



A FEW BAD MEN

AN UNOFFICIAL SUPPLEMENT FOR
GURPS Fourth Edition
AND THE
Dungeon Fantasy Roleplaying Game

WRITTEN AND ILLUSTRATED BY SAM BAUGHN

DISCLAIMER

The material presented here is the original creation of the author, intended for use with the GURPS system from Steve Jackson Games. This material is not official and is not endorsed by Steve Jackson Games.

GURPS is a registered trademark of Steve Jackson Games.

This material is used here in accordance with the Steve Jackson Games online policy.

CONTENTS

INTRODUCTION	2	Witches	14
BANDS OF BELLIGERENTS	3	<i>Familiars</i>	14
Bandits	4	<i>Witch Doctors and Witch Hunters</i>	14
<i>Murderous Cannibals</i>	4	HOSTILE HUMANS	15
Robber Barons	5	Archer	16
Street Gangs	5	Berserker	16
Barbarians	6	Champion	16
Nomads	7	Chief	17
Primitives	7	Civilian	17
<i>Crude Weapons</i>	7	Fencer	18
Vikings	7	Goon	18
Cults	8	Guard	18
Mercenaries	9	Marauder	19
<i>Cavalry</i>	9	Officer	19
Pirates	10	Reaver	19
<i>Piratical Prosthetics</i>	10	Spearman	20
The Watch	11	Spellcaster	20
Angry Mobs	11	SHELTERS AND STRONGHOLDS	21
<i>Revoltng Peasants!</i>	11	Camp	21
Loners	12	Cave	21
Assassins and Bounty Hunters	12	Fort	22
<i>Tools of the Trade</i>	12	Temple	24
Challengers	12	Village	26
Necromancers	13	Watchtower	28

INTRODUCTION

While heroes mostly fight evil monsters, there are plenty of *people* who serve the powers of darkness or otherwise have lifestyles likely to bring them into conflict with adventurers. This supplement gives rules and ideas for including such rascals in your game.

There are many ways to refer to a person you come into conflict with (some of them not suitable for polite company) but in this supplement the general term is *antagonist*.

Required Books

Most of the material in this supplement uses the rules from the ***Dungeon Fantasy Roleplaying Game***. You can also use it with **GURPS**, in which case to get full use of it you will need a copy of the ***GURPS Fourth Edition Basic Set, Magic*** and ***Low-Tech***.

Although intended for *dungeon* fantasy, these rules are plausible enough for most fantasy genres.

BANDS OF BELLIGERENTS

Generic illustration

H 11.5 cm × W 18.5 cm

Humans are social animals. Even antisocial criminals group together and form into hierarchies. Before you can describe individuals, you need to know what kind of group they are part of.

Each group is described in the following format:

Who They Are

Which antagonists from Chapter 2 will be found in the group.

Where They Are Found

Ideas for the most suitable locations to encounter the group, including those in Chapter 3.

What They Are Like

The background skills and traits they have, just in case the encounter is more than a simple combat. Relative skill levels are in brackets after the skill name and already include any bonus which always applies, like Talent.

When They Will Fight

What circumstances might bring the group into conflict with heroes.

Why They Are Worth Fighting

Any benefits that are likely to be gained by defeating the group, such as treasure.

In addition to the this, anyone who asked the party for help should be grateful if things went well, often giving them a reward (cash, goods or services) or increasing their Reputation (which can lead to more job offers and favorable treatment like discounts).

VARIANTS

Some groups have variants who differ significantly from the normal type. The categories above are given for the variant if they differ from the parent group's. If they are not listed, just refer to the main entry.

BANDITS

They may have been hunters who decided to try more profitable prey, peasants who lost their land, deserters or criminals who evaded justice and fled to the wild. Now they are merciless outlaws who rob and kill travelers.

Who They Are

Most bandits tend to be *archers*, since they don't have enough money for fancy gear and in wilderness areas being a good shot helps keep you fed. A typical gang might also include a few *goons*, *reavers*, or *spearmen* who get up close to menace victims and close off escape routes. Bandits who used to be soldiers or got lucky might have slightly better gear and qualify as *marauders*. Truly amateurish ones may simply be *civilians*. Bandit *leaders* can be *archers*, *chiefs*, or *fencers*.

MURDEROUS CANNIBALS

Some deranged individuals become addicted to eating people. It often starts with a desperate act in the face of starvation, but soon develops into an obsession. For others it is part of a ritual or to demonstrate their rejection of normal standards of decency.

This gruesome habit is often associated with *bandits*, *barbarians* (especially *primitives*), *cults*, and *witches*. It mostly serves to provide another excuse for violence or to make antagonists more horrifying.

Where They Are Found

Anywhere a long way away from armed authority figures who want to hunt them down. Woods and mountains tend to be the most popular spots, but any kind of wilderness will do.

Bandits may have a nearby *village* they maintain good relations with but most will live in a *camp* hidden away somewhere. If there is a suitable *cave* or disused *watchtower* nearby, they might make use of it. Really successful bandit clans may have a *fort*, usually repairing the ruins of an old one rather than building it themselves.

What They Are Like

Threatening people with violence is tough on the soft-hearted, so bandits tend to be Callous.

Their life in the wilderness gives them Outdoorsman 1, Area Knowledge (IQ+1), Camouflage (IQ+1), Observation (Per+1), Stealth (DX), Tracking (Per), Traps (IQ), and an appropriate Survival specialty (Per+1).

If the authorities have some way to identify them, they have Social Stigma (Criminal Record).

When They Will Fight

The obvious reason for a fight with bandits is that they attack the party. While most bandits are hesitant to take on armed adventurers, they may be overconfident (or justifiably confident if they have a great advantage in numbers or terrain) or simply desperate. Alternatively, the heroes might be asked to protect someone (usually a caravan of merchants or a village of peasants) from bandit attack or persuaded to hunt them down.

If there is a bounty on the outlaws' heads or rumors that they stole some significant loot greedy adventurers might take them on without being asked. Some heroes even consider it their duty to fight criminals. Because of this, paranoid bandits will attack anyone who stumbles on their hideout.

Why They Are Worth Fighting

While bandits tend to be poor, there is a chance that if they have hoarded loot they have been unable to sell.

If they weren't in league with the bandits, local people may be grateful even if they didn't ask for help (if they were friendly with them, they may pretend to be grateful until they can get revenge).

Bandits are also a good source of information about the local area, which could be passed on to the adventurers either through a prisoner or from some evidence (like a map) found on their corpses or in their camp. That information could be the location of treasure the bandits knew but couldn't recover (because it was in a monster-infested cave) or simply a better route through difficult terrain.

ROBBER BARONS

One especially nasty form of bandit is a noble who has gone bad. Being above the law and able to afford good equipment they are more formidable than common brigands.

Who They Are

A robber baron is likely to be an *officer*, although the cruder ones might be considered *chiefs* and a *fencer* could be one who doesn't like armor.

He will be accompanied by a few other nobles (*champions, fencers, or officers*), some men-at-arms (*guards or marauders*) and possibly a few peasant conscripts (*archers, goons, or spearmen*).

Where They Are Found

While their rank protects them, robber barons tend to rule areas which are some distance away from higher authorities, since only truly corrupt kingdoms put up with them causing trouble near the capital. They will always have some kind of castle, usually a *fort* but sometimes little more than a *watchtower* with a moat and palisade.

