

CASTLES[®] & CRUSADES

Fantasy Role Playing Game
CONDENSED



1011[™]
games



A Guide and Rules System for Fantasy Roleplaying

Authors: Davis Chenault & Mac Golden

Cover art, interior art, logos
and logo designs by:

Peter "20 Dollar" Bradley,
and Cover Design and Layout by
Clayton Bunce & Peter Bradley

With Steve Chenault, Mark Sandy
and Todd Gray

Character Reference Sheet by Darlene

Edited by: Nicole Chenault & Matt Finch

For more information on Castles & Crusades, and
related products or to join the Castles & Crusades
Society please contact us at:

Troll Lord Games
PO Box 251171,
Little Rock, AR 72225
or on the web at www.trolllord.com
or email at troll@trolllord.com or
www.castlesandcrusades.com

Contributions by Casey Canfield, Josh Chewing, Mike Stewart, Colin Chapman, Kenneth J. Ruch,
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We offer this book as an ode to the years of fun in game and play
and to the creative might and best of friendships
bound within the very person of E. Gary Gygax,
for whom none of what came before,
nor any that must come after, would be possible.

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In the immortal days of our youth we found high adventure and fought many a campaign against all manner of villainy and evil. We slew dragons, brought down corrupt tyrants, explored uncharted territories and freed the world of grotesque creatures of mythical proportions.

We were heroes on a crusade. These youthful adventures were brought to us by Gary Gygax through the medium of role play and the fantastic game that made it all possible. We bring you our own game now, one that we hope captures those early days of grand quests and exploration. The Castles & Crusades role playing game pulls on those early experiences and makes them real again.

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WHERE ROLLPLAYING AND ROLE PLAYING MEET

I run my games fairly consistently. All of my games combine intense interaction between the players and myself with quick-moving, heart-stopping combats. These many moments, actions, and interactions must be woven together over a night's play through exciting storytelling and player involvement. When the tale is woven tightly, emotions are awakened, creating unforgettable moods. This is where "roll playing" and "roleplaying" meet, and the result is an electrifying evening of gaming.

Capturing a mood is difficult. It is a challenge to create the intricate interplay between a bartender who is bought and paid for by a thieves guild and a character seeking to pry information from him. The task involves descriptive text, acting, accents and a great number of things. The sounds of sword clashing upon shield, of flesh and bone grinding against metal, all this against a background of a field awash in blood and combat are all demanding to capture in narrative. How does one help players imagine the sound of a bow creaking as the arrow is drawn back? How does one make them fear that sound? The tale in the game must cascade over the players, engulfing them in a wash of emotions: fear, rage, courage, elation. Once you've captured everyone's emotions, the game is won! At that point, the game is pure fun, like a good movie – one where you forget you're in a theater.

The core of any game's philosophy has to have the goal of creating and capturing a mood charged with excitement. Anything that detracts from that objective detracts from the game. How does one capture that mood? Foremost, the rules guiding game play must be easily understood. Ideally, the basic rules of the game should be easily grasped within about fifteen minutes. A player should be able to sit down with another player, create a character, and have the basics of the game explained to them in just that time. As a foundation, the rules must be kept simple and logical, easy to comprehend and easy to enact. Expanding the game comes later, much like adding stories to a building. Start with a firm, square foundation and everything else follows.

The game must be adaptable as well. Gamers are diverse people, all with different imaginations, different tastes, and different desires. They all want to play a game that suits their tastes. Those playing should be able to add, discard, and change rules and ideas to fit their needs without worrying about the effects those changes have on the workings of the rest of the game. There should only be a few hard and fast rules. Everything else is extra.

The main impediment to these objectives is an overabundance of rules. A glut of rules unnecessarily restricts the flow of the story, and even worse, the flow of the game. Rules do serve a purpose—they codify actions and reactions during game play. However, rules can also impede the imagination. They can reduce the element of uncertainty and the emotions that come with it. They can describe too much, and thus hinder the capacity for narrative development for all participants. At its worst, codifying too much into game rules reduces emotion and mood. This misses the goal of capturing the emotions of the participants, and then, you've lost the heart of the game! An efficient and concise set of rules allows an ease of play and adaptability, and is a necessary ingredient.

A rules-light, adaptable game naturally engenders a gaming environment where one is bound only by imagination. When so unleashed, one can act without restraint to create a gaming environment that is fun for all. That is the core of this game's philosophy. That was the core of the original game. At its heart, it was intended to be a fun game to play and this game adheres to the same philosophy. Castles & Crusades is not a realistic-simulation game! Castles & Crusades is a fantasy game where imagination rules.

Stephen K. Denawalt



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INTRODUCTION

A world of heroism and epic adventure lives inside each of our minds. We can all imagine a world where stalwart knights battle ancient dragons, powerful wizards duel one another with mighty magics, and the brave-of-heart rescue mystic artifacts from the clutches of evil villains. These are the kinds of adventures many of us create in our minds on lazy afternoons, reading through our favorite novels. A pair of nefarious rogues make their way through serpentine alleys and rambling cities, seeking fortune and fame. A band of desperate heroes battle against an inevitable apocalypse, standing for justice and honor as the world succumbs to chaos and evil. A fellowship of brave adventurers descends into dungeons deep beneath the earth in search of treasure and glory or undertakes the eternal struggle against evil, battling foes across wasted and barren plains. We imagine other worlds and mystical places fraught with danger. In these worlds of fantasy, magic is real and heroes abound.

With the Castles & Crusades roleplaying game, these imaginings come to life as you play the role of a hero seeking adventure in a fantastic world populated by mythic creatures and legendary beasts. Or, as the Castle Keeper, you can design the worlds and stories that make up the game, guiding friends and fellow gamers through epic adventures in wondrous settings of your own making.

WHAT DO YOU NEED TO PLAY?

Unlike many other games, Castles & Crusades requires only this book of rules for those playing the characters, a pencil or pen, some paper, and a set of dice: d4, d6, d8, d10, d12, d20. The Castle Keeper will need the *Castles & Crusades: Monsters and Treasure* rulebook and will find the *Castles & Crusades: Castle Keeper's Guide* very handy as well. With these, a few friends and a healthy imagination, you are set to begin.

There are other gaming aids that might make play more interesting and manageable, and we would be remiss not to make you aware of them. There are published adventures, world settings, and reference screens that make the job of the Castle Keeper easier. There are source books that aid players in developing characters and enhancing game play, and there are useful items such as pre-printed character sheets. Miniature figures can be used to visually represent

characters and monsters. Vinyl mats offer a surface for placing miniatures and drawing settings, and three-dimensional representations of dungeon or castle scenery can also be used to aid visualization during the game. All of these are optional, of course, but they may help enhance game play. As you read these rules and play through adventures, you will be able to decide for yourself if additional gaming aids would make your game more fun to play.

