overpowers the will of the bearer and turns him evil. Perhaps a cataclysm will take place soon, and the heroes have to reach a dungeon in time to stop it.

## TRACKING AND PURSUIT

Extended opposed tasks such as tracking or chases can be integrated into a journey: simply make the opposed checks each day as normal. The rules here serve to fill in the details of each day, while the opposed checks determine the outcome of the actual pursuit. Because these operate independently, it is possible for a good journey to end in a failed pursuit, or the reverse.

## SCALING IT UP

The travel rules can easily be scaled up to accommodate larger distances and longer time periods; some

overland travel can take weeks, and epic sea journeys can take months. You do not need to do anything different to scale the travel rules up; simply use the following values for larger hexes and longer time periods:

### SCALING UP TRAVEL

Time Period	One Hex Is...
Hours	1 mile
Days	5 miles
Weeks	30 miles
Months	150 miles
Years	2,000 miles

If you are using the optional provisions rule above, provisions are not needed on the hours scale and cost 1 gc per day, 7 gc per week, and 30 gc per month. Provisions cannot typically be bought to last a year.

## MAKING IT INTERESTING

When it comes to overland travel, the GM's hardest task is to make the journey interesting. One tool is to present a daily (or periodical, depending on the time period being used) event to the players—not a “wandering monster” encounter (those can occur as a result of a bad day), and not so much an obstacle as an interesting occurrence or flavor piece.

Terrain, climate, storyline, campaign setting, and many more factors can affect what sort of events take place during an overland journey. The GM should create events that suit the journey in question—it's unlikely that a flock of birds might be seen underground, but maybe an enormous column of ants is spied? And while there are few farms at the peaks of mountains, maybe a wise old hermit lives up there.

The following table is an example list of mundane interesting events (as opposed to fantastical events) that might involve characters on the go. These can be used as-is or with slight tweaks for many kinds of journey. The events are fairly simple—feel free to embellish and expand on any event that the players find interesting. In general, though, these are merely happenstance events, designed to spice up the description of a period of travel.

## PROVISIONS AND RATIONS

Food and supplies are generally covered by the daily checks that characters make during travel. As an optional rule, if you wish to track such things, a successful appropriate daily check adds 2d6 days of food to the party's stockpile. The party consumes a number of days worth of food equal to the number of members each day (a 6-person party consumes 6 days of food each day). On any day that the party does not have enough food to feed everybody, simply reduce the party's Fortune by the number of portions they fall short. So if there are 3 days of food left, and the party has six members, reduce the party's Fortune by 3.

Characters can typically purchase rations (food suitable for traveling with) at inns, taverns, towns, farms, and other places. A single day's rations for one person costs an average of 1 gc per person and weigh 1 lb.; rations last one week before they spoil.



## 70 MUNDANE TRAVEL EVENTS

### # Event

- 1 A flock of birds wheels and dives in the air, staying within sight for most of the day.
- 2 A wagon wheel breaks, a horseshoe comes off, or an NPC twists his ankle.
- 3 A group of travelling minstrels is encountered; they offer to share their camp, and entertain the heroes while passing on news and rumors.
- 4 The ground shakes as some kind of burrowing creature passes beneath.
- 5 An old battlefield littered with skeletons and rusty weapons is discovered.
- 6 A giant tree, towering above those around it, stands lifeless and dead, charred and burned.
- 7 A great flying creature such as a dragon or wyvern passes overhead.
- 8 Strange voices are heard overnight while at camp, but no sign of anyone is discovered.
- 9 An eclipse takes place, plunging the heroes into darkness for several minutes.
- 10 A wounded knight sits at the side of the road, having been waylaid by bandits.
- 11 The heroes discover a stone circle, some remnant of an ancient religion.
- 12 A ruined keep covered in ivy stands at the side of the road.
- 13 A pool of water is home to a nymph.
- 14 A corpse hangs from a tree, clearly having been hung for some reason.
- 15 A beautiful waterfall cascades in a picturesque scene.
- 16 Barrow mounds where ancient warriors were laid to rest make the heroes feel uneasy.
- 17 A large tree has fallen across the road, blocking passage.
- 18 A horse becomes sick.
- 19 A toll is asked of the heroes at a new tollgate.
- 20 A river can only be crossed by way of the ferryman who asks each traveler for a silver coin.
- 21 A caravan of traders offers the heroes opportunity to purchase rations and small gear.
- 22 A drunken man on the road mistakes one of the heroes for a long-lost son or daughter.

### # Event

- 23 A patrol of soldiers marches past, heading hurriedly towards some battle.
- 24 A farmer seeks his strayed livestock.
- 25 A noble's carriage, richly appointed, passes by imperiously.
- 26 An ancient paved road from a civilization long before any in recorded history.
- 27 The bodies of a family are found; they have been gnawed upon.
- 28 A deserted farm, whose owners clearly left in a hurry. There is still livestock there.
- 29 A friendly stray dog accompanies the heroes for a while.
- 30 A travelling priest offers blessings and lectures.
- 31 A fire is seen in the distance; later refugees are met, fleeing from it.
- 32 A strange waterfall which flows upwards.
- 33 Unusual tracks indicate the passage of some rare monster.
- 34 A forester argues animatedly with a druid.
- 35 A bridge crosses a chasm, with a sign which reads "beware of the troll." There is no troll.
- 36 A tribe of gypsies offers dire warnings and prophecies.
- 37 Pilgrims fill the entire road, slowing the heroes' passage.
- 38 A broken bridge across a river or chasm needs to be repaired before crossing.
- 39 An overturned wagon contains supplies; the owners are not in sight.
- 40 An area of trees and bushes is clearly ravaged by some kind of disease.
- 41 A ranger stands in a clearing, clearly having been turned to stone.
- 42 A tree is decorated with humanoid skulls.
- 43 A majestic white stag leads the PCs through a shortcut and then vanishes.
- 44 A mad hermit babbles nonsense; but can also provide valuable information.
- 45 The body of a well-equipped adventurer, in armor and with a sword in hand, is found.
- 46 A great skull of some kind of massive giant is covered with moss and home to small critters.



## # Event

- 47 A shallow grave with notice atop it which reads "This is the fate of thieves and liars."
- 48 Wolves howl in the distance, all throughout the night.
- 49 A tiny village at which a wedding or other celebration is taking place.
- 50 A funeral procession moves solemnly down the road.
- 51 A fantastic camp site is found; it has shelter, water, and is clearly regularly used by travelers.
- 52 An expensive sword is embedded in a stone.
- 53 A ghost or spirit visits the heroes at night.
- 54 A herd of cattle or buffalo stampedes; the cause of the stampede cannot be found.
- 55 A starving family begs the heroes for money or food.
- 56 A great face is carved into the side of a cliff.
- 57 A wooden stick clearly marks the site of a buried object; this turns out to be a small chest with a small amount of gold in it.
- 58 A large statue of a well-known god or hero overlooks the route.
- 59 A hot spring provides opportunity for a bath.
- 60 A riderless horse, still saddled, walks down the road.
- 61 A swarm of insects, dense enough to be almost opaque, hovers for no apparent reason.
- 62 Distant and strange lights flash and move in the sky.

## Quick Journey Procedure Summary

1. Determine distance in hexes and overall terrain type and season.
2. Roll for weather.
3. Using weather and terrain, establish journey time and difficulty checks.
4. Have each party member make one attribute check and determine Fortune.
5. Narrate results of journey and arrival state.

## # Event

- 63 An obelisk or stone pillar is etched with eldritch runes.
- 64 A rare plant is found, useful for herbal concoctions.
- 65 The sounds of battle can be heard, but nothing can be seen. Perhaps some ghostly remnant of the past?
- 66 An unusual quiet falls—all is still, the animals remain silent, and no wind disturbs the air.
- 67 A lone knight is keen to test his mettle; he seeks directions to the nearest "monster."
- 68 The heroes discover the corpse of a powerful monster—a dragon, giant, or similar.
- 69 The trees around the party's campsite turn out to be ents or carnivorous plants.
- 70 The air becomes suddenly chill, even in the height of summer.