What They Are Like

The robber baron will typically have Status 3. He and any other nobles will have Administration (IQ), Heraldry (IQ+1), and Savoir-Faire (High Society) (IQ+1). Men-at-arms have Soldier (IQ) and peasant conscripts have Farming (IQ+1). All of them will have Area Knowledge (IQ+1) and all except conscripts will have Callous. Many nobles fight from horseback, as described under *cavalry* (p. 9).

Why They Are Worth Fighting

While there are rarely bounties or other official rewards for dealing with such a threat, many people will still be grateful (although other nobles may be outraged).

The kind of nobles who turn to robbery often like a lot of finery, so any members of the family will probably have jewels or ornate equipment, and if captured alive they may be worth a ransom to their surviving relatives. If the party can break into the castle, there will surely be significant amounts of treasure.

STREET GANGS

While many criminals hide in the wild, there are even more in town!

Who They Are

Most gang members will be thieves and beggars, who are *civilians*, but the thugs who get involved in violence are more likely to be *goons* or *reavers*. A gang *leader* is likely a *chief* or *fencer*.

Where They Are Found

Every city has a rough district where gangs thrive and some towns are practically run by them. They always have some level of cooperation from local people.

Sometimes crooks may be caught meeting contacts, hiding loot or laying low in *caves*, ruins, sewers and other places that adventurers like to poke around.

What They Are Like

Everyone in the gang is an experienced criminal with Area Knowledge (IQ), Forced Entry (DX+1), Holdout (IQ+1), Shadowing (IQ+1), and Streetwise (IQ+1).

Thieves will have one or more of Climbing (DX+2), Filch (DX+2), Lockpicking (IQ), Search (Per), and Pickpocket (DX+2) while beggars will have Panhandling (IQ+2).

Leaders handle any loot, so will have Merchant (IQ+1) and Smuggling (IQ+1).

Since they don't usually threaten people, thieves and beggars don't need to be Callous, but everyone else in the gang does.

When They Will Fight

Like ordinary bandits, a gang may simply surround you and demand money, but they also use more subtle methods, like picking pockets and burglary. If the party realizes that their valuables have been stolen, they are likely to try and recover them.

Generally the authorities don't offer bounties for urban criminals; if they become too big of a problem they send in *the watch*. However, private citizens might want their neighborhood 'cleaned up' and offer a reward.

BARBARIANS

Uncouth, hairy people mostly dressed in fur and warpaint. Barbaric tribes often clash with their neighbors.

Who They Are

Tribal warriors are generally *marauder*, with the occasional *archer*, *berserker*, or *spearman*. Their *leader* will be a *chief*, who may have a couple of *guards* or even a *champion*. Each tribe typically has a *spellcaster* or two and a good number of *civilians* at home.

Where They Are Found

Tribal people generally live in remote areas, especially mountains and frozen wastes, but their raiding parties range far and wide. When they sense an opportunity, they might invade more developed kingdoms in hordes. Their home will be a *village*, but when abroad they usually live in a *camp*.

What They Are Like

A harsh upbringing in inhospitable lands gives Outdoorsman 2, Temperature Tolerance 1, Climbing (DX), Tracking (Per+2), an appropriate Survival specialty (Per+2), and Swimming (HT).

All barbarians also have Code of Honor (Outlaw / Pirate's), Compulsive Carousing (12), Fearlessness 1, Social Stigma (Minority Group), and Carousing (HT+1).

When They Will Fight

Barbarians will fight anyone, anywhere. When there is nobody else around, they fight each other.

They may come across the heroes while raiding, or the party may anger them by intruding on their land. They may even seek out famous heroes just for the challenge.

Adventurers may also be asked to stop barbarians causing trouble or recover something (or someone) they made off with.

Why They Are Worth Fighting

Like bandits, barbarians collect loot. Unlike bandits, they are rarely concerned with selling it as soon as possible so they may have a significant amount built up.

Defeating a notable barbarian might get you a good reputation not just with civilized people but also with barbarians, who respect combat prowess and bravery.



NOMADS

Tribes who live in deserts and plains (especially if they are called steppes) are often expert riders with a distinctive style of warfare. Every warrior will be mounted, usually on a pony (see *Cavalry*, p. 9), but sometimes on something more exotic.

Who They Are

Nomad warriors are almost entirely *archers*, although a few tribes are made up of *reavers* and *spearman*. Like normal barbarians, they will be led by a *chief* and they might have a tribal *spellcaster*.

Where They Are Found

Like other barbarians, nomads can be encountered in their home territory or raiding into nearby lands. Since they are more mobile, their territories are larger and their raiding parties travel further. Being nomadic, their only settlements are *camp*s.

What They Are Like

All nomads have appropriate specialties of Animal Handling (IQ) and Riding (DX+2) for their mounts and Survival (Desert or Plains) (IQ) as well as Code of Honor (Outlaw / Pirate's), Fearlessness, Social Stigma (Minority Group), and Temperature Tolerance 1.

PRIMITIVES

Some barbarians have even less technology than the rest. They have got the hang of fire, but struggle with metal and trousers.

Sometimes they are the degenerate descendants of advanced people, living in the ruins.

Who They Are

Most primitives are *archers* or *spearman*, although a few might be *goons* or *marauders* and they usually have some *spellcasters*. Their *leader* will be either a *chief* or a *spellcaster*.

Where They Are Found

As well as the usual tribal favorites, primitives can be found in wetlands and jungles. Some of them even live underground. They live in *villages*, *camp*s or *caves* but sometimes protect ruined *temples* too.

What They Are Like

Being even closer to the state of nature than standard barbarians, primitives get +1 Per, Outdoorsman 3, Temperature Tolerance 1, Climbing (DX+2), Tracking (Per+3), an appropriate Survival specialty (Per+3), and Swimming (HT) as well as Hidebound, Sense of Duty (Tribe) and Social Stigma (Minority Group and Uneducated).

Why They Are Worth Fighting

In addition to the usual reasons, primitives are often found guarding the ruins of lost civilizations, full of tempting treasure.

CRUDE WEAPONS

Most primitives have no access to metal other than what they loot from the corpses of foolhardy explorers, so make do with stone, animal parts, or hardened wood for their edged weapons.

Any such weapon which does cutting or impaling damage gets an armor divisor of (0.5) and counts as cheap for breakage purposes. However they are also sure to be coated in poison (treat as Monster Drool; 2 points toxic follow-up, HT to resist). Resale value is just 10% of the usual price.

VIKINGS

Sailing from cold Northern lands in longships, vikings are even more keen on pillaging, berserker rage, and wearing helmets with horns than other barbarians.

They aren't considered *pirates* because they favor raiding coastal settlements rather than ships and proper pirates don't like horned helmets.

Where They Are Found

Anywhere close to a coast, even a long way from their homes.

What They Are Like

Vikings get the same traits and skill as normal barbarians, plus another level of Temperature Tolerance, Boating (DX), and Seamanship (IQ). Their leaders get Shiphandling (IQ).

CULTS

There always seem to be plenty of people willing to worship even the most horrible entities. The object of a cult's veneration might be a demon, a god, an elder thing, a monster, a megalomaniac, or some terrible combination of them.

Who They Are

Cults almost always center around *spellcaster leaders*. Other members might also be *spellcasters*, although *reavers*, *goons*, and *civilians* are more common. Very successful ones have a few *guards* or even *champions* to protect the leaders and holy sites.

Where They Are Found

A cult might be encountered almost anywhere there are people. An isolated *village* might be a cult hiding their true nature, with a shrine hidden away in a *cave*.