DICE

To play Castles & Crusades, several different types of dice are necessary. Dice with 4, 6, 8, 10, 12 and 20 sides are used in Castles & Crusades. All can be found at many local game stores. There are various notations in the rules telling what type and how many dice should be rolled during game play. These notations may appear cryptic to first-time roleplayers, but they are easily learned: d4 = four-sided die; d6 = six-sided die; d8 = eight-sided die; d10 = ten-sided die; d12 = twelve-sided die; d20 = twenty-sided die; d100 = the result of 2 ten-sided dice (before rolling, one die is designated the 'tens' and the other is designated the 'ones').

It is also possible to generate random scores for which no die exists. The most common are d2 and d3, both of which can be made by rolling a d6 and dividing by 2 or 3 and dropping the fraction. To roll a d2 by using a six-sided die, the results 1-3 would be a score of 1, while 4-6 would equal 2.

When the rules require it, rolls of more than one die will be expressed in the following format: [# of dice] die type [+/- any modifiers]. For example, an instruction to roll 3d6 means that 3 six-sided dice are rolled, and the results are added together. A notation to roll 3d6+3 means that 3 six-sided dice are rolled and added together, then 3 is added to the total.

Sometimes, the rules might require rolling two different die types, adding the results together, and then dividing by a set number. For example, the rules might require the results of 1d4 and 1d6 to be added together and then divided by 2. Always drop the fraction unless the rules specify otherwise. If, in this case, you rolled a 3 and a 4, the result would be 3.5, but dropping the fraction gives a final result of 3. Exceptions to this are rare and are noted in the rules. One common exception, for example, is that certain rules have a minimum result of 1.



CREATING THE CHARACTER

With the exception of the Castle Keeper, each person playing *Castles & Crusades* creates a character to use during the game. To create this character, the player begins by simply imagining the type of character he or she desires to play, be it a wandering barbarian, reclusive wizard, travelling dwarf, noble elf, a dastardly villain or virtuous knight. The player begins by generating attribute scores with dice rolls. Attribute scores define the character's physical and mental traits. Next, the player chooses a class, or profession, for the character that best fits how the character is imagined. In the same manner, the player chooses a race which best fits both the persona and class desired. Lastly, the player fills in the details: examples include technical game-related aspects of the character, such as combat bonuses, as well as the character's persona and history. These steps are outlined below and detailed in their appropriate sections.

IMAGINE A CHARACTER: Decide, in a general manner, the type of character desired. Is the character a noble dwarf fighter, a haggard half-orc barbarian, or a disdainful elf knight? Literature, film, theater and comic books are rife with examples of heroes and villains that players can draw upon for inspiration for their characters. Yet, as the creator of your own character, you can build upon these examples to create complex villainous montages or even more profoundly heroic and noble characters. Stretch your imagination! Create the character as you imagine him or her to be. In the end, imagination is the only limit when creating a persona.

ROLL ATTRIBUTES: Each character has six attributes, generated by rolling dice. The attributes are: **strength**, **dexterity**, **constitution**, **intelligence**, **wisdom** and **charisma**. Each attribute has an impact on the game and can significantly influence class selection. After rolling the dice to generate these scores, you can choose how those scores are placed. Naturally, it is important to place the scores in a manner that reflects your character concept, desired class and desired race.

CHOOSE A CLASS: A class is a basic concept upon which the character is modelled. This is one of the more difficult aspects of character creation because each class represents an archetype found in literature, film or within roleplaying games themselves. Each class should be very broadly interpreted. It is possible to have wildly diverse characters that are members of the same class. Classes should be considered examples or technical extrapolations of archetypes that provide a broad representation for the type of character desired. This is necessary in order to accommodate the needs of the player and the setting where the character's adventures occur.

Each of the thirteen classes has unique abilities and specialized areas of knowledge:

The *Fighter* is a warrior with great prowess on the battlefield.

The *Rogue* is a rascalion and an opportunist.

The *Monk's* body is conditioned to withstand the rigors of war and the elements.

The *Wizard* is a practitioner of powerful arcane magics.

The *Cleric* is avowed to a deity and dispenses divine justice.

The *Knight* is a natural leader and strong combatant.

CHOOSE A RACE: Select a race that best fits your imagined character concept. In *Castles & Crusades*, one can choose the versatile human, a long-lived elf, a wilful dwarf, a curious gnome, a quick-footed halfling, a forlorn half-elf, or a pernicious half-orc. Each race is unique and has its own special abilities, capacities, culture and personality. Closely examine each race prior to making a selection. In particular, ensure that the race selected does not have cultural or personality characteristics that conflict harshly with the persona of the character you wish to create.

FLESHING OUT THE CHARACTER: The most important step in character generation comes last: detailing the character's persona. The player fleshes out the details of the character's personality, physical description, world view, background, goals and motivations – including the moral “alignment” best suited to the character's personality. Then the character's starting money is determined and the player equips the character with clothing, armor, weapons and other adventuring gear. The player also determines the character's hit points – that measure of a character's ability to survive damage.

ATTRIBUTES

Attributes represent a character's physical and mental traits.

All characters in *Castles & Crusades* have six attributes:

Strength (Str)	Intelligence (Int)
Dexterity (Dex)	Wisdom (Wis)
Constitution (Con)	Charisma (Cha)

Each attribute has a numeric score ranging from 3 to 18. Each attribute score also has a corresponding modifier, which is a bonus or penalty added to or subtracted from certain die rolls during the game as detailed throughout the rules.

There are two types of attributes: primary and secondary. Of the six attributes each character has, the player selects a few to be primary attributes. The remaining attributes are secondary. The distinction is important when determining the outcome of many actions in *Castles & Crusades*. When a character uses a class ability, such as a rogue attempting to pick a fat giant's pocket or a ranger tracking a brigand through a dark forest, an attribute check is rolled to determine if the action is successful. Each class ability has an attribute check associated with it. If the class ability's associated attribute is one of the character's primary attributes, the character has a greater chance of successfully performing the task. The same principle holds true for the other aspects of the game in which an attribute check is required.

Attribute checks are explained in greater detail later (see *The Castle Keeper and the Game - Attributes and the Game*). For now, just remember that the selection of primary and secondary attributes significantly affects the possibility of success for many actions in the game. Attribute checks associated with a primary attribute are significantly more likely to succeed than those actions performed with a secondary attribute.

THE SIX ATTRIBUTES

STRENGTH: This attribute reflects physical strength, including the ability to lift or move heavy objects and make powerful attacks. The modifier affects melee combat and damage, and all checks for which strength is the primary influence. Characters can military press 10x their strength and dead lift 15x their strength score.

DEXTERITY: This attribute represents a character's reflexes, manual dexterity and hand-eye coordination, including the ability to dodge and defend against attacks. The modifier affects armor class, ranged combat and all checks involving dexterity.

CONSTITUTION: This attribute reflects overall health, and also represents a character's ability to withstand pain, suffer physical damage, avoid fatigue and fight off sickness or poison. The modifier affects hit points, and it applies to all checks involving constitution as the prime influence.

