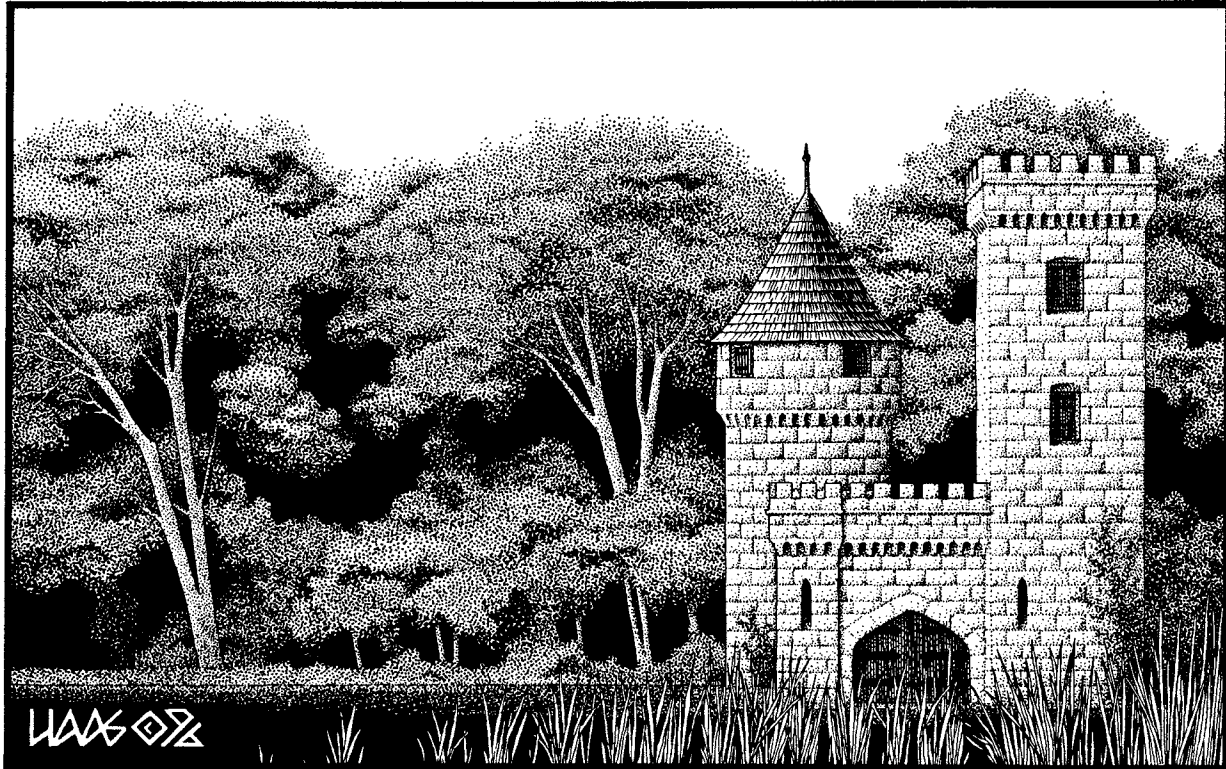


# CASTLES & RUINS™



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## 3.23 SERVITOR (V)

Servitor (V)  
Siege  
Engineer (V)

Servitors are lower class nobles or higher class commoners who serve in a lord's castle. A servitor could be anything from a page to a lady-in-waiting. Servitors receive very little compensation for their duties, but they gain great respect out of their close familiarity with the ruling class. In many ways the job of the Servitor can be boiled down to being paid to provide companionship. For this reason they are especially adept at being sociable and agreeable, because they have few other skills.

**Time to Acquire:** 41 months

**Starting Money:** normal

**Special:**

|                                      |    |
|--------------------------------------|----|
| Exceptional set of clothes .....     | 40 |
| Favor from an important person ..... | 40 |
| Favor from an important person ..... | 30 |
| Knows secret about a noble .....     | 20 |
| Noble contact .....                  | 0  |

**Category or Skill # of ranks**

|  |           |
|--|-----------|
| Artistic • Active skill category ..... | 2         |
| choice of one skill .....              | 2         |
| Crafts skill category .....            | n/a       |
| Scribing .....                         | 1         |
| Service .....                          | 2         |
| choice of up to two other skills ..... | 2 (total) |
| Influence skill category .....         | 2         |
| choice of one skill .....              | 2         |
| Lore • General skill category .....    | 3         |
| choice of up to two skills .....       | 3 (total) |

