

Advanced Dungeons & Dragons[®]

Dungeon Master's Guide 2nd Edition Rules Supplement

The Castle Guide

Sample file



Table of Contents

Introduction	3
Chapter 1: The Feudal Setting .5	
Social Classes	6
Members of the Court	8
The Role of the Church	10
Politics and Churches	13
Crimes and Punishments	14
Death by Taxes	17
Populating the Castle	21
A Day in the Life of a Peasant	23
Chapter 2: In The Days Of Knights	25
Knighthood for Non-Warriors	26
The Road to Knighthood	27
The Chivalric Code	29
Falling from Grace	32
Rogue Knights	33
Heraldry	33
Demi-Human Knights	35
Chapter 3: The Tournament .38	
Jousting	39
Archery	41
Chapter 4: The Evolution Of Castles	42
The Castle's Role	42
Types of Castles	43
Chapter 5: Castle Construction	45
Acquiring Land	46
The Construction Site	48
Climate Type	48
Geography	48
Ground Cover	50
Resource Availability	51
The Work Force	51
Local Social Structure	51
Worker Skill	52
Worker Morale	52
Castle Design	54
Castle Modules	54
Average Construction Time & Cost	59
Works of Art	59
Overhead Costs	59
Final Calculations	59
The Work Force	60
Work Seasons	62
Monthly Events	63
The Castle on the Moors	67
Chapter 6: Unusual Castles . .69	
Oriental Designs	69
Thieves' Castles	69
Wizards' Keeps	69
Priests' Fortresses	70
Paladins' Castles	70
Rangers' Forts	71
Druids' Shrines	71
Dwarven Citadels	71
Elven Sanctuaries	72
Halfling Strongholds	74
Gnomish Castles	74
Orcish Keeps	75
Chapter 7: Warfare!	76
Offensive Tactics	76
Investment	77
Starvation	77
Thirst	78
Fantastic Combat	79
Reduction	80
Escalade	81
Airborne Operations	82
Breaching the walls	84
Siege Attack Values	84
Excavation	86
Mining	87
Trickery and Corruption	89
Morale Issues	89
Defensive Tactics	90
Fortifications	90
Sorties	92
Defending the Walls	93
Morale Issues	96
Surrender	97
Siege Engines	98
Chapter 8: Quick Resolution Systems	106
Siege Resolution	106
Fighting Campaigns	108
War in the Medieval Age	109
War Plans	111
Battle Resolution	112
Campaign Victory— Winning the War	115
Character Involvement	116
Chapter 9: Generic Castles .118	
Cyclops Tower	118
Bremberthwaite Manor	120
Kinniver Castle	122

Designed by Grant Boucher, Troy Christensen, Arthur Collins, and Nigel Findley
Additional Design by Timothy B. Brown and William W. Connors
Edited by William W. Connors
Black & White Art by Jean Elizabeth Martin
Color Art by Jean Elizabeth Martin, Erik Olson, and Ken Widing
Graphic Design by Linda Bakk
Typography by Gaye O'Keefe
Cartography: Supvr./Designer:
 Dave Sutherland
Artist: Dave Sutherland, Frey Graphics

ADVANCED DUNGEONS & DRAGONS, AD&D, BATTLESYSTEM, PRODUCTS OF YOUR IMAGINATION, SPELLJAMMER, FORGOTTEN REALMS, and the TSR logo are trademarks owned by TSR Inc.

©1990 TSR Inc. All Rights Reserved

Printed in the U.S.A.

Distributed to the book trade in the United States by Random House Inc. and in Canada by Random House of Canada, Ltd. Distributed to the toy and hobby trade by regional distributors. Distributed in the United Kingdom by TSR Ltd.

This product is protected under the copyright laws of the United States of America. Any reproduction or other unauthorized use of the material or artwork contained herein is prohibited without the express written permission of TSR, Inc.

TSR Inc.
 POB 756
 Lake Geneva
 WI 53147
 U.S.A.

TSR Ltd.
 120 Church End,
 Cherry Hinton
 Cambridge, CBI 3LB
 United Kingdom



Prepare yourself for a voyage back in time.

As you read this book, you will be drawn back through the years to an age when castles dominated the landscape of Europe. Here, amid these mighty stone halls, you will find knights in shining armor and great battles fought by men and women with steel swords and iron nerves.

Welcome to the Age of Chivalry.

What's in this book?