INTELLIGENCE: This attribute reflects mental aptitude. It represents a character's ability to learn quickly, apply that learning effectively and use deductive reasoning. The modifier affects the number of arcane spells a character can cast each day, the number of languages a character can learn and all checks involving intelligence as the prime influence.

WISDOM: This attribute reflects depth of personal experience, the ability to make well-considered decisions or judgments, and represents a spiritual connection to a deity. The modifier affects the number of divine spells that can be cast each day, attempts to turn the undead and all checks involving wisdom as the prime influence.

CHARISMA: This attribute represents strength of personality, willpower, leadership and attractiveness. It is the degree to which a character is able to influence others. The modifier affects other creatures' loyalty and reactions to the character, the number of undead the character can turn and all checks involving charisma as the prime influence.

GENERATING ATTRIBUTE SCORES

Attribute scores are generated by rolling 3d6. The player adds the results of the three dice together to create a total score that ranges between 3 and 18. This process is repeated six times. Once the six scores are generated, each score is assigned to one attribute, in any order the player chooses. When assigning attribute scores, the player should consider the race and class of the character being created. A character's race may raise or lower an attribute score, and certain attribute scores may affect a character's class abilities.

Normally, attribute scores only increase or decrease during the course of a game as a result of magic, poison, curses or other extraordinary events. Should an attribute score change during game play, the modifier changes to correspond to the new score, if applicable. It is possible for an attribute score to fall below 3 or exceed 18 during game play. However, attribute scores for characters that fall outside of this range are rare, and are usually associated with monsters, powerful magical items or other entities controlled by the Castle Keeper.

ATTRIBUTE MODIFIERS

Each attribute score has a corresponding modifier that can alter die rolls in the game. The modifier is a number added to (or subtracted from) a roll of the dice when a character uses an attribute to take an action, make a saving throw or use a class ability. For example, a character attempting to bend the bars of a prison cell would have his or her strength modifier applied to the roll. The amount of damage delivered to a foe is likewise affected by the attribute modifier. A positive modifier is called a bonus and a negative modifier, a penalty. Higher attribute scores have higher bonuses, and lower attribute scores have larger penalties. So, whether fighting a nasty troll, a hungry wyvern or avoiding the gaze of a gorgon, attribute modifiers play a decidedly important role in the game.

PRIMARY AND SECONDARY ATTRIBUTES

There are two types of attributes in Castles & Crusades: primary and secondary. Primary attributes are those physical or mental abilities in which a character is particularly well trained or very experienced in using. Secondary attributes are those the character uses with only average skill. A player selects the character's primary attributes after choosing a class and race.

Human characters have three primary attributes. Demi-human races (dwarf, elf, gnome, half-elf, halfling and half-orc) have only two primary attributes. Each class has one primary attribute associated with it that cannot be changed. The player selects the others. So, a human character receives one

primary attribute designated by the class and the other two are selected by the player. If playing a demi-human character, the player can select only one additional primary attribute. For example, the primary attribute for the ranger class is strength. If the player chooses to play an elf, he or she selects one of the five remaining attributes as the other primary attribute. If it were a human ranger, the player would select two more primary attributes rather than just one. The remaining attributes are considered to be secondary.

ATTRIBUTE CHECKS

As mentioned before, the distinction between primary and secondary attributes is important. Almost all non-combat actions in Castles & Crusades for which the Castle Keeper deems a roll is necessary to determine success or failure are resolved by an attribute check.

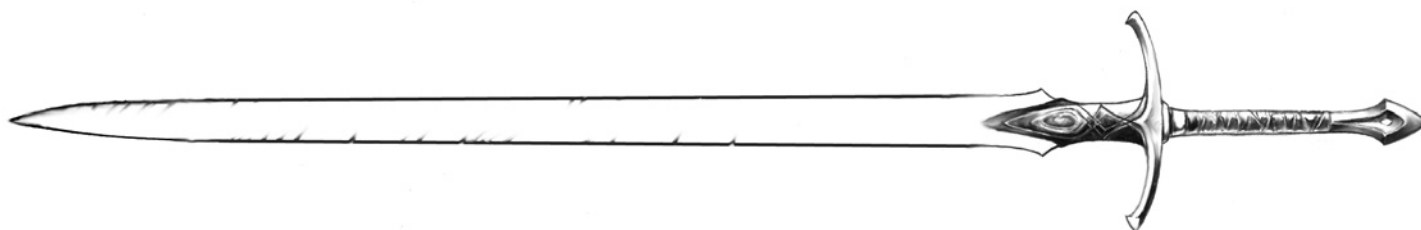
Every check has an associated attribute. Whenever one of these checks is made, a d20 is rolled by the player. Attribute and level modifiers are added to this roll, if applicable. If the result is equal to or greater than a number generated by the Castle Keeper, called the challenge class, then the attribute check is successful.

The challenge class is a number generated by the Castle Keeper that represents the degree of difficulty for performing that action. The challenge class is generated in two steps. The first is ascertaining the challenge base. This is determined by whether or not the associated attribute is a primary or secondary one. If the associated attribute is a primary attribute, the challenge base is 12 and if it is a secondary attribute, the challenge base is 18. Next, the Castle Keeper adds or subtracts the challenge level to the challenge class. The challenge level represents the degree of difficulty the Castle Keeper believes appropriate for the action being taken. This usually ranges between 0 and 10, but can go higher. The sum total is the challenge class, and the player must roll higher than that to successfully perform the action.

For example, a 3rd level elf ranger with a 15 wisdom as a primary attribute attempts to track a pair of wily kobolds through a mountain pass. The player rolls a d20 and adds the ranger's level (+3), attribute modifier (+1) and racial bonus (none) to the roll. If the number generated is equal to or higher than the challenge class determined by the Castle Keeper, the attempt is successful and the ranger is able to track the kobolds to their secret lair. The challenge class is the combination of the challenge base (12) and the challenge level (assume a 3 as the trail is a few days old) for a total of 15. The player rolls a 13 and adds 4 for a total of 17. This is greater than the 15 necessary so the ranger successfully tracks the kobolds to their dark and foreboding lair atop craggy hill.

A more thorough discussion of the rules and use of checks, called the SIEGE engine™, is located in the Castle Keeper's section of the rules. For now, it is just important to understand that checks involving the use of a primary attribute are far more likely to be successful than checks involving secondary attributes.

ATTRIBUTE MODIFIERS							
1	2-3	4-5	6-8	9-12	13-15	16-17	18-19
-4	-3	-2	-1	0	+1	+2	+3



CLASSES

The character classes each represent a broad archetype. Although each character of a particular class is bound by certain similarities, players should utilize the archetype template to build a unique character and create a unique persona. The class describes a character's capabilities in the game, and reflects only their chosen profession, training and way of life, not who they are as an entire person. Each player chooses a class that best applies to the hero he or she wishes to create and play in the game. From this, the player creates the personality and traits that define the rest of the character.

There are many types of character classes:

Fighters are brave warriors who take up arms to meet their foes in the crucible of battle. Fearless, they don themselves in the accoutrements of battle, relying upon their superior martial skills to overcome obstacles.