## A QUICK JOURNEY

If the journey is not an integral part of the adventure, you may choose to fast-forward through a journey and describe it in a few short moments using this Quick Journey method. In this case, determine the distance and rate of travel as normal based on the majority of the journey's terrain (whichever hex type has the most occurrences in the journey), and simply have each character perform one action and attribute check for the entire journey, and roll once for the weather. The GM can then use these two results to describe the journey.

Calculate Fortune as normal from the attribute checks made—one point for each successful attribute check, and minus one point for each failed attribute check. Deduct 1 if the weather is inclement, and deduct 2 if freak weather is encountered. Then consult the Quick Journey Results table, below right, and apply the arrival condition to the PCs as they reach their destination.

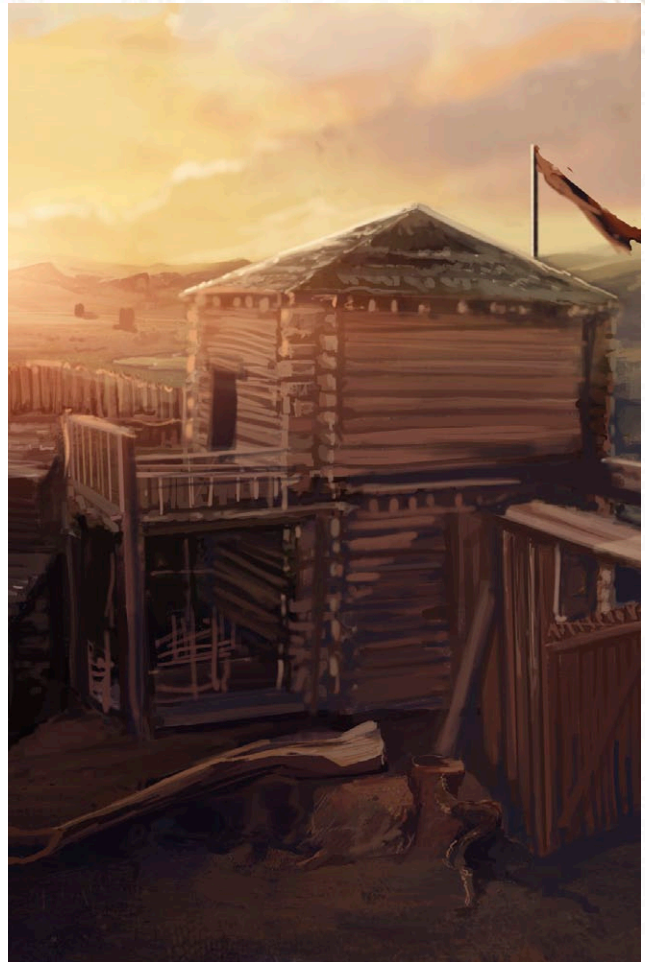
Include one quick descriptive event from the 70 Mundane Travel Events table above.

**Example.** The party is traveling on horseback across plains and grasslands (normal terrain) towards the town of Cascadium, some 45 miles (9 hexes) away.

It's spring, and the GM rolls heavy rain, which is inclement weather and makes the grasslands rough terrain; the 9 hexes of rough terrain therefore cost 36 movement points. The party's average SPEED is 10, making it a 4-day journey ( $36 \div 10$ , rounded up).

Each of the six party members makes an attribute check at *Difficult* [16].

- › The cleric looks after the health of the party as they travel with a LOG check;
- › The ranger navigates, using an INT check;
- › The knight makes an END check to determinedly keep going despite his heavy armor;
- › The archer makes an AGI check to shoot game;
- › The blacksmith uses STR to lead the way through the long grasses;
- › The minstrel sings marching songs with a CHA check; and
- › The archer also takes the role of lookout with an INT check.



Unfortunately, only three of the six adventurers succeed in their checks, giving a Fortune of 0, and the heavy rain reduces their Fortune from 0 to -1, so they arrive at their destination weary after six days. Had they been traveling along roads, or had the weather been better, the characters would likely have found the journey much easier and gotten there in only four days, well-rested and in good spirits.

### QUICK JOURNEY RESULTS

Fortune	Travel Time	Arrival Condition
Fully negative	$\times 2$	Exhausted
Negative	$\times 1\frac{1}{2}$	Fatigued
Zero or positive	Normal	Weary
Fully positive	$\times \frac{3}{4}$	Normal

**Penalties.** Conditions apply until the groups Fortune climbs back to zero. Fortune climbs one point per full day of rest.

**Hustling.** Choosing to hustle for the journey halves the journey time if a successful group END check is made but reduces Fortune by 2 regardless.



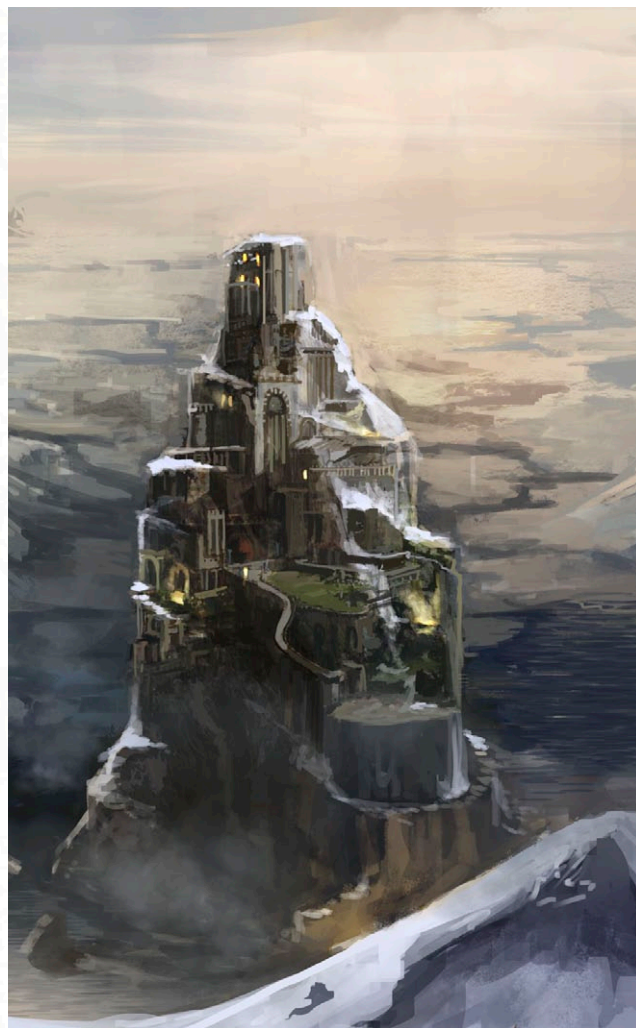
## Building a Stronghold

Your character works hard to earn money—plundering tombs, killing things and taking their stuff, accomplishing dangerous feats of derring-do. So why would spend that money on a building rather than on a shiny new suit of armor or a magical sword?

A stronghold offers benefits that are designed to be equal or superior to the equivalent expenditure in arms and equipment. These benefits grant stronghold builders (and their parties) resources, bonuses, powers, and abilities which directly affect them, and which make their tomb-raiding easier.

## The Basic Stronghold

There are two ways to build a stronghold. The easiest way is to use one of the following templates; the more difficult way is to map your stronghold in detail, 5' square by 5' square.



## Stronghold Templates

The following templates assume a frugal approach to building and a spartan approach to decor; you may adjust for quality later in the section on furnishings and staff. You should choose the number of squares; separately you can buy exterior grounds—fields, courtyards, gardens, and the like—of any size.