Cult illustration

H 13.3 cm × W 9 cm

What most cults aspire to though is a *temple*. In societies which tolerate them they build in cities, but more often they have to hide in remote areas. If they fear attack, they may fortify their temple until it seems more like a *fort* or build *watchtowers*. Some cults occupy complexes which are essentially dungeons, complete with tunnels, traps and monsters.

What They Are Like

Cultists generally have Fanaticism and Religious Ritual (IQ-1 for followers, IQ+2 for leaders).

Cult leaders have Religious Rank, Brainwashing (IQ), Interrogation (IQ), Propaganda (IQ) and Public Speaking (IQ) as well as one of an appropriate specialty of Hidden Lore (IQ), Occultism (IQ+1), or Theology (IQ).

They also know the Aura, Detect Magic, Control Gate, Persuasion, Scry Gate, Seek Gate, Seek Magic, Sense Emotion, Sense Foes, Summon Spirit, and Truthsayer spells (all IQ+2).

When They Will Fight

Cults are usually plotting some terrible ritual. Heroes may need to stop it, either for their own reasons or because someone asks them to.

Cults often kidnap people for sacrifices or to be brainwashed. Adventurers seem like tough targets, but they are also likely to be considered valuable assets or worthy offerings. The party may also have something that the cult want; items recovered from dungeons may well be sacred objects for the cult. This works in reverse too, as the cult's artifacts are likely to fetch a good price.

Adventurers may be asked to rescue someone who has been recruited or kidnapped by the cult. If the cult has outraged someone enough they may ask to have them destroyed.

Why They Are Worth Fighting

Cults usually have a collection of magical items, rare texts, and at least one statue made of valuable materials (gems for eyes is classic). They also have a lot of information about lost temples, ancient treasure and the like, although getting it out of them may be a challenge.

MERCENARIES

Soldiers for hire will usually work for whoever pays best and dark lords often seem to have full treasuries (at least until they are visited by heroes).



Who They Are

Mercenaries are usually *guards* and *marauders*, led by *officers*. Their scouts may be *archers* or *reavers* and they often have a few *champions* to spearhead their attacks.

Where They Are Found

Wherever there is fighting and someone willing to pay them. If they can get paid to guard a *fort* or *watchtower* they will, but more often they are forced to make *camps* in the field.

What They Are Like

Mercenaries all have Soldier (IQ+1) and Greed. Officers add Military Rank and Administration (IQ+1).

When They Will Fight

Mercenaries might guard somewhere heroes want to break into, such as a dark lord's treasury.

Alternatively, heroes may find themselves defending somewhere (a *fort* if they are lucky, a *village* or *temple* otherwise) from mercenaries.

Why They Are Worth Fighting

Mercenaries fight for money, which means that they tend to have quite a bit of it, usually in a well-guarded strongbox. They also loot whenever they can, so there will be plenty of random treasure hidden in their baggage.

CAVALRY

It isn't just *nomads* that fight from horseback. *Bounty hunters*, *mercenaries*, *robber barons*, and *the watch* are often mounted. Add Riding (DX+1) to anyone who rides into battle.

Ignoble Steed

This profile works for most riding animals.

ST	21	HP	21	Speed	5.00
DX	9	Will	11	Move	4/8
IQ	3	Per	12	SM	+1
HT	11	FP	11	DR	1
Dodge	6	Parry	7		

Bite (9): 2d-5 crushing. Reach C, 1.

Kick (7): 2d crushing. Reach C, 1.

Traits: Domestic Animal; Enhanced Move (Ground); Peripheral Vision; Quadruped; Weak Bite.

Skills: Mount-11.

Notes: Stats assume carrying a rider and gear weighing 177-264 lbs. Mount gives a +1 bonus to Riding skill.

PIRATES

While bandits make road travel hazardous, corsairs threaten shipping.

Who They Are

Pirates are usually *goons* and *reavers* led by *chiefs*, *fencers*, or *officers*. Pirates are a diverse lot, so *archers*, *marauders*, *spearmen*, and even the odd *spellcaster* can be found among the crew.

Where They Are Found

Pirates are mostly a threat to those traveling by sea. However, staying on dry land is no guarantee of avoiding them, as they often launch raids on coastal *villages* and anywhere that can be reached by boat. Their home base might be a *village* or *fort* and sometimes they can be found hiding their booty in *caves* or on isolated islands.

What They Are Like

Pirates all have Code of Honor (Outlaw / Pirate's), Compulsive Carousing (12), Greed (12), Boating (DX), Carousing (HT+1), Climbing (DX), Seamanship (IQ+1), and Swimming (HT).

Their leaders get Navigation (Sea) (IQ) and Shiphandling (IQ+1).

When They Will Fight

The obvious reason to get into a fight with pirates is being caught up in one of their attacks.

PIRATICAL PROSTHETICS

All antagonists, *especially* pirates, are likely to have missing body parts before even meeting the heroes! To make things easier, here are simplified rules for them:

Eyepatch

-1 to all attack rolls.

Hook Hand

Punch damage is large piercing.

Peg Leg

Move becomes 2.

Adventurers might also hunt down pirates if someone is willing to pay to have them dealt with or wants something (or someone) they stole back.

Why They Are Worth Fighting

Successful buccaneers can build up quite a stash of treasure, often burying it until they have enough for the entire crew to retire. With luck they can be caught with some they haven't got round to burying yet. Otherwise it will be necessary to decipher a map and travel to some obscure location to retrieve it.



THE WATCH



While not exactly a police force, the watch keep some semblance of order in civilized areas. They might be volunteer militia or paid by the local ruler (in which case there is some crossover with mercenaries).

Who They Are

Watchmen are usually *guards*, commanded by *officers*. A militia in a poorer area will be more likely to consist of *archers*, *goons* and *spearman*. Support staff, like jailers and torturers, will be *goons*. Elite watchmen may even be champions.

Where They Are Found

Usually in cities and towns, although sometimes a *village* will be able to scrape together enough volunteers. They may have a *fort* or *watchtower* which they are based out of, although they are often on patrol.

What They Are Like

The position attracts those who enjoy authority a little too much, so Bully (15) is standard. They also get Detect Lies (Per), Observation (Per) and Search (Per).

When They Will Fight

Usually fights with the watch are a result of adventurers breaking the law, but sometimes the watch is corrupt and people ask for action to be taken against them.

Why They Are Worth Fighting

Watchmen don't have much treasure; at best they might have bribes or something they confiscated. If they are private guards however they could be guarding treasure rooms as well as patrolling.

ANGRY MOBS

If there is no watch or they haven't done their jobs to the satisfaction of the locals, citizens may respond to trouble by forming a mob.

Who They Are

Most members of a mob will be *civilians*, although they also tend to attract *berserkers* and *goons* looking for a fight. If they have time to get their gear a few of them might have enough equipment to be *archers*, *marauders*, or *spearmen*. They rarely have a *leader* and if they do he is likely to be a *civilian*.

REVOLTING PEASANTS!

An angry mob that gets really out of control may end up as a popular uprising. These rebels are more likely to be *archers* and *spearmen* than *civilians* but there are always a few of them still armed with farming implements.

What They Are Like

Since angry mobs tend to be formed of angry people, they all have Bad Temper (12). Leaders will have Public Speaking (IQ).

When They Will Fight

Adventurers might be the source of the mob's outrage, just caught up in the violence, or need to rescue someone who is about to get lynched.