Rogues, rapsallions and the like make their living through nefarious and occasionally dastardly deeds. Living on the ethical edge and spending much of their lives avoiding harsh justice, these fearless villains are found in all walks of life.

Monks are warriors who primarily rely upon the strength of their bodies and will power for survival. They are deadly combatants, having honed their bodies into lethal weapons.

Wizards delve into the mysterious worlds of the arcane and wield magic like a weapon of war. They are often possessed of an overwhelming thirst for knowledge and, as often as not, power.

Clerics are spiritually bound to a deity. They are usually members of religious orders, though some choose to live as wandering hermits. They wield the magic of the divine and, fortified with the armaments of war, become powerful emissaries for their causes.

Knights are members of warrior-castes. As born leaders, they use their social standing, charisma, gallant actions and honorable codes to set the tone of behavior for those around them. Through their actions, they often inspire people to great deeds.

The class descriptions define the parameters and abilities of each class. It may be beneficial for a player to consult other chapters for details about saving throws, combat or spell use before selecting a class. Each class description includes many features: the prime attribute, hit dice, alignment, weapons allowed and other aspects of the class. Most of the information needed by players is in this section. Familiarization with the class and its features is essential to playing the class well.

CLASSES AND THE CASTLE KEEPER

Before choosing a class, consult with the Castle Keeper. The type of adventure or the environment in which it occurs may help with this decision. For instance, if the Castle Keeper plans a game set in a dungeon environment, it would be disadvantageous to play a steppe barbarian. The Castle Keeper should consider creating an adventure according to the classes chosen by the players. For example, if a player decides to play a rogue who is the scion of a wealthy family and decides that this rogue enjoys pilfering the treasures of family acquaintances, then planning an adventure in a dungeon atop a remote mountain wouldn't work out too well.

Maintaining a constant dialogue between the Castle Keeper and the players is important to an enjoyable game of Castles & Crusades. The Castle Keeper bears an awesome responsibility in the role of entertainer. To manage this, the players and the Castle Keeper should come to an understanding prior to play to ensure that everyone's needs are met to the greatest degree possible. The Castle Keeper is also responsible for ensuring that the players are playing their classes properly, and for helping players choose a class that best fits the type of adventurer they envision.

CLASS DESCRIPTION TERMINOLOGY

PRIME ATTRIBUTE: There is one prime attribute designated for each class.

If the character is human, the player is allowed to choose two more prime attributes for that character for a total of three. All other races allow the player to choose only one more prime attribute for a total of two.

HIT DICE (HD): This is the die type rolled, at each level, for the character's hit points. The constitution bonus is added to the result whenever hit points are rolled. The results are cumulative, so a 5th level barbarian has 5d12 hit points.

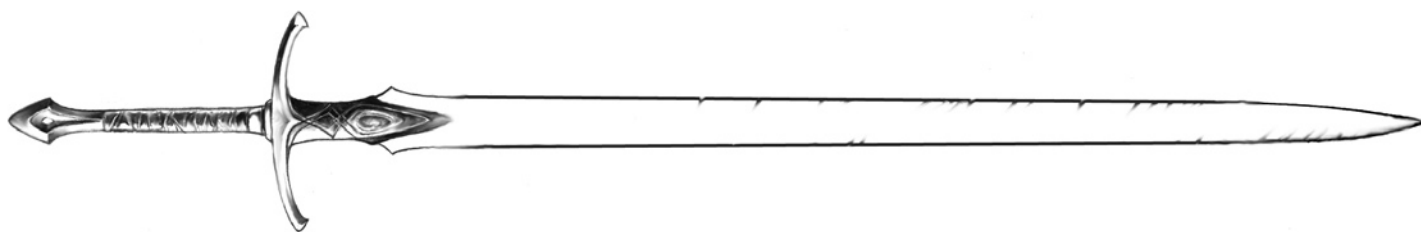
ALIGNMENT: The suggested alignment for the class.

WEAPONS: All members of the class are proficient in the use of every weapon on this list. If a character uses a weapon that does not appear on this list, the character suffers a -4 penalty on all the "to hit" rolls with that weapon.

ARMOR: All members of the class are proficient in the use of every armor type on this list. A character may also wear any armor, but if the armor type does not appear in the list, the character cannot use any of their class abilities while the armor is worn unless the description of the ability states otherwise. Several of the classes have restrictions on the type of armor they can wear. These are listed in each class description. However, Class Reference Table 1 is supplied as a quick reference for all the classes.

The armor use restrictions reflect that class's training and experience and the limitations of it. Classes with no familiarity with certain types of armor cannot be expected to wear them and act without their abilities being hampered. For example, the rogue Felthing has grown up on the streets of Margleburg and has never before worn any armor other than leather and padded. When Felthing puts on his first set of full plate mail, it is likely that a certain amount of discomfort and restriction would hamper Felthing's ability to pick a pocket. This being the case, armor is restricted to reflect that class archetype's background.

This does not mean that the rogue would be unable to wear plate mail. Any class can wear any armor. If they do, their abilities may be affected. For example, if a wizard wears any armor they can not cast spells. Similar restrictions apply to many of the classes and in several cases only restrict the use of certain class abilities. The rogue and assassin have variable effects as described in their class descriptions.



CLASS REFERENCE TABLE 1: ARMOR, SHIELDS, HELMS

CLASS	ARMOR	SHIELDS	HELMS
Fighter	Any	Any	Any
Ranger	Breastplates, chainmail hauberk & shirt, cuir bouille, greek ensemble, leather, chain coif, leather coat, padded, ring mail, scale mail, studded leather	Small, medium, pavis	Benin, casquetel, chainmail and leather coif, norman and pot helm, war hat
Rogue	Leather, leather coat, padded (and see class)	Small, medium, pavis	Leather coif, war hat
Assassin	Leather, leather coat, padded (and see class)	Small, pavis	Leather coif
Barbarian	Chain shirt, cuir bouille, hide, laminar leather, leather, leather coat, padded, ring mail, studded leather	Any	leather coif, norman and pot helm, war hat
Monk	None	None	None
Wizard	None	None	None
Illusionist	None	None	None
Cleric	Any	Any	Any
Druid	Cuir bouille, laminar leather, padded, leather, leather coat, hide	Any wooden	Leather coif
Knight	Any	Any	Any
Paladin	Any	Any	Any
Bard	Breastplates, chain shirt, cuir bouille, greek ensemble, hide, laminar leather, leather, leather coat, padded, ring mail, studded leather	Small, medium	Basinet, casquetel, chainmail and leather coif, normal helm, pot helm, war hat

ABILITIES: This is a list of abilities possessed by the class. Explanations are contained in the text for each class. An attribute in parentheses indicates that using the ability requires an attribute check.

LEVEL: Characters advance in levels as they gain experience. Their abilities, and their capacity to perform them, increase as well.

BONUS TO HIT (BtH): This is the modifier that is added to a 'hit roll' when making a melee or missile attack.