### BUILDING TEMPLATES

Size	Example	Building Cost (gc)	Grounds Cost (gc)	Dice Pool
Tiny (5–15 sq)	Hut	1,000	250	—
Small (16–50 sq)	House	5,000	1,250	—
Medium (51–100 sq)	Farm	10,000	2,500	+1d6
Large (101–200 sq)	Keep	24,000	6,000	+2d6
Enormous (201–500 sq)	Castle	100,000	25,000	+3d6
Gigantic (500–1,000 sq)	Palace	400,000	100,000	+4d6

The size, in 5' squares, is the overall “footprint” or total space occupied by your stronghold; this determines your space “budget” when adding features. General miscellaneous features like hallways, bedrooms, kitchens, etc. are not counted in the square count; it is assumed that a stronghold has enough common areas for its size. The square count above is available *additional* space after the basics are accounted for. If you run out of space, you may need to add a building; if you already have the space in your grounds, you can simply place it there and reduce the size of the remaining grounds appropriately. If you don't, you may need to purchase additional grounds first.

At this point you must also choose your stronghold's *type*. Some examples are shown in the table above, but this is simply a player-created descriptor—a farmhouse, keep, mansion, cabin, etc.

**Doors.** The building comes with standard wooden doors. See below for superior doors; a building requires one door for every 50 squares.





**REPUTATION.** A stronghold counts as “equipment” when forming a dice pool based on REP. This is based on the stronghold’s size, and adds to the dice bonus as normal. The table above notes the dice bonus a stronghold contributes. If you lose the stronghold, your dice pool decreases accordingly. Your total dice pool is limited by your maximum dice pool, as normal.

# Brick by Brick

Instead of using one of the templates listed above, you can build your stronghold brick-by-brick and actually map it out. Though not required, this can be very rewarding. First, work out your budget and draw a map, paying for each square on the map. Each 5' square of stone costs 100 gc, each 5' square of wood costs 25 gc, and so on. The various materials are listed below in the Stronghold Squares table. The more expensive materials (metals) are generally reserved for very small high security parts of the stronghold—perhaps a steel cell for containing dangerous creatures.

Using your budget, map out your stronghold. It can be any shape, as long as you can pay for each square. At this stage, your stronghold will have nothing inside—no furniture, traps, altars, or anything else. Wooden doors are free; otherwise doors cost as listed in the Stronghold Doors table.

## STRONGHOLD SQUARES

Material	Cost (gc)
Grounds/outdoors	5
Water (moat, lake) or pit (25' deep)	10
Wood	25
Stone	100
Steel/iron	500
Adamantine	5,000
Very unusual (lava, etc.)	1,000

## STRONGHOLD DOORS

Type	Cost (gc)
Wooden door	Free
Stone door	50
Steel/iron door	250
Adamantine door	500

Each door comes with a basic lock that requires a *Difficult* [16] AGI check to pick. Better locks can be purchased along with other features, below.

Now your stronghold is mapped and paid for. You can alter it at any time—to add new areas, simply spend the required money. Removing areas costs half the price of adding them, so if you wished to remove 4 squares of stone building, it would cost 200 gc. You would then be free to build in the cleared area.





**Using Different Materials.** When building, note that your enemies can attack individual squares of your stronghold, and each material has different resistances, vulnerabilities and HEALTH (for example, wood is vulnerable to fire). See *WOIN Fantasy Core* for the properties of objects and materials.

**Moats and Gates.** A moat is constructed simply by purchasing the appropriate squares of water. If you build a moat, it comes with a free drawbridge. You can buy nasty critters to put in a moat: the cost of such a creature is 100 gc times the square of its maximum dice pool (so a 10d6 monster costs 10,000 gc).

Walls need gates. Again, a wooden gate is free, and can be up to two squares wide. You can choose to purchase a superior gate. Simply purchase four doors of the material you wish (remember, wood is free, so you don't need to purchase a wood gate), and this will form your main gate. Your main gate is assumed to be a bit better than the other doors in your stronghold, and is one quality higher than your other doors and locks. Your main gate is a great place to put a trap.

## Unusual Strongholds

Now that you have the basics of your stronghold (using one of the two methods indicated above), this is where you apply large multipliers to your stronghold cost in order to make it do unusual things. You can have it completely underwater, or you can have it flying in the air. This modifier applies to the base cost of the stronghold, before you apply furnishings or features.

### UNUSUAL STRONGHOLD FEATURES

Feature	Cost Multiplier
Disguised*	×2
Underwater/island	×5
Underground/mountaintop	×2
Floating in the air	×10
Pocket dimension	×100

(e.g. a thieves' guild disguised as a legitimate business)

## FURNISHINGS AND STAFF

Features include furnishings, security elements (traps, enchantments, etc.), and so on. Furnishings are easy to do—you simply decide how much you wish to spend from the Stronghold Furnishings and Staff chart on the next page (the cost is per building square). This applies to the entire stronghold (you can't just create a single decadent room to stand in when talking to visitors and claim the diplomacy bonus).

This decorates your stronghold accordingly. You cannot proceed to simply sell off individual items—it's all part of a general cost—but if you are in desperate need of money you can downgrade your stronghold's furnishings and recover half the money you spent.

Staff come with the territory. Count up the squares, and the staff is included (round down). If you change the size of your stronghold, your staff levels increase or decrease accordingly. Staff includes all household staff and workers, but not soldiers or special hirelings.

A legendary stronghold will be truly unique and renowned the world over.

**Diplomacy.** If you make CHA checks inside your stronghold to conduct diplomacy, you may add the indicated die bonus. Your stronghold's opulence (or lack thereof) has a direct effect on how others see you.



**REPUTATION.** Your stronghold's luxury level counts as equipment for the purposes of forming a REP dice pool. If your stronghold is luxurious, your REP gains +1d6, if decadent it gets +2d6, if opulent +3d6 points, and legendary +4d6. If the bonus you get from your stronghold's size is higher, use that bonus instead; if the bonus you get from its luxury is higher, use that. The two bonuses are not added together.

## YOUR STRONGHOLD

At this point you have a stronghold which can be described using its size, luxury, type and—when included—unusual qualities. For example, it may be a *large, comfortable keep on an island*, or a *small, luxurious house*. Use the format: *[size] [luxury] [type] [qualities]*.

## HIRELINGS, MONSTERS, AND GUARDS

Individual creatures can be purchased at a cost of 10 gc times the square of their maximum dice pool. Multiply the cost by 2 for uncommon creatures, 10 for rare creatures, and 100 for very rare creatures. A wolf (4d6), therefore, costs 160 gc, a human thug (3d6) costs 90 gc, while a hill giant (10d6) costs a mighty 10,000 gc. A human watchman (4d6), the standard guard choice, costs 160 gc.

You may also require archers on the walls, patrols in the grounds, and so on. There's just a one-off payment; your general income is assumed to handle their wages. In game terms, you just need to worry about "buying" each soldier once. If they die, you need to buy new ones.

If you have mapped your stronghold, place your guards on your map. This is where they'll typically be

stationed should an issue arise. 50% of your guards will be active at one time; the other 50% should be placed in barracks, quarters, or the like.

Make sure you review the Training Ground structure before hiring soldiers. You need this structure to recruit anything other than the most basic guards.

## SPECIFIC FEATURES

Now you can purchase specific rooms and features. These aren't furnishings—you already have your beds, tables, lanterns, doors, altars, and so on. These are moats, prisons, chapels, labs, libraries, superior locks, arrow slits, etc. Rooms and structures can grant you bonuses, resources, or exploits.