Why They Are Worth Fighting

The only treasure likely to be gained from a mob is valuables that individual members have looted in the chaos.

LONERS

While most antagonists tend to be part of some organization, there are exceptions who are found alone or in small groups.

ASSASSINS AND BOUNTY HUNTERS

If you really annoy someone with enough money, you are likely to get one of these sent after you. Bounty hunters operate (mostly) within the law and try to take their target in alive if possible. Assassins don't.

Who They Are

Archers, fencers, goons and reavers are the most common members of these professions. A group of bounty hunters may be led by an *officer*.

Where They Are Found

Wherever they think their target is. Someone who knows that assassins or bounty hunters are after them is likely to try and flee, so they can often be found tracking their quarry in the wild.

TOOLS OF THE TRADE

Both Assassins and Bounty Hunters make use of poison. The former will have one weapon coated in Bladeblack (6d toxic, HT-5 to resist) while the latter will have one with Paralytic Slime (2d10 minutes paralysis, HT-2 to resist) and a Sleep Potion (affects 2 yard radius, causes sleep for 16-HT hours, HT-4 to resist).

What They Are Like

Bounty Hunters have Interrogation (IQ), Tracking (Per+2), and Traps (IQ). Assassins have Bloodlust, Callous, Climbing (DX+1), Disguise (IQ), Forced Entry (DX+1), Holdout (IQ), Poisons (IQ), Shadowing (IQ), Stealth (DX+2), and Streetwise (IQ).

When They Will Fight

The adventurers may be the target or they could be asked to protect someone who is being hunted.

Why They Are Worth Fighting

Neither assassins or bounty hunters carry much treasure. However, they can provide information, such as the locations of people with a price on their head and who would be willing to pay it.

CHALLENGERS

Some unhinged people decide to go about challenging strangers to fights. In some cases they make a living by demanding tolls to avoid fighting them, like an eccentric form of bandit.

Who They Are

Berserkers will challenge people because they are mad, *champions* and *fencers* for practice and in order to build a reputation.

Where They Are Found

A challenger usually sets up a *camp* beside a road and tries to pick a fight with people who come by. River crossings are popular, since they make it difficult to avoid them. Sometimes a challenger takes over a deserted *watchtower* and 'guards' it against anyone who approaches.

Some of them prefer to seek out specific people to fight, and most adventurers would be considered worthy opponents.

What They Are Like

Berserker challengers have Bad Temper, *champion* and *fencer* ones have Code of Honor (Gentleman's) and Overconfidence (6).

When They Will Fight

Challengers start fights all the time so it's pretty easy for adventurers to get into one. They also tend to annoy people such as relatives of their victims or those who want to use the road without being accosted, so heroes may be asked to deal with them.

Why They Are Worth Fighting

A collection of trophies from previous fights is often proudly displayed near a challenger's chosen spot.



NECROMANCERS

Necromancers are often outcasts. Even though using dead bodies and forbidden magic to create obedient slaves tends to appeal to those who don't get on with other people, they still seem to be bitter about it.

Who They Are

Necromancers are always *spellcasters*. They may have a living servant or two, usually hunchbacked *goons*, but they mostly surround themselves with undead such as skeletons and zombies.

Where They Are Found

Necromancers avoid populated areas, although they need to acquire corpses from somewhere, so they can't go too far. Their tireless workforce makes building relatively easy, so they often have a *watchtower* or even a complete *fort*. Those who haven't had long to build up a base or don't want to draw attention will make do with a *camp* or *cave*.

What They Are Like

Necromancers usually have *Magery* rather than *Power Investiture*.

They typically know *Clumsiness*, *Control Zombie*, *Create Water*, *Daze*, *Death Vision*, *Detect Magic*, *Fear*, *Foolishness*, *Itch*, *Lend Energy*, *Lend Vitality*, *Mage Sight*, *Minor Healing*, *No-Smell*, *Pain*, *Panic*, *Paralyze Limb*, *Purify Air*, *Purify Water*, *Seek Earth*, *Seek Water*, *Sense Emotion*, *Sense Foes*, *Sensitize*, *Shade*, *Shape Earth*, *Shield*, *Spasm*, *Stun*, *Summon Spirit*, *Wither Limb* (all IQ+2) and *Zombie* (IQ+3).

They also have *Low Empathy*, *Expert Skill* (*Thanatology*) IQ, *Hidden Lore* (*Undead*) (IQ+1) and *Thaumatology* (IQ-1).

When They Will Fight

Necromancers are paranoid about being hunted down and always in need of more corpses so they may murder anyone they meet. Digging up bodies, raising armies of the dead and plotting against the living also tends to upset people, which means if anyone knows what they are up to, someone will get asked to stop them.

Why They Are Worth Fighting

Poking around in tombs often turns up valuables as well as bodies and necromancers go out of their way to collect magic items which help their work, so there is often quite a bit of treasure in their lairs.

WITCHES

Lots of magic users get called witches, but the ones who really embrace the label tend to be a nasty kind of nature-worshiper.

Despite stereotypes, there are male witches and they don't usually call themselves warlocks.

Who They Are

Witches are always *spellcasters*. They tend to work alone, but may have contact with other witches and occasionally meet up.

Where They Are Found

Witches usually live in rural areas, near *villages* which provide customers and victims (there isn't much to distinguish the two). Their home might be a *cave*, *cottage* (rarely gingerbread) or *hut* (only occasionally on chicken legs).

What They Are Like

A typical witch knows the Blight, Divination (Extispicy), Foul Water, Nightmare, Poison Food, Strike Barren, Strike Blind, Strike Deaf, Strike Dumb, Summon Spirit and Wither Plant spells (all IQ+2). Some know Flight (IQ+1) or have an item enchanted with it.

They also have Outdoorsman 1, Sadism (15), Herb Lore (IQ), Naturalist (IQ+1) and Poisons (IQ).

FAMILIARS

Witches don't have many friends, but they do keep horribly cunning and vicious pets.

Black Cat

ST	4	HP	4	Speed	6.00
DX	14	Will	12	Move	10
IQ	8	Per	12	SM	-3
HT	10	FP	10	DR	0
Dodge	10	Parry	12		

Bite or Claw (16): 1d-5 cutting. Reach C.

Traits: Catfall; Combat Reflexes; Dark Vision; Disturbing Voice; Perfect Balance; Sadism; Quadruped.

Skills: Brawling-16; Climbing-17; Stealth-15.

WITCH DOCTORS AND WITCH HUNTERS

Witches cause so much trouble that there are entire professions dedicated to dealing with them. Witch Doctors are solitary *spellcasters* who specialize in undoing curses and are unlikely to be much trouble to adventurers.

Witch hunters are more like specialist *bounty hunters*. They are usually *fencers* or *officers* with Public Speaking (IQ+1), which they use to rile up *angry mobs* when they need more manpower than the couple of *goons* that usually follow them. They can sometimes be a problem for adventurers, especially those who use magic and look even a little suspicious.

When They Will Fight

Authorities are generally quite keen on people hunting witches and may ask adventurers to do so. Victims of their magic or those who have had children go missing may also ask for help.

Why They Are Worth Fighting

There isn't much treasure to be had from a typical witch, though some of them make a bit of money from selling love charms, extortion and murdering travelers. They often have a good range of potions, but distinguishing which ones are safe without the witch's help can be hard.