EXPERIENCE POINT PROGRESSION (EPP): This is a table that lists the amount of experience points needed to gain each level. For example, a 4th level fighter needs 17001 experience points to reach 5th level.



FIGHTER (Strength)



From the maelstrom of war and conflict great warriors arise, tested on and mastering the brutal fields of battle. These combatants nobly make war against cruel overlords and barbarous hordes, or are driven to conquest and brutish slaughter by depraved spirits and malignant desires. Found in all societies and amongst all peoples for whom battle is a constant, these are those who turn to the sword and might of arm to defeat their foes and fulfil their desires. Kings and tyrants, warriors and brigands, foot soldiers and raiders, adventurers and treasure hunters; these are all fighters.

The fighter is the archetypical warrior, superior to all other classes in armed combat. Fighters come from every geographic region and occupy all social strata. They are born with a strength of will and spirit that leads them to seek the field of battle. They find the clash of metal and the ring of steel invigorating at times, and necessary at others. Fighters do not live in fear of the melee; they face their foes with gritted teeth and steely determination, longingly anticipating the next test of their strength and skill. All fighters, regardless of background, are characterized by the will and ability to use their brute strength and swift sword to solve problems or overcome foes. Fighters are a unique breed and make their own way in the world, for ill or good.

Fighters depend on heavy armor and weaponry that require great strength and skill to wield properly. Whether sallying forth with a massive double bladed battle axe, or a delicately balanced saber of the finest steel while sheathed in plates of shiny metal, or hefting only a shield on the blood washed fields of combat, the mighty arm of these warriors rise and the weak fall beneath it. And it is the strength that carries fighters through the laborious contests of steel that mark their daily lives.

Many cultures have unique weapons, and warriors in those cultures are often trained in their use, wielding them as if extensions of their bodies. However, all weapons, regardless of make, function to the same end and the well-trained and highly skilled fighter intuitively knows the best manner in which to use them. Fearsome with any weapon, the fighter is an opponent that only the foolish underestimate and the weak regret offending.

As with weapons, the use of heavy armor is demanding upon the body. When worn by those unfamiliar with its weight and bulk, armor can be a hindrance to movement. It requires great strength and knowledge to properly wear any armor and maintain one's skill of hand while so donned. Fighters are accustomed to the bulk and weight of armor, knowing how to manage and

adjust their thrusts and parries when wearing it. Once trained, a fighter knows how to adjust his or her fighting style to the weight and load of any armor in order to use it effectively.

ABILITIES

WEAPON SPECIALIZATION: At 1st level, the fighter can choose one weapon with which to specialize. All weapons are eligible, including ranged weapons such as the bow or sling. The weapon with which the fighter specializes is usually common to the fighter's culture or society, but it need not be. The Castle Keeper and player should consult to determine which weapons are available for specialization, bearing in mind culture, location and availability.

The fighter can only choose one weapon with which to specialize. Once chosen, the weapon cannot be changed. For fighters between 1st and 6th level, this specialization imparts a +1 bonus to hit and a +1 bonus to damage when being used. At 7th level and above, the bonuses increase to a +2 to hit and +2 to damage.

COMBAT DOMINANCE: At 4th level, the fighter gains an extra attack with any weapon when fighting opponents with 1 hit die. The opponents must also have a hit die type of d6 or smaller. In order to use this ability, the fighter must direct all attacks in a combat round against opponents that meet these criteria. The fighter can split the available attacks among qualified opponents as desired. This ability improves as the fighter progresses in levels. The fighter gains an additional attack for every four levels gained after 4th level. So, at 8th level, the fighter is allowed a total of three attacks, and at 12th level, the fighter gains four attacks against these opponents. This ability does not combine with the Extra Attack ability described below. This ability is only useable with melee weapons and cannot be applied to ranged combat.

For example, an 8th level fighter is battling 5 kobolds in a dank cavern. The kobolds are 1hd and have a d4 hit dice type. When it comes time to attack, the fighter is allowed three swings against the kobolds; one swing for the class and two swings for the Combat Dominance ability. The fighter can choose to attack one kobold three times or three different kobolds one time each.

EXTRA ATTACK: At 10th level, the fighter gains one additional attack each combat round with any weapon. This ability does not combine with Combat Dominance. When in a combat where both abilities could be used, the player must choose to use either the Extra Attack or Combat Dominance ability during each round. The Extra Attack ability is useable with melee and ranged weapons.

- PRIME ATTRIBUTE:** Strength
- ALIGNMENT:** Any
- HIT DICE:** d10
- WEAPONS:** Any
- ARMOR:** Any
- ABILITIES:** Weapon specialization, combat dominance, extra attack

Level	HD	BtH	EPP
1	d10	+1	0
2	d10	+2	2,001
3	d10	+3	4,001
4	d10	+4	8,501
5	d10	+5	17,001
6	d10	+6	34,001
7	d10	+7	68,001
8	d10	+8	136,000
9	d10	+9	272,001
10	d10	+10	500,001
11	+4 HP	+11	750,001
12	+4 HP	+12	1,000,001
13+250,000 per level			

ROGUE (Dexterity)



Ancient cities with high towers and crumbling walls, sprawling towns along coastal highways, villages, castles and hamlets all have one thing in common. They all have rogues in their environs. Their names vary: thieves, rascallions, cut-purses, footpads, confidence men, fences, burglars, sharpers, pick-pockets or highwaymen. Their methods vary as widely as their names, but their goals and the theme of their lives are constant. Rogues steal from others. They gather ill gotten goods for their own pleasure or needs and care not a whit for payment or compensation of those they take from. Rogues make their living in the shadows, through stealth, deceit and thievery, or at times, in service to some greater purpose known only to themselves. Rogues are, simply, the ultimate thieves.

The archetypical ne'er-do-wells, rogues can be scions of the wealthiest families or simple street urchins. Some make their living by burglary, robbing wealthy merchants and pilfering the goods of many a palace. Others pick the pockets of the unwary, from the simple traveller to the noble lord. Still others find their skills best suited to plundering dungeons, unravelling riddles in dark caves, and stealing treasure from the forgotten places of the world, avoiding the laws and the lawmen of the more civilized areas of the world.

To perform their many acts of daring rogues manage on a routine basis, they must be exceedingly dextrous. A rogue must be nimble of hand and foot. They must be quick of wit and mind. When these traits are perfectly combined into a seamless coordination of mental acumen and hand-eye coordination, the rogue becomes a foe to be feared and friend never to be trusted.

It is true that there is no honor among these rogues. Every valuable is a potential source of income, and every circumstance an enticement to misdeed. They are driven by an anarchic soul and the outcast's disdain for common ethics where few laws are considered sacred and no oath is made that is not to be broken. Their only brotherhood is that of their confederations and guilds of like minded thieves, who are as loyal to one another as they are to anything else. These guilds provide protection and organized rackets, but have little more staying power than the strength of their leadership to manage an unruly and rebellious membership.