### SIZE AND QUALITY

Many features can be "upgraded" to increase their effectiveness. There are five upgraded quality tiers for structures: high quality, exceptional, mastercraft, artisan, and legendary. The cost of each is as follows:

#### UPGRADING STRONGHOLD FEATURES

Quality	Cost	Die Bonus
High	×2	+1d6
Exceptional	×3	+2d6
Mastercraft	×5	+3d6
Artisan	×10	+4d6
Legendary	×20	+5d6

The quality of the upgrade provides the indicated die bonus to associated tasks when performed in the stronghold. For example, an exceptional library provides a +2d6 bonus to research lore, and an artisan quality laboratory gives a +4d6 bonus to the

#### STRONGHOLD FURNISHINGS AND STAFF

Furnishings	Equivalent Quality	Cost	Staff Members Required	Diplomacy Bonus
Frugal/bare	Poor	0	1 staff per 1,000 sq	—
Average	Average	5 gc/sq	1 staff per 500 sq	—
Comfortable	High	25 gc/sq	1 staff per 100 sq	+1d6
Luxurious	Exceptional	100 gc/sq	1 staff per 25 sq	+2d6
Decadent	Mastercraft	500 gc/sq	1 staff per 10 sq	+3d6
Opulent	Artisan	1000 gc/sq	1 staff per 5 sq	+4d6
Legendary	Legendary	5000 gc/sq	1 staff per 2 sq	+5d6



## Wilderness, Strongholds, and Warfare

### STRONGHOLD FEATURE BASE SIZE AND COST

Room/Feature	Space (5' sq)	Cost (gc)
Armorer or Weaponsmith	16	5,000
Ballista	4*	3,000
Ballroom	20	5,000
Banquet Hall	12	1,500
Cannon	4*	4,000
Barracks	20	6,000
Catapult	4*	1,750
Dock/Jetty	20	2,000
Dungeon	4	1,500
Laboratory	16	5,000
Library	9	2,000
Moat	10% of total	1/sq

preparation of alchemical concoctions. This counts as the “equipment” part of forming a dice pool.

Additionally, the size of the room is important. All of the rooms listed below are “medium” versions of the room, and the basic size of each room type is indicated separately. You can alter the size as follows:

### MODIFYING UPGRADES BY ROOM SIZE

Feature Size	Space	Cost	Die Bonus	No. of Adventurers
Tiny	×¼*	¼	—	1
Small	×½*	½	—	2
Medium	×1	×1	—	4
Large	×2	×2	+1d6	6
Enormous	×4	×3	+1d6	8
Gigantic	×8	×5	+2d6	12

\* Round up

The two factors combined define your feature. For example, a cleric might decide to purchase a large, high-quality temple (40 squares; 8,000 gc); and an alchemist might choose a medium mastercraft laboratory (16 squares; 25,000 gc). A cash-strapped mage might only be able to afford a tiny standard library in his shack (3 squares; 500 gc).

**Number of Adventurers.** Rooms and features offer a “field benefit” to their owners in the form of a bonus exploit. This exploit is an ability or power available to the owner when not in the stronghold.

Room/Feature	Space (5' sq)	Cost (gc)
Palisade, Wooden**	50	1,000
Stables	20	1,500
Sacred grove	25	1,000
Storeroom	9	1,000
Strongroom	1	2,000
Superior Locks	—	1/sq
Temple	20	2,000
Tower	8	5,000
Training Grounds	100	2,500
Wall, Stone**	100	5,000

\* Can be modified by quality level like regular weapons, not by size.

\*\* Must match size of surrounded building or grounds.

The room’s size defines how many people it can extend that ability to—a medium-sized feature grants the exploit to four adventurers. It is up to the players who the recipients of this field benefit are, but the choice of recipients can only be changed by visiting the stronghold itself.

### ARMORER OR WEAPONSMITH

An armorer in a stronghold contains a forge, tools, and workers. A weaponsmith forges swords and other weapons and is a separate feature.

**Bonus exploit:** You gain a free weapon or suit of armor of the quality level of the feature. You may exchange it when visiting the stronghold, but may only have one such bonus item at a time. This item is very carefully designed and fitted to you, and cannot be sold.

### BALLISTAE AND CATAPULTS

A ballista or catapult requires a 2×2 square (4 squares) area on a wall or tower. It comes with a crew. Some GMs may also allow the use of cannons.

### STRONGHOLD CREWED WEAPONS

Weapon	Cost	Range	Damage
Ballista	500 gc	30	5d6 piercing
Catapult	750 gc	50	5d6 blunt
Cannon	1,000 gc	30	6d6 ballistic

These items can be modified by quality levels like regular weapons can, but not by size.



## BALLROOM

A ballroom is a large space designed for dancing; usually a ballroom should be exquisitely decorated. A ballroom of size large or larger grants a +1 bonus to your REP attribute.

*Bonus exploit:* You may use the ballroom's quality level as the equipment part of any CHARISMA dice pool.

## BANQUET HALL

A banquet hall is designed to entertain guests; a large table or tables, waiting staff, and more. Banquet halls range from rows of tables in the great meadhall of a Viking king to the exquisitely decorated and luxurious home of an aristocrat. A banquet hall of size large or larger grants a +1 bonus to your REP attribute.

*Bonus exploit:* By visiting the banquet hall, you may gain rations for the appropriate number of adventurers for one month. If you have fewer adventurers than the potential rations you can collect, any extra is spoiled before use and is wasted.

## BARRACKS

Soldiers housed within a stronghold require two squares per size category, to a minimum of 1 square—so a medium sized soldier such as a human requires two squares, a large soldier requires 4 squares, and small (or smaller) soldiers require only 1 square. You must designate enough space in your stronghold to serve as housing for your soldiers.

## DEFENSIVE STRUCTURES

Walls and towers give defensive and offensive bonuses to your soldiers who occupy them during a battle.

## DEFENSIVE STRUCTURE BASELINES

Tower Size	Floors	Space
Small	1	4
Medium	2	8
Large	3	16
Enormous	4	32
Gigantic	5	64

Soldiers on walls gain 1d6 of cover; soldiers in towers gain 2d6 of cover plus 1d6 to perception-based checks. This perception bonus is +2d6 for a medium two-story tower, and an additional +1d6 for each story thereafter to a maximum bonus of +4d6. You can build the walls and towers from whatever material you choose.

**Walls & Stockades.** A stone wall surrounding the stronghold costs 5,000 gc; a wooden palisade costs 1,000 gc; this must be modified as usual for the size of the stronghold. The wall can surround just the building; if it is to surround the grounds also, it should be purchased again for the grounds. You can purchase different types of wall for building and grounds.

**Moats.** A moat surrounding the stronghold costs 7,500 gc; the price includes a single drawbridge. Additional drawbridges cost 1,000 gc each.

## DOCK/JETTY

Strongholds located next to a river, lake, or sea may have a dock or jetty where boats can moor safely. See the Docks and Jetties table, below.

*Bonus exploit:* You gain a single boat of the largest size indicated in the appropriate entry in the Boat Capacity table, below. Its quality matches the quality of the dock. This benefit only grants one boat in total; it does not grant one boat to each adventurer.

## DOCKS AND JETTIES

Dock/Jetty Size	Boat Capacity
Tiny (jetty)	1 small boat
Small (jetty)	2 small boats or 1 medium boat
Medium (dock)	4 small boats, 2 medium boats or 1 large boat
Large (dock)	8 small boats, 4 medium boats, 2 large boats, or 1 enormous boat
Enormous (dock)	16 small boats, 8 medium boats, 4 large boats, 2 enormous boats, or 1 gigantic boat
Gigantic (port)	32 small boats, 16 medium boats, 8 large boats, 4 enormous boats, or 2 gigantic boats

*A large boat can be a ferry or small ship, an enormous boat is a ship, and a gigantic boat is a large ship.*



## DUNGEONS AND STRONGROOMS

You might need somewhere to lock away your prisoners or valuables. You don't *need* a dungeon or strongroom—any area in your stronghold with suitable locks will suffice. But for extra security, you can have an area purpose-built. Each square costs 360 gc (in addition to the basic material cost of the area), and the doors and locks are one quality level higher than the rest of your stronghold's locks. You must purchase guards separately. The area's walls, whatever material they are, are automatically considered reinforced.