HOSTILE HUMANS

READING THE STATS

The *antagonists* in this chapter are described in a standard format:

ST, DX, IQ, HT, HP, Will, Per, FP, Speed and SM: Basic attributes and secondary characteristics work as normal.

Move: Ground move, adjusted to reflect encumbrance.

Block, Dodge and Parry: Defenses include any bonus from Combat Reflexes, DB from gear, etc. For the sake of simplicity, use the same Parry score regardless of weapon, but make use of the rules for unarmed parries and unbalanced weapons as appropriate. Blocks are only possible if a shield is carried.

DR: The DR of their armor, which will be the same for all locations (armored villains usually wear full-face helmets, meaning they have -4 to Hearing rolls and treat attacks from the side as ones from the back).

Attacks: All the possible weapons are listed, but they may only attack with the ones they actually have! The number in parenthesis is the effective skill level used to attack, which already includes any modifiers which always apply. Damage includes any bonuses from skills and traits.

Traits: Only traits which are relevant in combat are listed. See chapter 1 for others.

Skills: Chapter 1 offers suggestions for additional skills. If an antagonist would get a skill twice, use the highest level.

Spells: Listed separately from skills for clarity. Only the ones most likely to be used in a fight are listed. Chapter 1 has suggestions for other spells which are likely to be known. For spellcasters in groups which don't have their own spell list, use the one for *witches*.

Gear: The equipment that they are expected to take into combat. Most people will own more than is listed, but personal possessions are usually stored in their home or in a pack which can be easily dropped. See *Why They Are Worth Fighting* for information on likely loot.

Notes: Any useful information which doesn't fit into one of the other categories.

Leader Illustration

H 5 cm × W 9 cm

Leaders

This is an upgrade which can apply to any antagonist except *chiefs* and *officers* (who are *already* leaders).

Add +1 IQ (which also raises Will and Per), Charisma 1, Leadership at IQ+2 (this includes the bonus for Charisma) and Tactics at IQ.

They will also probably have some combination of Rank, Reputation, Status and Wealth but those are rarely important for a simple encounter and so are not listed.

A Fair Fight?

Balancing a combat so that the opponents challenge the heroes without overwhelming them is difficult, since circumstances can make a huge difference. However, as a *very* rough guide the following system may help.

Each *civilian* is about one-quarter as effective as a standard 250 point Dungeon Fantasy starting character. So you will need four civilians per adventurer for a challenging fight.

Reavers are about one third as effective as a starting adventurer, *fencers*, *chiefs* and *guards* about two thirds as effective, *champions* and *spellcasters* about equally effective and all other antagonists about half as effective. Animals such as the *black cat* and *ignoble steed* are roughly equivalent to a civilian.

So, for example, three guards ('worth' two heroes between them) and one champion (worth one hero) should be a reasonable challenge for three heroes.

HOSTILE HUMANS

ARCHER

Most archers were humble country folk who relied on their marksmanship to put food on the table (if they could afford a table). It doesn't take much to persuade them to pack it all in (if they have anything that isn't already in a pack) and join some disreputable group.

ST	11	HP	11	Speed	5.50
DX	12	Will	10	Move	5
IQ	10	Per	12	SM	0
HT	11	FP	11	DR	0
Dodge	8	Parry	9		

Crossbow (14): 1d+3 impaling. Ranged, with Acc 4, 1/2D 220, Max 275, Shots 1(4), Bulk -6.

Hatchet (12): 1d+1 cutting. Reach 1.

Kick (12): 1d crushing. Reach C, 1.

Knobbed Club (12): 1d+2 crushing. Reach 1.

Long Knife (12): 1d cutting or 1d-1 impaling. Reach C, 1.

Punch (14): 1d-1 crushing. Reach C.

Regular Bow (13): 1d impaling. Ranged, with Acc 2, 1/2D 165, Max 220, Shots 1(2), Bulk -7.

Skills: Axe/Mace-12; Bow-13; Brawling-14; Crossbow-14; Fast-Draw (Arrow)-12; Knife-12.

Gear: Either a regular bow *or* a crossbow (and a quiver with 12 arrows or bolts) and *one* of:

- Hatchet.
- Knobbed club.
- Long knife.

BERSERKER

Some barbarian tribes encourage their warriors to go into a frenzy in battle, but almost anyone can be a berserker; all you need is a lot of anger, a weapon to express it with and a target to unleash it on.

ST	13	HP	13	Speed	5.75
DX	11	Will	9	Move	5
IQ	9	Per	9	SM	0
HT	12	FP	12	DR	0
Dodge	8	Parry	9		

Axe (13): 2d+1 cutting. Reach 1.

Dueling Glaive (13): 2d+1 cutting *or* 1d+3 impaling. Reach 1, 2*.

Flail (13): 2d+3 crushing. Reach 1, 2*.

Kick (11): 1d+1 crushing. Reach C, 1.

Punch (13): 1d crushing. Reach C.

Traits: Berserk (9); Fearlessness 3.

Skills: Axe/Mace-13; Brawling-13; Polearm-13; Two-Handed Flail-13.

Gear: One of:

- Axe.
- Dueling Glaive.
- Flail.

CHAMPION

A warrior who has defeated many opponents may catch the eye of a powerful figure and be called on to act as a bodyguard, to fight on their behalf in trials by combat or to lead their men in battle. Their patrons make sure they are well equipped and paid.

ST	14	HP	14	Speed	6.50
DX	14	Will	10	Move	3
IQ	10	Per	10	SM	0
HT	12	FP	12	DR	6
Dodge	8	Parry	13		

Dueling Halberd (18): 2d+4 cutting, 1d+3 impaling, *or* 2d+3 impaling (may get stuck). Reach 1, 2*.

Greatsword (18): 2d+3 cutting at reach 1, 2 *or* 1d+3 impaling at reach 2.

Kick (12): 1d+1 crushing (includes +1 for boots). Reach C, 1.

Punch (18): 1d+2 crushing (includes +1 for gauntlets). Reach C.

Traits: Combat Reflexes.

Skills: Boxing-18; Polearm-18; Two-Handed Sword-18; Wrestling-16.

Gear: Suit of plate armor and *one* of:

- Dwarven dueling halberd.
- Greatsword.

Notes: Effective ST is 16 for grappling.

HOSTILE HUMANS

Chief illustration

H 7.5 cm × W 9 cm

Gear: Suit of heavy leather armor and any two of:

- Balanced mace.
- Broadsword.
- Fine axe.
- Fine spear.
- Longbow (and a quiver with 12 arrows).
- Medium shield (+2 Dodge and Parry).

CIVILIAN

In a violent world, even ordinary people need to be ready to fight at any time, using whatever they can quickly lay their hands on.

CHIEF

In primitive or lawless groups, power is often held by whoever displays the right combination of strength, cunning, courage and ruthlessness.

ST	12	HP	12	Speed	6.00
DX	12	Will	12	Move	4
IQ	12	Per	12	SM	0
HT	12	FP	12	DR	2
Dodge	9	Parry	11	Block	13

Axe (14): 1d+5 cutting. Reach 1.

Broadsword (14): 1d+3 cutting or 1d+1 impaling. Reach 1.

Kick (12): 1d+1 crushing (includes +1 for boots). Reach C, 1.

Longbow (14): 1d+1 impaling. Ranged, with Acc 3, 1/2D 180, Max 240, Shots 1(2), Bulk -8.

Mace (15): 1d+5 crushing. Reach 1. Can be thrown, Acc 1, 1/2D 12, Max 18, Bulk -4.