There are the rare exceptions to this generally dispiriting lot. There are burglars who steal only from wealthy and evil overlords, rob dragon's hordes, or pilfer the treasures of malicious and cruel tyrants. However, they too are driven by the same forces that inspire other rogues, for it takes a wily and wilful individual to crawl down dark forbidding corridors and face down dragons for a peek at their hordes.

Rogues try to avoid combat as much as possible. Though not cowardly, they simply find the phrase "better to live and fight another day" more meaningful and applicable than anything to do with honor, pride or recognition of their martial prowess. Further, one might actually die in combat, and that has little value to anyone, especially to the rogue in question. As such, their weapons are generally of the smaller variety and not very impressive, being knives, daggers, saps and such, or those that can be used from a great distance such as bows, slings and darts.

Neither do rogues have much regard for shields and armor as these hinder movement and make even simple tasks difficult. And, since rogues avoid combat as much as possible, armor becomes a useless accoutrement in most cases and in a city, attracts more attention than most rogues desire.

ABILITIES

SPECIAL: Rogues favor light armor, as it allows them to better ply their stealth abilities. Rogues may wear leather armor, a leather coat, or padded armor, and can employ small shields without any penalty to the use of their abilities. They may also wear leather helmets. A rogue may wear any other type of armor, but the character may suffer a penalty when using class abilities and wearing these armors as noted in the ability description. The penalty is equal to -1 for each point above armor class 12 that the armor confers. Restricted helmets and shields cause the rogue to suffer a -1 penalty to all abilities. All penalties are cumulative.

For example, a rogue wearing chainmail, which confers a 15 armor class, suffers a -3 penalty to all ability checks (15-12=3). The same rogue using a large shield suffers a -4 penalty to all ability checks. If the same rogue used a metal great helm as well, the total penalty would be -5.

BACK ATTACK: A rogue normally avoids face-to-face combat if possible, preferring instead to use stealth to catch an opponent unaware. A rogue able to attack an opponent from the rear and who is unaware of the rogue's presence, gains a bonus to hit and to damage. To catch an opponent unaware, a rogue must make a successful move silently check to sneak up behind the foe, or make a successful hide check while behind the opponent. A rogue that succeeds in one or the other of these can make a back attack at a +4 bonus to hit. A successful hit inflicts double the normal damage.

When making a back attack, a rogue must use a close-quarters melee weapon. This weapon must be shorter than the character's arm. A rogue can only back attack living creatures that have a discernible anatomy. The rogue must be able to see the target well enough to pick out a vital spot, and then must be able to reach it.

As the rogue gains experience, the damage inflicted increases. At 5th level, a back attack deals triple damage, and at 9th level a back attack inflicts quadruple damage. A back attack cannot be combined with the sneak attack ability.

This ability is affected by wearing armor not on the armor list for the rogue.

CANT: Rogues often use a street language known only to those in the trade, called cant. Code words, hand signals, demeanor, and other signs comprise the cant. The cant can be used to convey complex ideas. The language may vary to some degree both geographically and culturally, making cants unique to each region, city, or even within a city.

This ability is affected by wearing armor not on the armor list for the rogue.

CLIMB (Dexterity): This extraordinary ability allows a rogue to climb up, down, or across a slope, wall, steep incline (even a ceiling with handholds), or unusually angled natural or man made slope or incline that others would find impossible to climb. When doing so, the rogue moves at one-half the character's normal speed. A failed climb check means that the character makes no progress. A check that fails by 5 or more means that the character falls from the currently attained height, and must suffer falling damage. Rogues can not carry anything in their hands while climbing. When climbing typical natural slopes and man made inclines, such as a cliff faces or steep steps, a rogue does not need to make an attribute check to climb the surface.

This ability is affected by wearing armor not on the armor list for the rogue.

DECIPHER SCRIPT (Intelligence): This ability allows a rogue to decipher writing in an unfamiliar language, a message written in an incomplete or archaic form or a message written in code. If the check succeeds, the character understands the general content of a piece of writing. It takes 2d8 turns to decipher each page of a script. The attempt may be made only once per writing.

A rogue may use this ability to decipher arcane script if a successful check is made at a penalty of -10. This ability may not be used to decipher divine scrolls.

HIDE (Dexterity): Rogues use this ability to conceal themselves from others. A successful check means that the rogue is hidden so well as to be almost invisible. The rogue can move up to one-half normal speed and remain hidden. Hide

checks suffer no penalty in this circumstance. At more than one-half and up to full speed, the character suffers a -5 penalty to the check to remain hidden. It's practically impossible (-20 penalty) to hide while running or charging.

If the character is being observed, even casually, they cannot hide. If observers are momentarily distracted, though, the character can attempt to hide. While the observer averts its attention from the character, the character can attempt to get to a hiding place. This check, however, is at a -10 penalty because the character has to move quickly to the hiding place. A rogue cannot hide if there is nothing to hide behind or conceal oneself with. Deep shadows can count as concealment at the Castle Keeper's discretion.

Rogues cannot hide and move silently at the same time until they reach 3rd level. At this level and beyond, a rogue can attempt both but must make a successful conceal and move silent check at -5. In this case, movement is reduced to one quarter the normal movement rate.

This ability is affected by wearing armor not on the armor list for the rogue.

LISTEN (Wisdom): A rogue can use this ability to listen intently and hear noises that others might not detect, even through an obstacle such as a door. Generally, a successful check indicates that the rogue has detected some sort of noise. Success indicates the rogue can hear soft sounds, like a whisper or cat stalking, while outside or in the open and up to a range of 30 feet. It also indicates success if the rogue is listening for sounds on the other side of a door, but the rogue must be adjacent to the door. However, exactly what is heard is up to the Castle Keeper's discretion as each case is unique. If listening through a stone wall, the rogue suffers a -10 penalty to the check. For other materials, vary the penalty as appropriate. A rogue can retry this ability once a round.

Only wearing a metal or large helmet affects this ability negatively.

MOVE SILENTLY (Dexterity): This ability allows a rogue to move so silently that others cannot hear the movement. The rogue can use this ability both indoors and outdoors. A rogue can move up to one-half the character's normal speed at no penalty. At more than one-half and up to the character's full speed, the character suffers a -5 penalty. It's practically impossible (-20 penalty) to move silently while running or charging.

To move silently and hide, see the hide ability. This ability is affected by wearing armor not on the armor list for the rogue.

OPEN LOCK (Dexterity): A rogue can use this ability to open any sort of mechanical lock that would normally require a key to open. A successful check indicates the lock has been opened. This ability requires the use of a set of rogue's tools, including picks, blank keys, wires or other appropriate tools. A rogue may only make one attempt per lock. If that attempt fails, the rogue cannot try to open the same lock again until gaining one more level as it is beyond the current ability of the rogue to pick it.

Only wearing a metal or large gloves affects this ability negatively.

PICK POCKET (Dexterity): A rogue can use this ability, on a successful dexterity check, to remove the contents of a pocket or pouch (or otherwise take something from a person) without being noticed. Success may require the rogue to cut the purse or pouch from the target. A penalty to check is equal to the level or hit dice of the targeted victim.