The Castle Guide is an outgrowth of the AD&D® 2nd edition game rules. In the *Dungeon Master's Guide* and *Player's Handbook* a general rules system was established that allows the Dungeon Master to run a variety of fantasy role-playing styles. In this book, however, we will focus in on a specific style of game, one set in a society similar to that of feudal Europe, and give you the background information you need to make it come to life.

The first section of this book begins with an overview of medieval society and the feudal system in general. Here, you will come to understand the forces that drive a feudal government and the relationship between the state and its churches.

Following this, we go on to detail the ways in which player characters can become knights, the stout defenders of the realm. The code of chivalry is examined and the standards by which a knight must live his or her life are addressed. In closing the first section, we offer a guide to medieval tournaments. Here, characters get the chance to show off their skills and try for the hand of the beautiful princess (or handsome prince).

Our second section examines

the evolution of castles in medieval Europe and provides an overview of their advantages and disadvantages. Following that, we present a modular system for the design and construction of castles for use by Player Characters and NPCs alike. With this simple system, the DM can determine just how much it will cost a character to build the keep of his dreams and how long the construction will take. Included with this are rules for the use of magical items and monsters in the building process.

For those of you who are fond of the BATTLESYSTEM™ miniatures rules, we have included the third portion of *The Castle Guide*. Here, we expand upon the BATTLESYSTEM rules and provide rules for resolving long sieges and the defense of castles. Material in this section addresses the elements of a fantasy world that make defending a castle more than just an exercise in historical simulation. In addition, we look at the various types of castles found in the AD&D game, including those of the dwarves and elves.

If you aren't interested in fighting out individual battles with miniatures, we have taken care to include a pair of quick resolution systems. The first of these can be used to resolve individual sieges, while the second can be employed to determine the victor in an individual battle or all-out military campaign.

Lastly, we have included a trio of generic castles for use by the Dungeon Master in setting up his game. If time is tight, any one of these structures can be easily adapted to serve as an NPC's base of operations or as a model of medieval design techniques.