**Stat Gains:** none

**COST BY PROFESSION**

|                          |    |                          |    |
|--------------------------|----|--------------------------|----|
| Fighter .....            | 25 | Lay Healer .....         | 25 |
| Thief .....              | 25 | Healer .....             | 25 |
| Rogue .....              | 25 | Mystic .....             | 22 |
| Warrior Monk .....       | 25 | Sorcerer .....           | 25 |
| Layman .....             | 25 | Ranger .....             | 25 |
| Magician .....           | 25 | Paladin .....            | 23 |
| Illusionist .....        | 23 | Monk .....               | 25 |
| Cleric .....             | 25 | Dabbler .....            | 25 |
| Animist .....            | 25 | Bard .....               | 22 |
| Mentalist .....          | 25 | Magent .....             | 23 |
| Arcanist .....           | 25 | Chaotic .....            | 25 |
| Wizard .....             | 25 | Magehunter .....         | 25 |
| Channeling Alchemist.... | 25 | Mentalism Alchemist .... | 25 |
| Essence Alchemist .....  | 25 |                          |    |

## SIEGE ENGINEER (V)

The Siege Engineer specializes in the destruction and reduction of castle defenses. Siege Engineers can organize military operations relating to sapping castle walls, building siege engines, and employing siege engines.

**Time to Acquire:** 29 months

**Starting Money:** normal

**Special:**

|                                       |    |
|---------------------------------------|----|
| Book (+10 to Siege Engineering) ..... | 50 |
| Book (+10 to Mechanition).....        | 40 |
| Draft of superior siege engine.....   | 40 |
| Mercenary contacts .....              | 20 |
| Tool kit (+10 non-magic) .....        | 0  |

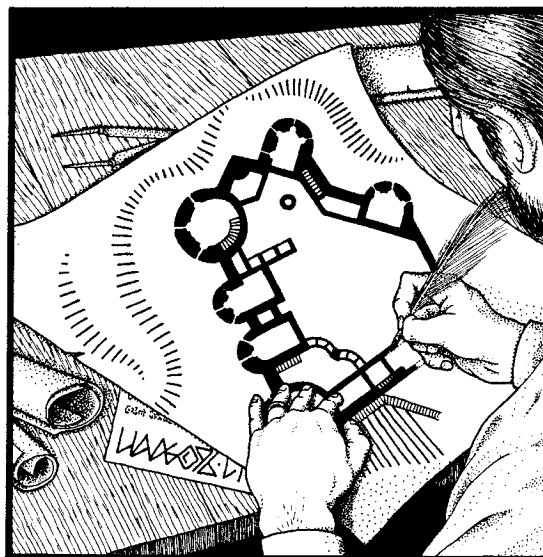
**Category or Skill # of ranks**

|   |           |
|---|-----------|
| Communication skill category .....                  | 1         |
| Signaling .....                                     | 1         |
| Technical/Trade • Professional skill category ..... | n/a       |
| Mechanition .....                                   | 1         |
| Military Organization.....                          | 1         |
| Mining .....  | 1         |
| Technical/Trade • Vocational skill category.....    | n/a       |
| Siege Engineering .....                             | 3         |
| Weapon • Missile Artillery skill category .....     | 2         |
| choice of up to two skills .....                    | 2 (total) |

**Stat Gains:** none

**COST BY PROFESSION**

|                          |    |                          |    |
|--------------------------|----|--------------------------|----|
| Fighter .....            | 22 | Lay Healer .....         | 29 |
| Thief .....              | 24 | Healer .....             | 32 |
| Rogue .....              | 26 | Mystic .....             | 32 |
| Warrior Monk .....       | 27 | Sorcerer .....           | 32 |
| Layman .....             | 25 | Ranger .....             | 26 |
| Magician .....           | 32 | Paladin .....            | 24 |
| Illusionist .....        | 32 | Monk .....               | 28 |
| Cleric .....             | 29 | Dabbler .....            | 25 |
| Animist .....            | 29 | Bard .....               | 24 |
| Mentalist .....          | 29 | Magent .....             | 24 |
| Arcanist .....           | 32 | Chaotic .....            | 27 |
| Wizard .....             | 32 | Magehunter .....         | 26 |
| Channeling Alchemist.... | 29 | Mentalism Alchemist .... | 27 |
| Essence Alchemist .....  | 26 |                          |    |



#### 4.1.4 • PURPOSE OF CONSTRUCTION

Before dreaming of high mountain castles with collapsible bridges and other forms of impregnable defenses, the character must decide why he is building a castle.