A dungeon doesn't have to be underground; it can be any type of secure room or row of cells. The capacity of your dungeon uses the same rules as your barracks (2 squares per medium creature, 1 square for small or smaller, or 4 squares for large creatures).

A strongroom has no size requirements other than a minimum of 1 square.

## LABORATORY

A laboratory contains magical and alchemical equipment suited to research and experimentation. It grants a +1d6 bonus to alchemy checks, and reduces the cost of alchemical concoctions created in the stronghold by 25%. A basic laboratory is a 16 square area.

*Bonus exploit:* By visiting the laboratory, you may collect bonus alchemical materials, including metals, gems, and creature parts, to a total value of 200 gc multiplied by the feature's quality cost multiplier (high ×2, exceptional ×3, mastercraft ×5, artisan ×10, legendary ×20). If you have fewer adventurers than the potential materials you can collect, any extra is spoiled before use and is wasted.

## LIBRARY

A library consists of one or more "sections." Each section contains books and references on a single subject—that subject can be any skill (for example, a section on *herbalism*; or a thieves' guild might have a section on *thievery*). Each section is a 9 square area.

Library section upgrades add quality-based die bonuses to lore based checks made in your stronghold.

For any given subject's section (lore skills), the first section costs the same as a high quality upgrade, the

second the same as a superior upgrade, and so on; increasingly rare and specialized books are needed to expand the knowledge contained in the library.

*Bonus exploit:* The library's skill bonuses apply when out in the field, to a minimum of +1d6. This can, of course, include magical skills. This counts as the equipment part of your dice pool, and assumes you happen to have the right book on you.

## LOCKS

Doors come with basic locks for free, which need a *Difficult* [16] AGI check to pick. You can upgrade your locks with a single expenditure based on the size of your stronghold. This upgrade affects all locks in your stronghold. Simply select the quality of the lock you wish to upgrade to on the Upgrading Locks table.

### UPGRADING LOCKS

Resulting Lock Quality	Upgrade Difficulty
High	<i>Strenuous</i> [21]
Exceptional	<i>Severe</i> [25]
Mastercraft	<i>Impossible</i> [29]

## SACRED GROVE

A sacred grove is an example of a structure designed for a specific tradition or race—in this case the druid. You can create other differently themed structures based on the Sacred Grove, including Dwarven Forges, Elven Archery Ranges, Smallfolk Taprooms, Game Rooms, Dojos, and more.

The sacred grove must be an outdoor area of at least 25 squares. Other tradition-based structures may not be limited to outdoor areas.

A sacred grove grants a +1d6 bonus to *nature*, *herbalism*, and *religion* checks made in the stronghold. Other tradition-based structures should apply a +1d6 bonus to three specific skill checks made in the stronghold.

*Bonus exploit:* By visiting the grove, you may collect bonus herbs to a total value of 200 gc multiplied by the feature's quality cost multiplier (high ×2, exceptional ×3, mastercraft ×5, artisan ×10, legendary ×20). If you have fewer adventurers than the potential herbs you can collect, any extra is spoiled before use and is wasted.



## STABLES

Stables are where horses are bred and housed. A tiny stable will fit one horse, a small stable will fit four, a medium stable will fit 8, and so on. The stable comes with mounts based on its quality (e.g. a superior quality stable will have superior mounts).

**Bonus exploit:** You gain a free mount of the quality level of the feature. Use *Fantasy Equipment* to select and personalize your mount. Normally, this will be a horse, but you may choose a different type of animal for your stables to a total value of 200 gc multiplied by the feature's quality cost multiplier (high  $\times 2$ , exceptional  $\times 3$ , mastercraft  $\times 5$ , artisan  $\times 10$ , legendary  $\times 20$ ).

### STABLE CAPACITY (HORSES)

Stable Size	Capacity	Stable Size	Capacity
Tiny	1	Large	20
Small	4	Enormous	50
Medium	8	Gigantic	100

## STOREROOM

The storeroom is arguably the most important part of your stronghold. It is this room which stores raw materials, food, and basic equipment.

Usually, unwanted magic items are traded in for one-fifth of their market value. However, if you have a storeroom, you can trade directly with local merchants and craftsmen and get better prices in exchange for building materials. As long as you spend the money on your stronghold, you can exchange goods for 40% instead of 20% of their market value,

A high quality upgrade allows you to exchange goods for 50% of their market value, a superior upgrade increases the rate to 60%, mastercraft to 70%, artisan to 80% and unique to 100%. Each upgrade requires 9 squares of additional space.

### STOREROOM UPGRADES

Exchange		Exchange	
Storeroom	Rate	Storeroom	Rate
None	20%	Mastercraft	70%
Standard	40%	Artisan	80%
High	50%	Unique	100%
Superior	60%		

**Bonus exploit:** You are assumed to be superbly equipped in the field. You are always assumed to be carrying any item you need from the general equipment list in *Fantasy Equipment* up to a value of 100 gc per quality level (100 gc for a standard storeroom, 200 gc for high quality, etc.)

## TEMPLE

A temple grants a bonus to *religion* and *healing* checks. The larger the temple, the larger the bonus. In addition, the presence of a temple means that any fallen (dead) soldier can make a *Challenging* [13] END check; if the soldier makes the saving throw, he can return to duty after an extended rest. If he fails the saving throw, he dies as normal.

A basic temple is a 20-square area.

**Bonus exploit:** You can gain bonus Magic Points if you worship the temple's deity. Each day, when you would normally recharge your MP, if you spend 5 minutes in prayer, roll to see how many bonus MP you gain based on the quality level of the temple (high quality  $+1d6$ , superior  $+2d6$ , and so on). You may have multiple temples, but any given adventurer may benefit from only one. If you have multiple temples reflecting different virtues, you can't benefit from any of them.

## TRAINING GROUNDS

Training grounds contain a drill square, combat dummies, racks of wooden training weapons, and other equipment designed to improve the combat abilities of soldiers and warriors.

A medium-sized training ground takes up 100 squares. You must have at least 4 squares per troop or guard. Training grounds can be placed inside buildings, but they are more typically located outside.

Training grounds are important if you wish to recruit soldiers or guards. Without a training ground, you can only recruit hirelings with a maximum dice pool of  $4d6$  or less. A training ground allows you to recruit guards with a  $5d6$  dice pool; a high quality tier ground gives you access to minions with a  $6d6$  dice pool; an exceptional ground enables you to hire minions with a  $7d6$  dice pool; a mastercraft training ground allows  $8d6$ , artisan  $9d6$ , and legendary  $10d6$ .



## Maintenance

Nobody wants to play *Dungeons & Accountants*, and we're certainly not going to ask you to here. But maintaining a castle isn't free—staff must be paid, walls maintained, and so on. However, most strongholds have some manner of income generation, whether it's a thieves' guild taking its annual dues, or a farm selling the harvest at market. You should specify one method of revenue generation, which is assumed to match maintenance expenditure.



Your stronghold will be known for the revenue-generating activity you choose, so choose wisely. However, you are not required to track money or micromanage a business; you have staff for that.