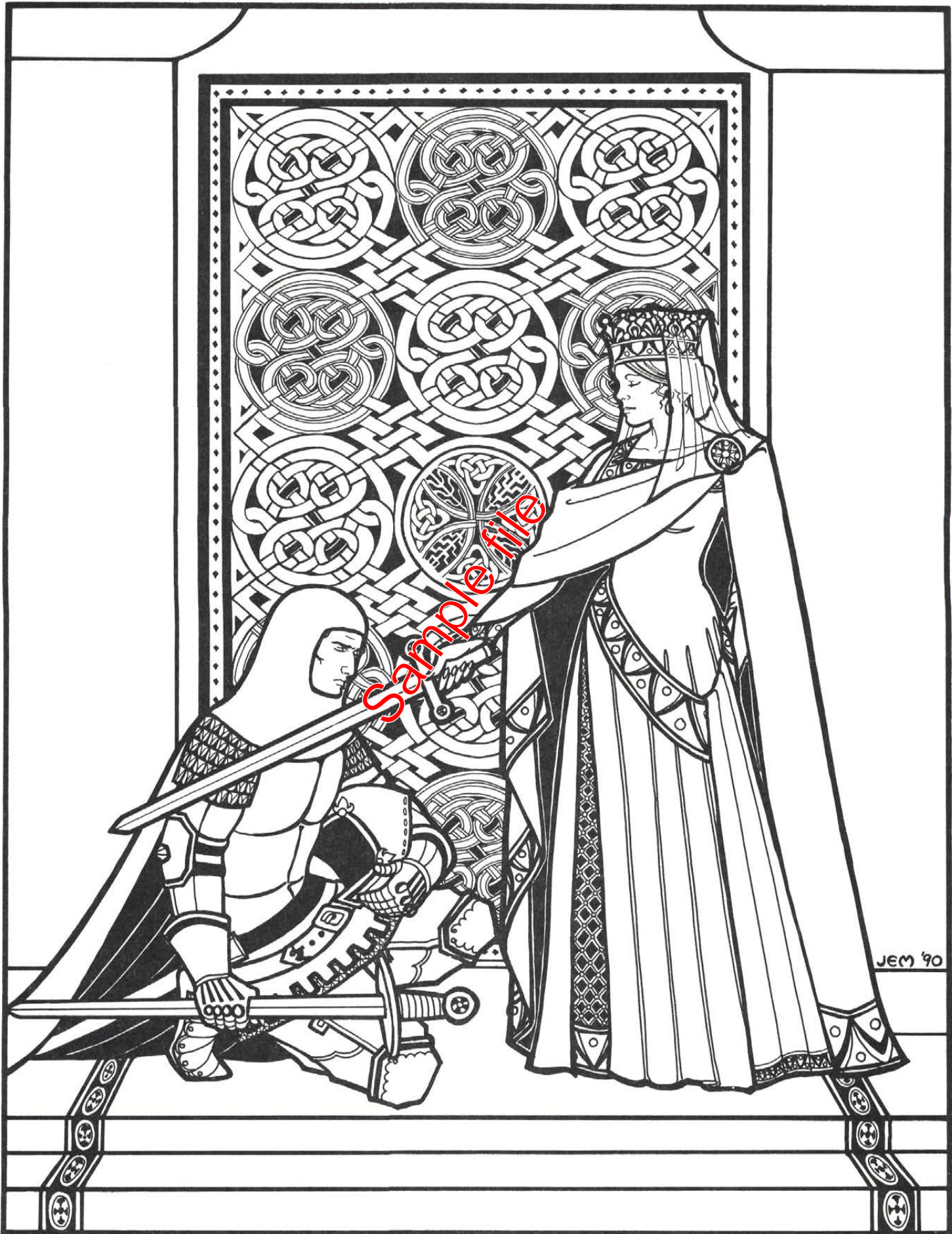
Using *The Castle Guide*

As you can see, there is a great deal of information in this book. Of course, you can use as much or as little of it as you want in your AD&D game. If you are using the *Complete Fighter's Handbook* in your campaign, you will find that much of the information in this book works well with the cavalier and swashbuckler kits especially. However, anyone who runs a campaign that has elements of feudal Europe in it will find something of value to them in this book.

For those who want to set their campaign against the backdrop of a great war, as was done in Tolkien's *Lord of the Rings* trilogy, the quick resolution systems presented in chapter 8 will allow players to focus on the role-playing aspects of the game, while still being able to change the course of a battle or turn the tide of an entire war.

If you enjoy wargames and want to mesh your AD&D® game campaign more fully with your BATTLESYSTEM games, the sections on warfare will also provide you with lots of information for new scenarios. With the addition of the material in this book, role-playing's premier miniatures rules system reaches new heights.

Knights, mount your horses. The time for battle is at hand!



Sample file

JEM '90



Merging Fact and Fantasy

Many of us got into role-playing games when we met some friends who simply asked us to “come by and watch.” Little did we know that we had already watched plenty of role-playing games in our all too short lives. In fact, the films and novels we’ve read over the years hold that same spark of imagination that drew us into these crazy games in the first place.

When setting up a new campaign world, there are two basic schools of thought: those who feel the game should be very historically accurate and those who do not. Of course, the introduction of magic into the historic world is a mainstay of the AD&D® game and cannot help but distort an otherwise historic setting.

So, which do you choose in your campaign? Is your world going to be classically accurate, as it was seen in the great Roman and Biblical epics we’ve all watched on TV? Or will the world have an element of magic and superstition lurking just out of sight (or even in full view), like the great epic stories of *Excalibur* and *Conan the Barbarian*?

If you choose the latter, you must decide how far to take the magic. Very popular in recent fantasy literature are the “no holds barred” magical worlds where everyone and their brother lives and breathes magic. In many ways, this is similar to the way in which the average person sees technology today. After all, most people have no idea how a television set works, but they accept it as a common part of their daily lives.

The average AD&D campaign remains somewhat in the middle,

along the lines of Tolkien’s works and the stories of King Arthur. In this book, we will assume that this is the norm. Of course, because the AD&D game is *your* game, no single style of play is considered to be *correct*. If you and your players are having fun, then you’re playing the game properly.

As with all things in the AD&D game, your interpretation is what matters, so feel free to pick and chose, discard and exploit. The more excited you get about your choices, the more your campaign will thrive and grow. Hopefully, this information will give you a wealth of adventure ideas and add life to all your future gaming.

Enjoy.

Notes on Campaign Politics

In many campaigns, the problems of national politics fall into the background for lower level characters. After all, the majority of first level adventurers are not able to cope with problems like major wars, thwarting the ultimate evil, or slaying that most horrible of horrors, the dragon. At this point in their careers, the characters are not going to be overly concerned with the ramifications of the king’s political alliances for the same reason that most of us are not experts in the details of our country’s own foreign relations: it simply doesn’t enter into our daily lives.

As they progress in levels, however, things will begin to change. At first, this will be only a passing thing. Perhaps one adventure brings their actions to the attention of a local baron who, for better or worse, makes a mental note to keep an eye on the characters. By

the time they have reached ninth level, the characters are usually fairly well known and have acquired the status of folk heroes. As he begins to attract followers, the character cannot help but come to the attention of the local government.