Punch (14): 1d-1 crushing. Reach C.

Shield Bash (14): 1d-1 crushing. Reach 1.

Spear (14): 1d+2 impaling (1d+3 two-handed). Reach 1 (1, 2* two-handed). Can be thrown, Acc 2, 1/2D 12, Max 18, Bulk -6.

Traits: Charisma 2; Combat Reflexes.

Skills: Axe/Mace-14; Bow-14; Brawling-14; Broadsword-14; Leadership-15; Shield-14; Spear-14; Tactics-12; Thrown Weapon (Axe/Mace)-14; Thrown Weapon (Spear)-14.

ST	11	HP	10	Speed	5.00
DX	10	Will	10	Move	5
IQ	10	Per	10	SM	0
HT	10	FP	10	DR	0
Dodge	8	Parry	8		

Blunt Implement (10): 1d+2 crushing. Reach 1.

Hefty Torch (11): 1d+1 crushing + follow-up 1 burning. Reach 1.

Kick (8): 1d-1 crushing. Reach C, 1.

Large Knife (11): 1d-1 cutting at reach C, 1 or 1d-1 impaling at reach C. Reach 1.

Pitchfork (9): 1d+2(0.5) impaling. Reach 1, 2*.

Punch (10): 1d-2 crushing. Reach C.

Scythe (11): 1d+4 cutting or 1d+2 impaling (may get stuck). Becomes unready after attacking. Reach 1.

Sickle (11): 1d+1 cutting or 1d+1 impaling (may get stuck). Reach 1.

Skills: Axe/Mace-11; Knife-11; Spear-11; Two-Handed Axe/Mace-11.

Gear: One of:

- Blunt implement (treat as a small mace with -1 damage and -1 to hit).
- Hefty torch (treat as a knobbed club with -1 damage, +1 burning if lit).
- Large knife.
- Scythe.
- Sickle.
- Pitchfork (treat as a trident with -1 damage, gives target -1 to dodge, +1 to block or parry).

HOSTILE HUMANS

FENCER

Experts in the use of light blades and footwork, fencers are both elegant and deadly.

ST	10	HP	10	Speed	7.00
DX	16	Will	11	Move	6
IQ	11	Per	11	SM	0
HT	12	FP	12	DR	0
Dodge	11	Parry	13	Block	13

Kick (14): 1d-2 crushing. Reach C, 1.

Main-Gauche (18): 1d-2 cutting or 1d-1 impaling. Reach C, 1.

Pistol Crossbow (16): 1d impaling. Ranged, with Acc 1, 1/2D 150, Max 200, Shots 1(4), Bulk -4.

Punch (16): 1d-3 crushing. Reach C.

Rapier (18): 1d-1 impaling. Reach 1, 2.

Shield Bash (16): 1d-2 crushing. Reach 1.

Saber (18): 1d-1 cutting or 1d-1 impaling. Reach 1.

Traits: Ambidextrous; Combat Reflexes.

Skills: Crossbow-16; Fast-Draw (Knife)-17; Fast-Draw (Sword)-17; Main-Gauche-18; Rapier-18; Saber-18; Shield (Buckler)-16.

Gear: One of:

- Fine main-gauche.
- Rapier
- Saber

and one of:

- Fine main-gauche.
- Pistol crossbow (and a quiver with 12 bolts).
- Small buckler (+1 to Dodge and Parry).

GOON

Large, dim-witted brutes can often be found working as enforcers for evil masters or in any profession where muscle is more important than brains.

ST	14	HP	14	Speed	5.25
DX	10	Will	9	Move	5
IQ	9	Per	9	SM	0
HT	11	FP	11	DR	1
Dodge	8	Parry	10		

Blackjack (14): 1d+1 crushing. Reach C.

Kick (12): 1d+1 crushing. Reach C, 1.

Large Knife (14): 2d-2 cutting at reach C, 1 or 1d impaling at reach C.

Maul (12): 2d+5 crushing. Becomes unready after attacking. Reach 1, 2*.

Punch (12): 1d crushing. Reach C.

Quarterstaff (12): 2d+2 crushing or 1d+2 crushing. Reach 1, 2.

Skills: Brawling-14; Intimidation-12; Knife-16; Staff-11; Two-Handed Axe/Mace-14; Wrestling-12.

Gear: Suit of light leather armor and one of:

- Large knife and blackjack.
- Quarterstaff (+2 Parry).
- Maul.

Notes: Effective ST is 16 for grappling.

GUARD

As the name implies, guards protect people, places and things. Often, *evil* people, *interesting* places, and *valuable* things.

ST	13	HP	12	Speed	5.50
DX	11	Will	10	Move	3
IQ	10	Per	10	SM	0
HT	11	FP	11	DR	4
Dodge	7	Parry	9	Block	12

Kick (9): 1d+1 crushing (includes +1 for boots). Reach C, 1.

Pollaxe (13): 2d+3 crushing, 1d+3 impaling, or 2d+2 impaling (may get stuck). Reach 1, 2*.

Punch (11): 1d crushing (includes +1 for gauntlets). Reach C.

Shield Bash (14): 1d crushing. Reach 1.

Spear (13): 1d+2 impaling. Reach 1. Can be thrown, 1d+3 impaling, Acc 2, 1/2D 12, Max 18, Bulk -6.

Skills: Shield-14; Spear-13; Polearm-13; Thrown Weapon (Spear)-13; Wrestling-13.

Gear: Suit of segmented plate armor and one of:

- Medium shield (+2 Dodge and Parry) and spear.
- Pollaxe

Notes: Effective ST is 15 for grappling.

HOSTILE HUMANS

MARAUDER

Aggressive and ill disciplined warriors with cheap equipment are often the front line of an evil army. Given an opportunity they will rampage around, burning, killing, and pillaging. Denied such opportunities, they will often express their frustration through arson, murder, and looting.

ST	12	HP	12	Speed	5.25
DX	10	Will	10	Move	4
IQ	10	Per	10	SM	0
HT	11	FP	11	DR	
Dodge	7	Parry	9	Block	11

Axe (12): 1d+4 cutting. Reach 1.

Crossbow (10): 1d+3 impaling. Ranged, with Acc 4, 1/2D 240, Max 300, Shots 1(4), Bulk -6.

Kick (10): 1d+1 crushing (includes +1 for boots). Reach C, 1.

Punch (12): 1d-1 crushing. Reach C.

Shield Bash (12): 1d-1 crushing. Reach 1.

Spear (12): 1d+1 impaling. Reach 1.

Skills: Axe/Mace-12; Brawling-12; Crossbow-10; Shield-12; Spear-12.

Gear: Suit of heavy leather armor and one of:

- Axe and crossbow (and a quiver with 12 bolts).
- Medium shield (+2 Dodge and Parry) and an axe.
- Medium shield (+2 Dodge and Parry) and a spear.

OFFICER

Whether commanding a mercenary company, a militia, the palace guard, or a crew of buccaneers, officers are an essential part of any organized fighting force. Those in charge of evil troops need to be fearsome to avoid trouble from the rank and file.

ST	11	HP	11	Speed	5.50
DX	11	Will	11	Move	3
IQ	11	Per	11	SM	0
HT	11	FP	11	DR	3
Dodge	7	Parry	10	Block	10

Broadsword (12): 1d+2 cutting or 1d+1 impaling. Reach 1.

Kick (8): 1d crushing (includes +1 for boots). Reach C, 1.

Estoc (12): 1d+2 crushing or 1d+1 impaling. Reach 1.