Examples of revenue-generating activities include:

- › Farming
- › Trading
- › Scribing
- › Crafting
- › Lodging
- › Gambling
- › Entertainment
- › Illegal Activities

### Wilverley Hall

#### a medium, frugal keep

*Archibald the Retired, an aging adventurer, has decided to build for himself a safe place to live out his remaining years. He has always dreamed of building Wilverley Hall, named after his mother.*

*Wilverley Hall is a fairly simple stronghold. It is a one-story wooden building surrounded by a wooden palisade. With limited funds, the whole stronghold is frugally decorated—Archibald was never a very successful adventurer. The building contains a small nature library, a decent armorer, and barracks which can accommodate 10 medium sized soldiers.*

#### STRONGHOLD SIZE

**Building:** Medium (100 sq; 10,000 gc)

**Grounds:** Large (200 sq; 6,000 gc)

**Base Total:** 300 squares (16,000 gc)

#### FEATURES

**Quality:** Frugal (0 gc)

**Staff:** None

**Hirelings:** 1 venerable butler (1d6 common; 10 gc)

**Guards:** 10 watchmen (4d6 common; 1,600 gc)

#### DEFENSES

- › medium wooden palisade (building; 1,000 gc)

#### ROOMS

- › small library (*nature*; 1,000 gc; 5 sq)
- › medium barracks (capacity 10 soldiers; 6,000 gc; 20 sq)
- › small high quality armorer (5,000 gc; 8 sq)

#### FIELD BENEFITS

- › +1d6 bonus to lore-based checks when in the field (2 adventurers)
- › Bonus high-quality suit of armor (2 adventurers)

**Total Cost:** 30,610 gc





### Seadancer Castle

#### an enormous, luxurious castle on an island

*Seadancer Castle is built on an island, a mile from the nearest shore. An enormous castle, a stone wall surrounds the entire island; stone towers at each corner boast a ballista and a cannon each. The fortress is luxuriously appointed, with a renowned ballroom to which people travel from leagues around. A company of 50 ogres serves as guardsmen and soldiers, protecting the castle from incursion by pirates or brigands.*

#### STRONGHOLD SIZE

**Building:** Enormous (500 sq; 100,000 gc)

**Grounds:** Enormous (500 sq; 25,000 gc)

**Modifiers:** Island (×5)

**Base Total:** 1,000 squares (625,000 gc)

#### FEATURES

**Quality:** Luxurious (50,000 gc; diplomacy +2d6)

**Staff:** 40 workers

**Guards:** 50 ogres (7d6 uncommon; 49,000 gc)

#### DEFENSES

- ▶ 2× enormous stone walls (building and grounds; 20,000 gc ea)
- ▶ 4× cannons (1,000 gc ea; 4 sq ea)
- ▶ 4× ballista (500 gc ea; 4 sq ea)

#### ROOMS

- ▶ enormous exceptional ballroom (45,000 gc; 80 sq)
- ▶ 3 × enormous barracks (capacity 20 ogres each; 18,000 gc ea; 80 sq ea)
- ▶ large high quality armorer (20,000 gc; 64 sq)
- ▶ 4 × large towers (3 stories; 10,000 gc ea; 16 sq ea)
- ▶ large dungeon (capacity 8; 3,000 gc; 8 sq)
- ▶ large high quality temple (8,000 gc; 40 sq)
- ▶ training ground (25,000 gc; 200 sq)

#### FIELD BENEFITS

- ▶ +2d6 equipment dice for CHARISMA (4 adventurers)
- ▶ Bonus high-quality suit of armor (6 adventurers)
- ▶ +1d6 MP per day (6 adventurers)

**Total Cost:** 965,000 gc

## CONDUCTING WARFARE

Many campaigns feature large-scale battles. This chapter presents an easy-to-use mass-battle system which involves the player characters on an individual level. The key to the system is tactical and strategic missions that affect the overall outcome of the battle.

The system assumes that the player characters are integral to the battle—in other words, without their actions, the battle will be lost. That's why we play fantasy role-playing games, right?

You'll find that the system is remarkably simple to use, and allows your players to feel they truly are affecting the course of the battle in a vital way, without forcing you to adopt large scale and clunky mass-battle rules involving army units and the like.

## The Basics

The system works on a basic Victory Points scale. Successful missions performed by the PCs earn their "side" Victory Points, while the passage of time deducts Victory Points. The scale runs from 0–20; if the PCs' Victory Points total reaches 20, the battle is won; if it reaches 0, the battle is lost.

Generally speaking, the heroes' side will start with 10 Victory Points, adding Victory Points when the PCs succeed in a mission, and deducting Victory Points as time passes. This creates a sense of urgency, because if the PCs sit around doing nothing for too long, the battle will, left to its own devices, be lost.

Missions include such things as: assassinations, captures, reconnaissance, spying, sabotage and so on. A successful mission will earn 1–4 Victory Points: the more difficult the missions, the more Victory Points.

Passage of time reduces the PCs' Victory Points tally at a rate of 3 Victory Points per day.

## The Missions

Each day, roll 3d6 three times and offer the players the three resultant missions. They are free to attempt any or all of the missions available. Any missions failed or not undertaken on a particular day may be undertaken on a later day unless failure incurs a penalty, in which case the damage has already been done to the heroes' side.



3d6	Mission	Success	Failure
3–4	Major assassination	1	0
5	Minor assassination	3	0
6	Minor sabotage	1	0
7	Artifact	4	0
8	Major sabotage*	2	–1
9	Reconnaissance	1	0
10	Spying	3	0
11	Minor abduction	2	0
12	Major abduction	4	0
13	Defense	2	–2
14	Bodyguard	1	–2
15	Counterspy	2	–2
16	Morale	2	0
17–18	Allies	4	0

A successful mission gains the party's side the number of Victory Points indicated in the "Success" column in the Random Missions table above. Failure means that the party's side loses the number of Victory Points in the "Failure" column in the Random Missions table. If the failure penalty is 0 Victory Points, the mission can be retried at any point.

Missions with a penalty for failure count as failed if they are not undertaken. They are time critical: the PCs don't get to wait until tomorrow to defend that breach in the wall, protect that famed general, shore up the left flank, etc.

## Daily Events

Each day, roll 2d6 on the Daily Events table to determine a daily event. The event can apply to either side in the battle—which side that is should also be determined randomly. The heroes' side gains or loses the number of Victory Points indicated, depending on whether the event benefits them.





DAILY EVENTS			Victory Points
2d6	Event		
2-3	<b>Reinforcements.</b> Reinforcements arrive for one side or the other.		3
4	<b>Omen.</b> An omen reduces morale of one side.		1
5	<b>Traitor.</b> An important individual or unit defects to the other side.		3
6	<b>Spy.</b> One side's secrets are leaked to the others' by a spy.		2
7	<b>Weather Change.</b> A change in weather favors one side or the other.		1
8	<b>Hero.</b> One side is badly damaged by a successful mission by a hero of the other side.		2
9	<b>Desertion.</b> Desertion problems weaken one side.		2
10	<b>Major Death.</b> An important individual or unit dies, either slain on the battlefield or at the hands of an assassin.		3
11-12	<b>Illness.</b> Plague or other widespread illness affects one side or the other.		3

### PUTTING IT ALL INTO PRACTICE

The preceding sections outlined the basic mechanic for describing the course of a battle. However, this needs to be put into practice. You can't just tell your players: "Your daily event is Illness. Missions available are Major Assassination, Minor Sabotage and Defence, plus the Reconnaissance saved from yesterday." You need to translate these results into interesting and varied game encounters!

From a mechanical standpoint, you *should* keep your players apprised of the score they have achieved and the Victory Points available for each mission. This allows them to weigh their strategic and tactical options, and it can help create tension when the score approaches one end of the scale or the other.

The mission possibilities are almost endless. Each available mission should be described as an encounter.



## BONUSES AND PENALTIES

Make the PCs' task easier or harder by increasing or decreasing the starting score. Apply a 2-point bonus or penalty for major conditions that affect one side or the other, such as being greatly outnumbered, having significant fortifications, having flying troops, being thoroughly prepared or being completely surprised, and/or for having either extensive or next to no experience. Try not to add or subtract more than 6 Victory Points, or the PCs' job may become either trivial or next to impossible. Some examples:

- Being very outnumbered
- Experienced general
- Extensive local knowledge
- Fearsome monsters
- Favorable weather or climate
- Fortifications
- Legendary hero
- Rookie troops

## Scaling

It's easy to scale these rules. The default assumption is a battle of 2-7 days, roughly, with short missions that can be accomplished in a day.