It is almost certain that, given time, they will become as well known in their homelands (or the region in which they adventure) as George Washington, Abraham Lincoln, or the Wright brothers are in the modern United States. Of course, this may also mean that they are expected to undertake tasks which seem impossible and confront unstoppable armies as a matter of routine duty to their king. Oh well, that’s what they get for giving up the simple life of a blacksmith.

In any case, it is important to note that relationships with the local nobility (even for those who are a part of it) are not always cordial. Just as the king can be a very valuable friend, so too can he be a deadly adversary.

Feudal Society

The basic element of feudalism is simple enough to understand. All in all, it is nothing more than an agreement between two men, a lord and a vassal, to work together for their mutual betterment.

The lord, who is the recognized owner of a piece of land—gives it to the vassal, who will manage and live on it. In exchange for such a favor, the lord is entitled to certain duties and favors from the vassal, which include the payment of taxes and the requirement that he support the military forces maintained by the lord.

In most cases, the owner of the



land is the king and the vassals are his nobility. Of course, one can't expect the nobility to work the land themselves, so we come to the serfs and common folk.

The vassal, in an agreement similar to that which he has with his king, turns the land over to the peasants and serfs to farm and live on. Like the vassal, they agree to work the land and provide their lord with income and food from it. Of course, the serfs expect to earn enough money to live on and to be protected by the lord in times of unrest or military conflict. The lord knows this, just as he knows that he can expect the same from the king, and is only too happy to provide it. While this doesn't mean that life for the serfs is wonderful, it does allow them to live without fear of extreme repression or exploitation.

The feudal system works well so long as everyone in it recognizes their own responsibilities and the rights of others. Since they are in a position where it is in their own best interest to do so, they almost always do. Those who ignore their duties or seek to take advantage of their own position are quickly pegged as trouble-makers and may well be strongly disciplined by the leadership of the society.

The reasons for this are simple enough to understand. While the King may not care too much about the life of a single serf, he must concern himself with their overall happiness. Without the serfs, his vassals have no power or income. Without the power and income of the vassals, he himself is impotent. Each block in the pyramid of power rests very solidly on those below it in the feudal system. Without the support of the base, the entire structure will collapse.

Of course, the key to the whole thing is land. Whoever owns the land has the power. While there are certain regions which might not belong to the king (a yeoman's farm, for example) these are insignificant when compared to the vast stretches of land owned by the king himself. Even such small patches of independent land will be forced to recognize the power of the king, of course, if they are to expect any protection or assistance from the crown during times of war or calamity.

Social Classes

One important aspect of the feudal system is its clear and almost absolute recognition of social classes. Anyone born as a serf can expect to die as a serf. There is no provision in such a society for the advancement of individuals from a lower class into the higher classes. This is not to say that it is impossible, only that it is very difficult.

How might someone in a lower class make the jump to a higher place in society? Usually by doing a great service to one's lord or church. In some societies, in fact, any knight has the right to bestow the rank and title of knighthood on any individual who proves himself worth on the field of combat. Of course, the problem with such an approach is that it often ends up in the hands of a better trained and better equipped warrior. As we said, it is not easy to improve your place in such a system.

In the following section, we will examine the many levels of society which characters in an AD&D® game will encounter.

Serfs

By the time of the middle ages, slavery had gradually fallen out of favor in feudal Europe. While there are certain to be isolated pockets of slave trading in most worlds, the vast majority of a chivalric campaign world should not be a party to it. While the distinction between a serf and a slave may be obscure to many, the most important thing to understand is this: the serf had certain rights.

While he did not own the land which he worked and did not have a say in the local government he was acknowledged to own *himself*. Unlike more primitive societies, where members of the lower class were thought of as animals or property, the poor in a feudal society are recognized as having a right to fair and just treatment by the nobility and society in general.

Most feudal estates have laws to protect the local serf population from abuse or mistreatment—even by members of the nobility. While these laws may be more or less enforced, depending on the disposition of the local lord, the fact that they exist at all is a major turning point in cultural evolution.

Yeomen

Unlike the serf, who spent his days laboring on land owned by his lord, a yeoman was recognized as the owner of his own farm. As a rule, it was not a large estate, but it was enough to provide for his needs (and those of his family). If times were good, it might even provide a surplus which could be sold or bartered for a few choice items or luxuries.

In many cases, of course, a yeoman will swear loyalty to a near-by lord and pay him or her some trib-