A castle (or other structure) can be built for many reasons: defensive, offensive, administrative, or the like. The first decision that must be made when choosing a location is the reason for building a castle. If seeking to conquer or settle a land, choose a central location for the castle (or build a series of castles over time). If seeking political power, then the castle should be near areas of commerce and travel; normally this means a river or coastal location (but not necessarily). If concerned with protecting a border, certainly build in a strong position along the border.

The GM should provide a general outline of political boundaries, roads, and trade routes on the basic area map, as well as any towns, cities, fortifications, and such that could influence this decision. The GM should help players define the purpose of any castle, especially if the GM already has some specific plans in mind that may have a bearing on the castle's placement.

#### 4.1.5 • WATER

Once the character has an idea of why he is building a castle, he needs to locate all of the sources of fresh water in the general area where he needs to build. Water cannot be pumped to a distant location (unless strong magic or good aqueducts are involved), so water must be available for drinking and cleaning. Fresh water sources are generally in the form of rivers, streams, ponds, lakes, and springs. Snow, ice, and underground rivers are also good sources of water. In some areas it may rain enough to provide plenty of drinking water on a daily basis, though such areas should normally have plenty of rivers and streams as well.

The GM will have to determine how large a population a given water source can supply. Generally, a lake or river should not have a population limitation. A small stream should be sufficient to support a castle and town, but the GM may determine that in periods of dry weather, water supplies become polluted. Population limits due to the availability of water certainly fluctuate with society, climate, weather, and race. Due to the high variability of this limit, it is up to the GM to determine size limitations.

A character can always modify the terrain to improve the amount of water maintained by a given area. Dams can turn streams into ponds, rivers into lakes, and so forth. Ponds can be built to gather rainwater runoff. Elaborate water and sewer systems can store water through aqueducts. And, of course, magic can always modify the water balance in a given area. Regardless, this is a loose factor that is left to the GM to resolve.

#### 4.1.6 • AREA TERRAIN

Once a character has a general idea of his castle's purpose and the various water sources available, he must look at the terrain. The water sources are only one aspect of the terrain, so a GM may design the terrain and the water at the same time.

At this stage, the GM should outline the physical layout of the land, including: mountains, hills, forests, deserts, oceans, swamps, and so on. This allows the character to see how the lay of the land will affect travel and communication. If the GM feels that the physical layout of the world should be designed first, he should feel free to start by designing the terrain and water and adding the political and civilized areas next.

The location of physical features allows a character to assess the relative value of a defensive position for his castle versus ready access to other locations from the castle's position. For example, a character may want to build a castle in the mountains, but the mountains may be in one corner of his land and far from the important trade centers of his land; therefore, the character must decide if it is worth the loss of control in exchange for the greater defensibility of the location.

#### 4.1.7 • POPULATION

Another consideration is the people of the land. If the character is going to rule these people, he may need to place his castle in an area that overlooks a large portion of the population. This stage is not just a matter of adding towns, villages, and cities to the map, but it is also an explanation of the people's values, religion, subsistence patterns, and so on. This should provide a character with enough background on the land that he will not make any obvious mistake (like building his castle on a sacred hill or not using the appropriate rituals for construction). The GM should also take a moment at this point to look over the people in the land and to make any last minute changes. Once the character begins ruling these people, he will get upset if they suddenly show cannibalistic tendencies for no good reason.

#### 4.1.8 • FOOD PRODUCTION/ FOOD CONSUMPTION

When choosing a site, the character must be sure that a steady supply of food can be brought to the castle, and some should be grown or raised right around the castle as well. The type of food available to the castle will depend on the subsistence patterns typical in the land within which it is built. The GM should allow food production to match the population so long as there is not a large influx of people through migration or birth, a disaster that affects the food supply, or some other unusual situation. Several monthly and yearly events fall in those categories mentioned and can cause severe problems within any kingdom or land.

#### Section 4.1

Choosing a  
Construction  
Site