You may need to handle more epic battles lasting weeks, months, or even years. All you need to do is replace "days" with whatever unit of time you prefer, and make the missions themselves larger in scope.

For example, you could stage a massive war which will transpire over a period of several months. The PCs have a month to accomplish each given mission. These lengthy missions may involve long-distance travel or major exploration of expansive locations. In this type of campaign, each mission is actually an entire adventure and is part of a full-length fantasy campaign hinged around the basic structure of the war.

Consider an entire campaign set during an epic war. Perhaps it's an adventure path, with 12 adventures. Each adventure has the PCs undertaking some heroic quest somewhere in the world, and each adventure represents one "time unit." As the PCs complete adventures, Victory Points are gained or lost.



For example:

- › “General Arvistas calls you to his tent. He informs you that the three artillery pieces mounted on the hills to the east are creating havoc amongst the defenses, and that it is imperative that these weapons be destroyed. Scouts report each is manned by three ogres.” *[Major Sabotage]*
- › “Spies have identified the tent of one of the opposing generals, Lord Borstas, and General Arvistas has decided to attempt to abduct him. A small group will need to sneak through the enemy camp at night, infiltrate his tent while he sleeps, and transport him back to the fort.” *[Major Abduction]*
- › “Morale is low: the troops are grumbling about the time they’re spending away from home and supplies are running short. In the nearby village of Bitterne, a cellar full of beer can be found. Obtaining this beer and bringing it back for the troops will result in a great morale boost.” *[Morale]*

## DESIGNING MISSIONS

The most important piece of information you need when designing the mission encounters is the same piece of information needed when designing any encounter: you need to know how powerful your PC party is and create a challenging mission.

Some missions will be easier than others. The difficulty of the mission matches the number of Victory Points gained for succeeding: between 1 and 4 Victory Points. A 1-point mission should be fairly easy, while a 4-point mission should stretch the party to its limits.

### THE MISSION ITSELF

You should divide your mission into three parts:

1. **The Approach:** Do the PCs need to scale a cliff, sneak though the enemy camp, fight their way across a guarded bridge, or explore a secret tunnel or cave?
2. **The Mission:** This is the bit where the player characters prove their mettle and accomplish the task they have been set.
3. **The Escape:** In most cases, the PCs will need to go back the way they came—but this doesn’t always have to be the case.

## PASSAGE OF TIME

As mentioned earlier, the default assumption is that, without the PCs’ help, the battle will be lost. Therefore, every day, the heroes’ side automatically loses 3 Victory Points. In other words, if the PCs do nothing, eventually their Victory Points will reach zero and the bad guys will win.

## SAMPLE BATTLE

Castle Northam is under siege!

Manned by a few regiments of green troops, the castle is surrounded by a massive army of veteran killers. To make matters worse, the enemy has brought monstrous allies: a group of hill giants who are bombarding the fortifications with massive boulders, and are busy digging a massive tunnel under the walls. The enemy is led by an evil wizard, Count Jarvis, and his three lieutenants. It is rumored that the enemy has a small dragon, but this has not been seen as yet. The cause seems hopeless.

### START

- › **Default**—The defenders of Castle Northam start with 10 Victory Points.
- › **Bonuses**—Castle Northam counts as a significant fortification (+2 Victory Points).
- › **Penalties**—The defenders are outnumbered (–2) and are rookies to boot (–2).
- › **Result**—With 8 Victory Points, the castle will fall in three days if nothing is done. Enter the Heroes of Northam!

### DAY 1

- › **Daily Event: Hero**—A mighty minotaur, hero of the enemy army, slays an entire unit of soldiers singlehandedly (–2).
- › **Mission: Minor Sabotage**—The enemy is using a strange mechanical digging machine to construct its tunnel. The heroes infiltrate the tunnel and destroy the machine (+1).



- › **Mission: Minor Abduction**—The castle commanders have decided to abduct a staff member on the enemy side. The heroes sneak through the camp at night and attempt to abduct a cook. Unfortunately, they are spotted and barely escape with their lives (+0).
- › **Mission: Bodyguard**—Spies report that agents within the castle intend to make an attempt on the general's life. The heroes mount a secretive watch, and intercept a small band of night elf assassins as they close on the general's private quarters (+1).
- › **Result**—At the end of the first day, the heroes still have 8 Victory Points. They will need to do better than this if they are to save the castle.

## DAY 2

- › **Passage of Time**—The heroes' side loses 3 Victory Points automatically.
- › **Daily Event: Desertion**—Reports indicate that the enemy's hill giant unit has grown tired of the battle and left (+2).
- › **Mission: Minor Sabotage**—The enemy has constructed another digging machine. It is not in the tunnel yet, and the heroes sneak behind enemy lines and manage to destroy it (+1).
- › **Mission: Major Sabotage**—The enemy is almost certain to build further digging machines. The only long-term option is to flood the tunnel. The heroes make their way to a nearby dam and manage to destroy it, causing the enemy's tunnel to fill with water (+2).
- › **Mission: Defense**—The castle has a small lookout tower one mile to the east, which has been used to spy on the enemy camp. Unfortunately, the enemy has decided to deal with this nuisance and has dispatched a unit of ogres to tear it down. The heroes mount a stalwart defense, barely scraping a victory. For now, the tower stands (+2).
- › **Result**—Today was a much better day for the good guys, who close the day with 12 Victory Points. The tide of battle seems to be swinging in their favor.

## DAY 3 AND BEYOND

If the heroes can keep racking up victories, and especially if they can find and defeat that dragon, the defenders of Castle Northam may yet snatch victory from the jaws of defeat.

# Mission Ideas

## ASSASSINATION/ABDUCTION

- Leaders (generals, clerics, wizards)
- Monsters (giants, dragons)
- Hero (captain, gladiator, champion)

## SABOTAGE

- Artillery (catapults, cannons, onagers)
- Structure (bridge, viewing tower, gateway)
- Magic (portal, Seeing pool, altar)

## ARTIFACT

- Obtain the MacGuffin of Winning (a lance that is quite good at killing dragons; a torch that can teleport armies)

## RECONNAISSANCE

- Scout out a nearby hilltop
- Investigate a cave complex
- Search for a way across a river or gorge

## SPYING

- Obtain maps, plans, or other documents
- Eavesdrop on a meeting or council
- Recruit an agent

## DEFENSE

- Rush to a breach in a wall
- Guard a bridge or other strategic location
- Prevent an assassination attempt

## COUNTERSPY

- Identify and apprehend a spy or traitor
- Fake or send false information or put on a deceptive display

## MORALE

- Organize a bardic performance
- Activate a symbol (a beacon, a flag)
- Obtain resources (ale, an entertainer, food)
- Make a rousing speech

## ALLIES

- Incite an uprising of the populace
- Convince the nearby dwarves to help out



In the previous section, the PCs were primarily responsive. Available missions were generated randomly each day, and the PCs engaged with the enemy in commando-style encounters. In this section, the PCs will direct the war effort more directly. These rules assumes that the PCs are in a position of command and can make major strategic decisions.

At the most basic level, each day, both sides choose one tactic from the tactics list. Each tactic has its strengths and weaknesses. Once both sides (the PCs and the GM) have chosen their tactic, both are revealed and the result determined on the Tactics Matrix at the bottom of the next page, and the PCs either gain or lose Victory Points. Simple, right?

Tactics are arranged in three basic groups.

- › **Regular** includes Attack and Dig In.
- › **Reckless** includes Charge and Ambush. These tactics have potential for great damage, but run the risk of great disaster.
- › **Specialist** includes Artillery and Skirmish.
- › **Maneuver** includes Flank and Withdraw.