This ability also allows the rogue to perform "sleight of hand" maneuvers. A successful dexterity check indicates the rogue has hidden or moved an item in such a manner so that observers are not aware of where the item has been hidden. Such typical maneuvers are hiding a coin, sliding a card up a sleeve, performing the shell game, and the like. A penalty to the check may be applied if there is an observer present that is determined to note where an item is moved. This penalty is equal to the wisdom attribute bonus for the observer.

This ability is affected by wearing armor not on the armor list for the rogue.

TRAPS (Intelligence): A rogue may use this ability in three manners: finding, disabling or setting traps. Each use requires a separate attribute check and each check may be made only once in a given circumstance. The player must also describe how the actions are being performed to use this ability.

To find a trap, a rogue spends time intently studying and searching an area to deduce possible trap locations. It takes one round to locate a trap in a specific area such as a lock or a doorknob, and one turn to locate a trap in a 10 by 10 foot area. A successful check indicates the rogue finds one trap, if any are present. The trap discovered is the simplest or most obvious trap in the area. If multiple traps are in an area, multiple successful checks are required to find them all. A rogue can find magical traps with this ability, although it may be much more difficult than finding mundane traps. The Castle Keeper determines any penalties to the check basing those penalties on the level or hit dice of those who set them.

To disable a trap, a rogue must first know its location. Once a trap is located, a successful check means the rogue has disarmed the trap. The attempt can only be made once and failure indicates that the rogue set off the trap. A rogue can disarm a magic trap, although it may be much more difficult than disarming a mundane trap. In most cases, rogue's tools are needed to disarm a trap. Generally, it takes 1d4 rounds to disarm a trap, depending on its complexity.

To set a trap, or to reset a previously disabled trap, a rogue must make a successful traps check. If a rogue is resetting a trap that was previously disabled, the rogue gains a +5 bonus to the check. The amount of time required to set or reset a trap depends on the complexity of the trap, typically taking 1d4 rounds.

Locating traps is not affected by the armor worn. However, disabling and setting traps is affected by wearing armor not on the armor list for the rogue.

SNEAK ATTACK: At 4th level, a rogue has learned to adapt back attack skills to more general situations. When an opponent or victim is aware of the rogue, but unsuspecting of an attack, a rogue can use the sneak attack ability. For example, a rogue could be having a conversation with a potential victim while hiding a poisoned stiletto up his sleeve, intending to strike once a piece of vital information is learned. Or, a rogue could be perched in the shadows of a tree, waiting for the perfect opportunity to fire a crossbow. Unlike the back attack, sneak attack situations do not necessarily require a previously successful hide or move silently check, although the Castle Keeper could require success in one or both, depending upon the circumstances if necessary.

A rogue making a sneak attack gains a +2 bonus to hit and a +4 bonus to damage. Ranged weapons can be used for sneak attacks if the target is within 30 feet. A rogue cannot aim with deadly accuracy from beyond that range. A sneak attack cannot be combined with back attack.

This ability is affected by wearing armor not on the armor list for the rogue.

PRIME ATTRIBUTE: Dexterity

HIT DIE: d6

ALIGNMENT: Any

WEAPONS: Blowpipe, broadsword, cat-o-nine-tails, cestus, club, dagger, dart, light hammer, hand axe, hand crossbow, javelin, knife, light crossbow, longsword, mace, main gauche, quarterstaff, rapier, sap, short-bow, short sword, sickle, sleeve tangler, spiked gauntlet, sling, whip

ARMOR: Leather armor, leather coat, and padded (see special rule above)

ABILITIES: Back attack, cant, climb, decipher script, hide, listen, move silently, open lock, pick pockets, traps, sneak attack

Level	HD	BtH	EPP
1	d6	0	0
2	d6	+1	1,251
3	d6	+1	2,501
4	d6	+1	6,001
5	d6	+2	12,001
6	d6	+2	24,001
7	d6	+2	48,001
8	d6	+3	80,001
9	d6	+3	120,001
10	d6	+3	175,001
11	+2 HP	+4	325,001
12	+2 HP	+4	450,001
13+ 125,000 per level			

MONK (Constitution)

Adventuring is fraught with danger, and most heroes gird themselves with weapons and armor. There are those, however, who reject steel and iron when entering the fray. They instead rely primarily upon their bodies and minds for survival in combat, honing themselves into unbreakable weapons of war.

The monk is devoted to the perfection of the body, and the mastery of mind over body. The monk is an expert in unarmed combat, be it wrestling, boxing, kung-fu or any of the other of the myriad martial arts styles. Some monks' dedication to the martial arts flows from a strong spirituality, and they often live by stringent personal or organizational codes of conduct. Others show only disdain for religion, but look to training and personal perfection to bring their lives meaning. While there is no standard that a monk must follow, they are all devoted to the use of the body as the best of weapons on the field, and the mind's control of the body as the best weapon of all.

Monks must attain a perfect balance between physical strength, body mass and mental state. When these are in union, the monk has achieved the perfect, unbeatable weapon; but the path to attain this state is difficult and exhausting, and only those with great stamina and fortitude achieve it.

To achieve a harmonious balance of mind and spirit, the monk must not be susceptible to wild urges, emotions or other distracting mental and physical conditions. A physical and mental harmony must be constantly maintained in order to function at a peak ability. To manage this, they must strictly adhere to their codes, master the routines necessary to train the body and mind to work together and undertake strict physical and mental regimens of purification required to achieve perfect control of the body.

The monk generally prefers to engage only in unarmed combat and prefers to use simple or mundane weapons that appear innocuous, but when mastered become deadly extensions of the body. The choice of weapons reflects a philosophy common to all monks; the desire to take that which is commonly perceived as weak and harmless and mold it into something strong and lethal.

To achieve that control of the body necessary to forge it into a weapon, monks cannot wear bulky and weighty armors or objects that weigh them down and restrict their movement. Instead, they rely upon their speed and skill at predicting a foe's movements and attacks to deflect and avoid blows that may inflict mortal harm.

ABILITIES

MIND OVER BODY: The monk's mental mastery over their body imparts a +1 bonus to all saving throws versus paralysis, polymorph, petrification and death attacks. The bonus increases to +2 at 3rd level, +3 at 6th level, +4 at 10th level and +5 at 15th level.

STUNNING ATTACK: A foe successfully struck by the monk's stunning attack must make a constitution saving throw or be stunned and unable to act for 1d4 rounds. Those struck by a stunning attack always take normal unarmed attack damage. The monk can use this ability once per round, and no more than once per level per day. The monk must declare its use before making an attack roll. A missed attack roll ruins the attempt and counts against the monk's limitation.

UNARMED ATTACK: A monk specializes in unarmed, hand-to-hand combat. Monk's gain attacks and improve in the amount of unarmed combat damage inflicted as shown on the table. The monk also gains the ability to make an off-hand attack at 6th level. The monk may choose whether the attacks inflict normal damage or subdual damage.