Punch (10): 1d-1 crushing (includes +1 for gauntlets). Reach C.

Shield Bash (12): 1d-1 crushing. Reach 1.

Spear (12): 1d+2 impaling. Reach 1.

Traits: Charisma 1.

Skills: Broadsword-12; Leadership-12; Shield-12; Spear-12; Tactics-14.

Gear: Suit of light segmented plate armor, small shield and *one* of:

- Broadsword.
- Estoc.
- Fine spear.

REAVER

Shields, armor and large weapons are a hindrance when you need to scramble up trees, walls or rigging so these nimble killers avoid them. Instead they prefer short blades which can be drawn and used quickly.

ST	10	HP	10	Speed	5.50
DX	12	Will	10	Move	5
IQ	10	Per	10	SM	0
HT	10	FP	10	DR	0
Dodge	8	Parry	10		

Cutlass (14): 1d-2 crushing at reach C or 1d cutting or 1d-1 impaling at reach 1.

Falchion (14): 1d+1 cutting or 1d-4 impaling. Reach 1.

Kick (12): 1d-1 crushing. Reach C, 1.

Punch (14): 1d-2 crushing. Reach C.

Shortsword (14): 1d cutting or 1d-1 impaling. Reach 1.

Skills: Brawling-14; Climbing-14; Fast-Draw (Sword)-13; Shortsword-14.

Gear: One of

- Cutlass.
- Falchion.
- Shortsword.

HOSTILE HUMANS

SPEARMAN

Spearmen are usually too poor to afford armor, but they can still be effective fighters in large numbers, especially against those with shorter weapons.

ST	11	HP	11	Speed	5.00
DX	11	Will	10	Move	5
IQ	10	Per	10	SM	0
HT	11	FP	11	DR	0
Dodge	8	Parry	9	Block	11

Heavy Spear (13): 1d+3 impaling at reach 2, 3* or 1d+2 cutting at reach 3.

Javelin (13): 1d impaling. Reach 1. Can be thrown, Acc 3, 1/2D 16, Max 27, Bulk -4.

Kick (9): 1d-1 crushing. Reach C, 1.

Punch (11): 1d-2 crushing. Reach C.

Shield Bash (12): 1d-1 crushing. Reach 1.

Short Spear (13): 1d-1 cutting or 1d impaling. Reach 1.

Spear (13): 1d+1 impaling (1d+2 two-handed). Reach 1 (1,2* two-handed). Can be thrown, 1d+2 impaling, Acc 2, 1/2D 11, Max 16, Bulk -6.

Skills: Shield-12; Spear-13; Thrown Weapon (Spear)-13.

Gear: One of:

- Heavy spear.
- Short spear and medium shield (+2 Dodge and Parry).
- Spear and javelin.

SPELLCASTER

Warlocks, witches, priests of dark gods, necromancers and other users of dark magic all tend to have a similar selection of abilities. They also share a love of long black garments and cackling.

ST	10	HP	10	Speed	5.50
DX	10	Will	13	Move	5
IQ	13	Per	13	SM	0
HT	12	FP	12	DR	0
Dodge	8	Parry	10		

Death Potion (12): Anyone within a 2-yard radius who breathes the fumes must test HT, taking 4d toxic damage if they fail or 2d if they succeed.

Ranged, with Acc 0, Max 20, Bulk -2.

Kick (8): 1d-2 crushing. Reach C, 1.

Long Knife (14): 1d-1 cutting or 1d-2 impaling. Reach C, 1.

Punch (10): 1d-3 crushing. Reach C.

Staff (10): 1d+2 crushing or 1d crushing. Reach 1, 2.

Wand (14): 1d crushing or 1d-2 crushing. Reach 1.

Traits: Power Investiture 4.

Skills: Fast-Draw (Potion)-12; Knife-14; Shortsword-14; Staff-10; Throwing-12; Wrestling-12.

Spells: Curse-15 and one of:

- Armor-15 and Icy Weapon-15.
- Agonize-15 and Deathtouch-15.
- Fascinate-15 and Terror-15.

Gear: \$250 power item (with 3 FP) and one of:

- Long knife.
- Staff (functions as a wizard's staff).
- Wand (functions as a wizard's wand).

and one of:

- Death Potion.
- Greater Healing Potion (heals 4d HP).

Notes: Effective ST is 12 for grappling.

Spellcaster Illustration

H 10.3 cm × W 9 cm

SHELTERS AND STRONGHOLDS

CAMP

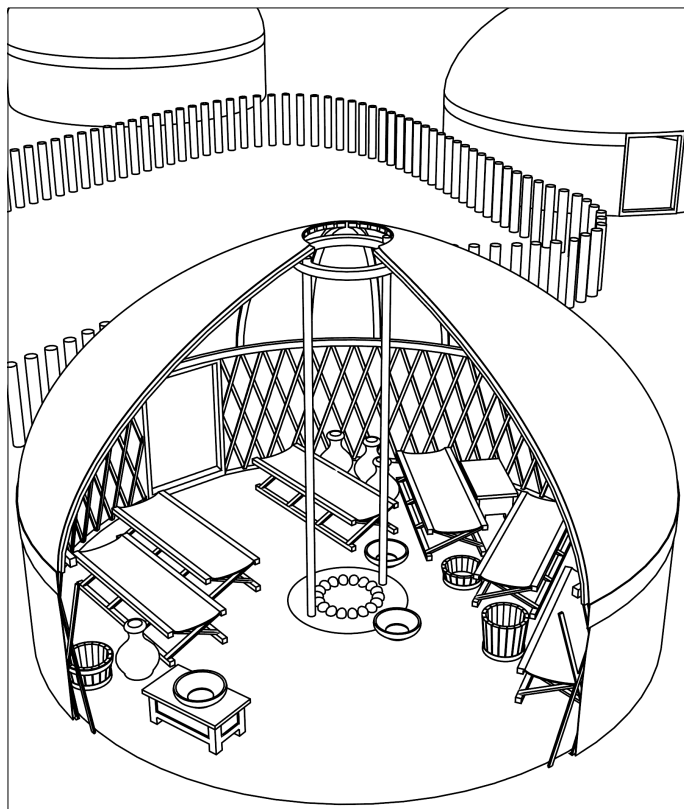
A temporary settlement, used by those who don't have the time or the inclination to build anything more. A camp typically consists of a few tents, one or more fire-pits downwind of them and a garbage pit downwind of those. It may also have a pen for keeping animals at night, a perimeter protected by simple traps and a lookout post (usually just a tree or rock outcrop with a ladder or rope to make it easier to climb).

Conical and Dome Tents

If you want serious protection from the elements, then these are your best option, short of an actual building. They consist of a framework of wooden poles and a skin of canvas, felt or leather. A conical tent with several poles propped together can have a small fire in the center, while a single pole prevents this but is easier to cut and carry. Dome tents usually have a framework of bent poles held in shape by a compression band around the edge. It provides shelter for about half a dozen people and has DR 1, HP 12.

Fly Tents and Lean-Tos

A simpler form of shelter, for those who lack time and resources, consists of sticks and rope supporting a sheet of cloth, bundles of thatch or branches. They are usually rectangular, trapezoid or triangular and open at one end (usually facing towards the fire and out of the wind). Such a shelter holds two people and has DR 0, HP 6.