## CHANGING THE ODDS

For every 5 full points by which they beat the enemy's check, they can ask about one additional tactic. For example, if the PCs beat the enemy INT check by 11 points, they can ask about 3 tactics (one for beating





it, and one for each full 5 points beyond that). They may get lucky and hit a “yes,” in which case their choice of tactic will surely be optimal; or they may simply narrow down the field, increasing their odds.

The use of the *tactics* skill is very useful when making this INT check. *Tactics* is the primary skill for interpreting enemy movements and predicting their tactics. However, other skills are also useful in the sphere of battlefield command. They can be used to increase the Victory Points gained with certain tactics.

- *Diplomacy* or *performance* skills—a rousing speech to the troops can improve the Charge and Attack tactics.
- *Intimidate*—there’s nothing like a ferocious charge! This skill can improve the Charge tactic.
- *Evocation*—directing your battlemages’ spells can improve the Artillery tactic.
- *Local knowledge*—knowing the local layout can improve the Flank tactic and the Ambush tactic.

TACTICS MATRIX

PC Tactic \ Enemy Tactic		REGULAR		RECKLESS		SPECIALIST		MANEUVER	
		Attack	Dig In	Charge	Ambush	Artillery	Skirmish	Flank	Withdraw
REGULAR	Attack		−2		−1	+1	+1		−1
	Dig In	+2		+1		−2	−1		
RECKLESS	Charge		−1		−3	+3	+2		
	Ambush	+1		+3				−3	−1
SPECIALIST	Artillery	−1	+2	−3					+1
	Skirmish	−1	+1	−2				−1	+2
MANEUVER	Flank				+3		+1		−2
	Withdraw	+1			+1	−1	−2	+2	



## Wilderness, Strongholds, and Warfare

- › *Nature*—using the land, you can improve the effectiveness of the Dig In tactic, and also the Ambush tactic.
- › *History*—knowing the details of past battles can improve any tactic.
- › *Stealth*—knowing how to hide makes your Ambush tactic much better.

Obviously, you can only improve one tactic at any given time (the one you've chosen to use). You may also only use one skill to augment that tactic at any given time. Anyone in your party can provide the skill, but each can only use any given skill once during the battle.

Once you've used your trick, the enemy knows about it.

An improved tactic increases the Victory Points gained by 1; a failed skill check reduces them by 1. This includes negative amounts, so an improved tactic can improve a  $-1$  to a  $0$ , and vice versa.



The skill check is an opposed check. The enemy makes the same check to see if he negates your advantage with his own tactics.

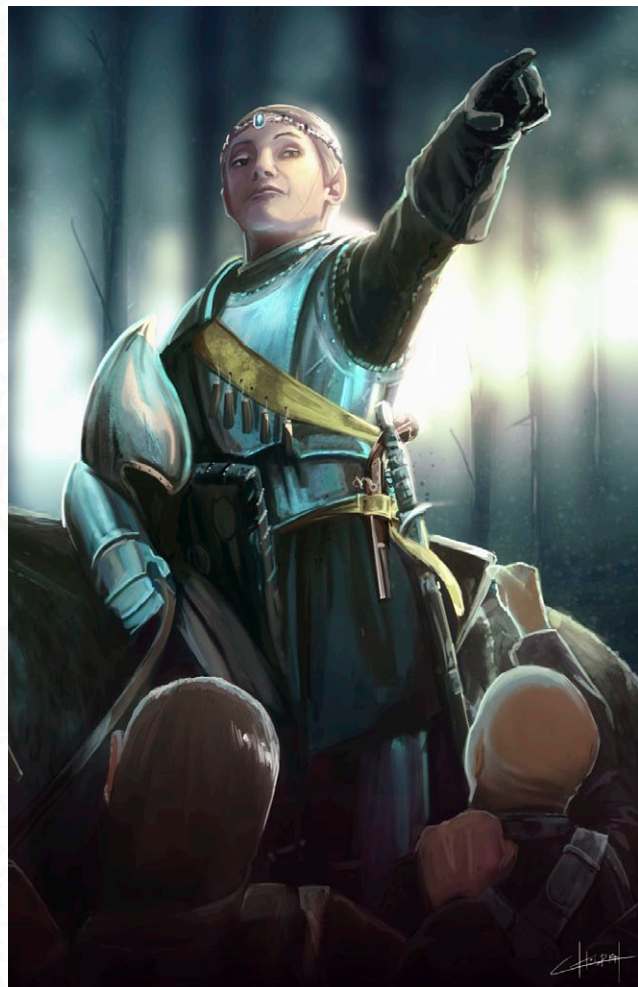
## ENEMIES & SKILLS

You may be wondering at this point where the enemy general is going to get all those skills to counteract the PCs' skill checks. After all, your Big Bad Evil Guy probably wasn't optimized with these skills in mind. That's OK; you have a couple of options.

First, you can start designing your BBEG with battlefield generalship in mind. Second, you can give him advisers—he may have generals below him who provide the necessary skills. Finally, you may be perfectly happy with the PCs having an advantage with respect to skills.

We suggest the second approach. These advisers and generals not only add to the detail of the battlefield (“Man, I hate that General Ixnious on the left flank! He keeps spotting my ambushes!”), but also provide the PCs with targets for the abduction and assassination missions described earlier. That way, your PCs will be selectively choosing their targets based on who is countering their side’s strengths.

If you don't have the time or the inclination to create these NPCs, in a pinch you can arbitrarily set an enemy general's skill at the PCs' level with an additional +1d6.







## PUTTING IT ALL INTO PRACTICE

As mentioned earlier, it's not enough to simply present options and make skill checks. You need to translate it all into a narrative that makes sense in the context of your battle.

Each tactic should be described in terms relevant to the forces and situation at hand, and each attribute check should be illustrated with appropriate actions.

The players should select their tactic and then describe it in narrative terms, along with the attribute check (if any) that they wish to make. The DM should then narrate the results after consulting the Tactics Matrix. For example:

*INT check:* the players beat the enemy by 7 points, giving them two questions. They ask about the Artillery and Dig In tactics.

GM: “The enemy’s artillery pieces are not correctly positioned for an effective assault; it seems unlikely that he plans to use them today. His formations are loose, and his spearmen are further back than you would expect if he were planning to form a strong defensive line.”

*Players:* “We’re going to hold off on the direct assault for now; we would have charged had he been setting up artillery. Instead, we’ll use our own

catapults and the warmages from Seaquen to soften up the enemy from a distance. Grusalock is directing the mages' actions and instructing them where to target their magic." [Artillery tactic, bolstered by a successful *evocation* INT check.]

GM [the enemy has selected the Charge tactic]:  
“As you pull your troops back, your artillery begins to bombard the enemy. At first there is confusion, but the front ranks of the enemy suddenly part to reveal a mass of horse charging straight towards you! They rip into your artillery units, slaying with abandon. However, your expert deployment of your warmages allows them to fall back to safety, mitigating the damage a little. Lucky you studied *Offensive Formations for Magic-Using Battle Troops and Their Effective Withdrawal* during your wizard apprenticeship!”

## A Note on Victory Points

Because the Battle Tactics rules provide more ways to gain and lose VPs, you'll need to adjust the starting and victory conditions. Instead of a 20-point scale with the PCs starting at 10 (the default in the previous section) you should use a 30-point scale with the PCs starting at 15.



# Build a Castle and Conquer the Wilderness

This manual for the WHAT'S O.L.D. IS N.E.W. roleplaying game system introduces rules for wilderness travel, stronghold building, and warfare.

Travel across dales, mountains, and fields as your party members hunt, scout, and navigate, while tracking weather and Fortune. Build a castle, a temple, a sacred grove, or any other type of stronghold, and customize it with specific features, staff, and guards to benefit you and your group of adventurers. Or engage in mass warfare with WOIN's mission-based Victory Points system.

**This book requires the use of a WHAT'S O.L.D. IS N.E.W. core rulebook.**



**W.O.I.N.**  
ROLEPLAYING GAME SYSTEM