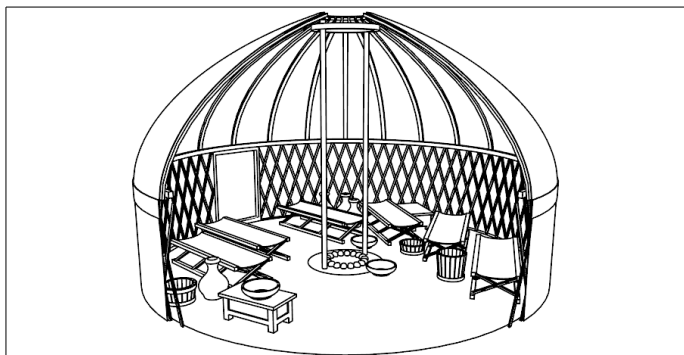


CAVE

It isn't just monsters that live in caves! Caves provide excellent shelter and security. They usually have poor ventilation, so fire-pits may be located outside, as may a lookout post like that found in a camp. Waste disposal may take advantage of a convenient shaft inside or consist of a garbage pit outside.

Entrance Cover

A cave entrance can be protected from the weather with a panel of wickerwork or leather stretched over a frame. It can be lifted out of the way easily (requires two hands and two seconds) or simply destroyed (DR 1, HP 6). More cautious cave-dwellers may hide it by growing leafy plants over the entrance or blocking it with a boulder, which is rolled aside to give access (a roughly one ton rock needs a total BL of 167 lbs. to move and has DR 100, HP 100).



FORT

This serious defensive structure consists of a mound of earth (*motte*) surrounded by a ditch (*moat*), topped with curtain walls surrounding an inner yard (*bailey*) and a central *keep*.

Curtain Walls

Typical fort walls are 12' high, and 18" thick, with a 4' wide walkway on the inner side, 4' below the top of the wall, allowing guards to see over the top or crouch in cover. Stone walls have DR 220, HP 200 per hex while wooden ones have DR 18, HP 150 (use these numbers for the external walls of gatehouses, keeps and towers too).

Wall Tower

In order to give the defenders even more of a height advantage, towers rise above the curtain wall. These may be 20' high and have arrow-slits positioned to fire along the length of the wall.

Wall Tower Map

H 13.8 cm × W 9 cm

Ditches and Slopes

A fort's ditch is 6' deep and the mound it is raised on is 6' tall, so anyone attempting to reach its wall must climb a 12' slope. This is easy enough if crawling up with hands on the floor, but walking upright requires a Hiking roll every turn in combat. Failure means no movement, failure by 3 or more drops the character to a crouch and critical failure results in tumbling back to the bottom.

Gate

To get into a fort without contending with the ditch, slope and wall you have to go through the gate. Some simple forts have only a bridge or causeway to cross the ditch and a gate. Better ones have a gatehouse, possibly with a drawbridge and portcullis. A thick wooden gate or drawbridge has DR 6, HP 42 per 10 square foot section (enough to squeeze one man through at a time, the entire gate is wrecked after four have been destroyed), while a somewhat thinner one reinforced with iron has DR 30, HP 39. A half ton iron portcullis has DR 12, HP 23 per section. Mechanisms inside allow a drawbridge or portcullis to be raised in 60 seconds by eight men, or lowered safely in 20 seconds. Dropping a portcullis on someone does 5d crushing damage.

Yard

Inside the curtain wall there are work spaces and accommodation for the lower ranking residents and an open yard surrounding the keep. Typical buildings around the yard would be a forge, granary, kitchens, stables and sleeping quarters. Walls of these will be wood, DR 2, HP 29 per section. The yard also houses the fort's well.

Keep

A big building with thick walls and multiple turrets is the final line of defense. The lower floor is mostly taken up by a large hall, used for feasts. The upper floors house a private residence for the fort's commander. A cellar below holds stocks of food and drink and possibly a few cells for prisoners (high class ones get a room upstairs). Interior walls are usually wood and have DR 2, HP 29 per section.

SHELTERS AND STRONGHOLDS

Fort Map

H 25 cm × W 19 cm

TEMPLE

Temples come in many shapes and sizes, but the ones that adventurers are interested in often have some features in common. They typically consist of a walled enclosure surrounding a main temple building, with lots of pointed roofs and grotesque statues.

Outer Walls

The temple complex walls are usually stone and somewhat thinner than a fort's (DR 150, HP 100). They lack ditches but do have gatehouses (although not with drawbridges or portcullises) and towers.

Courtyard

Inside the walls is a wide open space, with a broad avenue and many steps leading up to the main building. Around the sides of the courtyard are smaller buildings for housing junior priests and guards.

Main Building

The temple itself is usually roughly pyramid shaped, with a large set of steps at the front leading to an altar. Inside there are numerous small rooms which serve as quarters for senior priests.

SHELTERS AND STRONGHOLDS

Temple Map

H 25 cm × W 19 cm

VILLAGE

Small farming communities are by far the most common human settlement. A typical one will be surrounded by a wooden palisade (DR 3, HP 33 per section) sometimes with a ditch and mound structure similar to a fort (in which case it is known as a *hill fort*). Those in especially dangerous areas may have more substantial walls equivalent to a wooden fort's, while others will have no defenses at all.

Inside the village there are numerous houses of various types depending on the wealth and sophistication of the inhabitants. There will also probably be a forge and, if it is a grain farming community, a mill.

Cottage

An average peasant family can afford a small house with three rooms, one for storage, one for sleeping and a combined kitchen, dining and work area in the middle. Construction usually consists of a sturdy wooden frame covered by either wooden planks (DR 2, HP 30 per section) or wattle and daub (DR 1, HP 24) but some are made of stone (DR 144, HP 95).

Hut

Poorer (or *primitive*) villagers make do with huts. These have only a single room and are made from simple materials such as mud and straw (DR 1, 60 HP for the entire hut).

Longhouse

Essentially a larger version of the cottage owned by a wealthier family. The three rooms are a sleeping chamber, a combined kitchen and dining room and a built in barn for animals. Supplies are kept in a separate storehouse (treat as a hut). The walls are made of thick wood (DR 3, HP 33 per section) or stone (DR 144, HP 95).

Mill

A mill is usually owned by one of the wealthiest villagers. A typical one uses an under-shot water wheel driven by a stream supplied from a millpond and is about the size of a cottage, usually made of stone or wood.

SHELTERS AND STRONGHOLDS

Village Map

H 25 cm × W 19 cm

WATCHTOWER

A much smaller defensive structure than a fort, a watchtower can only accommodate a small detachment of troops and lacks the resources to withstand a siege. Nevertheless, their thick walls (equivalent to a *fort's*) are useful for protection against monster attacks and raids.

The ground floor consists of a stable for horses (watchtowers often need to send a riders to warn others of approaching danger) or some cells for prisoners. Above that are quarters for the garrison with a sleeping chamber, storeroom and combined kitchen and dining area. The top floor is open, acting as a fighting platform.

Some watchtowers are built on mounds with ditches, like forts. A few even have a palisade or wall around them and may be built up to the point that they *become* small forts.

Bridge Towers

A variant on the normal watchtower is one built on the end of a bridge, controlling traffic over the river and collecting tolls. The ground floor of a bridge tower is simply a passage which anyone crossing is obliged to go through.

A border defended by a long wall may have similar watchtowers acting as crossing points.

Tower Houses

Isolated farmers and village leaders sometimes have houses that are almost identical to watchtowers (and indeed may have been converted from an old one). The only difference in layout is that the ground floor is used for livestock.