When monks gain the extra off-hand attack, they do not incur the penalties to their 'to hit' die rolls as described in the combat section as long as both attacks are unarmed attacks. A monk fighting with a one-handed weapon can make an unarmed attack as an off-hand attack, but the monk suffers the standard penalties for two-weapon fighting. Likewise, a monk with a weapon in his or her off-hand gets an extra attack with that weapon, but suffers the usual penalties for two-weapon fighting.

UNARMORED DEFENCE: A monk knows how to use his or her body for defence, and gains an armor class bonus that increases with experience as indicated on the *Monk Special Abilities* table.

DEFLECT MISSILES: At 2nd level, monks gain the ability to deflect arrows and other non-magical missiles, including but not limited to, arrows, axes, bolas, bolts, bullets, clubs, daggers, darts, hammers, harpoons, javelins, nets, rocks, and spears. The monk must have at least one hand free to use this ability. When a character would normally be hit with a ranged weapon, the character can make a dexterity check. If the check succeeds, the monk deflects the weapon and suffers no damage. This can be done once per round for levels 2-6, twice per round for levels 7-11, three times per round for levels 12 to 16 and four times per round for levels 17-20.

The monk must be aware of the attack to use this ability. An attempt to deflect a ranged weapon counts as a monk's primary unarmed attack. If a monk is high enough level to have a secondary unarmed attack, the monk may still make the secondary attack if the deflect missile ability has only been used once or twice. If three or more missiles are deflected, the secondary attack is considered used. This ability cannot be used against siege weapon ammunition.

FAST MOVEMENT: At 3rd level and higher, a monk moves faster than normal members of his race. A monk carrying a medium or heavy load loses this extra speed. See the *Monk Special Abilities Chart* for the increase in speed.

KI STRIKE: At 3rd level, a monk's unarmed attack is empowered with ki. This attack can deal damage to a creature as if from a +1 magic weapon. This ability improves as the monk rises in levels as follows: +2 at 5th, +3 at 8th, +4 at 12th and +5 at 17th.

SLOW FALL: At 4th level, a falling monk takes damage from a fall as if the fall were 20 feet shorter than it actually is. The monk must be within 10 feet of a vertical surface that he or she can use to slow the descent to use this ability.

PURITY OF BODY: At 5th level, a monk gains +1 to all saving throws versus disease and poison. This saving throw bonus increases by one for every level past 5th. For example, a 10th level monk receives a +6 bonus. After 10th level, the +1 bonus is gained once every other level to a maximum bonus of +10 at 18th level.

STILL BODY: At 6th level, a monk has mastery over vital bodily functions, and can slow them until he or she appears to be dead. The monk may maintain this state of feigned death for a number of turns equal to the character's level.

FAST HEALING: At 7th level, a monk's body naturally heals faster than normal. Each day, a monk heals 1d4+1 hit points per level as long as rest, sleep and meditation is possible. The monk must be in a serene environment, under no physical duress or mental stress, must be able to sleep undisturbed for 12 hours, and meditate undisturbed for 6 hours. Food and water should be plentiful.

STILL MIND: At 9th level, a monk gains a +2 bonus to saving throws against confusion, charm, fear, and spells that affect the mind. The bonus increases to +4 at 11th level. At 13th level the bonus is +5 and increases by +1 every other level attained thereafter.

QUIVERING PALM: At 12th level, a monk gains a fearsome and fabled attack, the quivering palm. The monk can use the quivering palm attack once per week. The attack must be announced before an attack roll is made. The monk must be of higher level than the target or have more levels than the target's hit dice. If the monk successfully deals damage with an unarmed attack, the quivering palm succeeds. Thereafter, the monk can choose to try to slay the victim at any later time within 1 round per level of the monk. The monk merely wills the target to die, and the victim makes a constitution check. If the victim fails, it dies. For example, a 10th level monk successfully strikes a 5th level fighter. The monk can then attempt to will the character to die any time within the following ten rounds. Should the fighter fail a constitution saving throw, the fighter dies.

This attack has no effect on the undead or creatures that can only be struck by magic weapons, unless the monk is able to hit the creature with the ki strike ability.

MONK SPECIAL ABILITIES

Level	Unarmored Armor Class	Primary Unarmed Attack	Secondary Unarmed Attack	Fast Movement
1	10	1d4		
2	11	1d6		
3	12	1d6		40
4	12	1d6		40
5	13	1d8		40
6	13	1d8	1d4	50
7	13	1d8	1d4	50
8	14	1d8	1d4	50
9	14	1d10	1d6	50
10	14	1d10	1d6	60
11	14	1d10	1d6	60
12	15	1d10	1d6	60

PRIME ATTRIBUTE: Constitution

HIT DIE: d12

ALIGNMENT: Any

WEAPONS: Aclis, blowpipe, bola, bows, brass knuckles, cat-o-nine-tails, cestus, club, dagger, dart, dirk, hand axe, hatchet, javelin, light flail, mace, pole arms, sickle, scythe, sling, spear, spiked gauntlet, staff, whip

ARMOR: None

ABILITIES: Mind over body, stunning attack, unarmed attack, unarmored defence, deflect arrows, fast movement, ki strike, slow fall, purity of body, still body, fast healing, still mind, quivering palm

Level	HD	BtH	EPP
1	d12	+0	0
2	d12	+1	1,751
3	d12	+2	4,001
4	d12	+3	8,501
5	d12	+4	20,001
6	d12	+5	40,001
7	d12	+6	80,001
8	d12	+7	160,001
9	d12	+8	325,001
10	d12	+9	550,001
11	+5 HP	+10	750,001
12	+5 HP	+11	1,250,001
13+ 250,000 per level			

WIZARD (Intelligence)

Among all peoples are those who strive to understand the oft-forbidden and widely feared arcane magics of the multiverse. These few must have no fear in their quest for knowledge, as delving into the arcane involves powers and energies poorly understood by those bound to mortal planes. If not harnessed with care, unleashing these magics can cause catastrophes of great proportion and slay those who dabble in this art. The reward, however, for the diligence and willingness to plumb the depths of these magical energies is potentially great indeed. Wizards bind themselves to this task, seeking to master eldritch sorceries and unravel the riddles and meanings of the world. They use their powers to reshape the world around them and bring princes and kings to their knees.

Wizards are the archetypical magic-users, and they are vastly superior to all others at understanding and harnessing the magic that ebbs and flows through the multiverse. They come from all social strata and can be found in all positions in society. They are often employed by kings, nobles, religious houses or other powerful individuals to whom they act as guides and advisors. In court, many seek to dominate courtly politics, and often succeed. More often though, wizards work in solitude, far away from the prying eyes and keen ears of enemies, spies and other wizards who often consider them to be untrustworthy and dangerous competitors in the quest for arcane lore. In wind-swept towers or dank dungeons, far from the din of civilization, such wizards find the solitude, quiet and safety necessary to pursue their research and carry out their oft-times dangerous experiments.

Though they come from many walks of life, all wizards have a few characteristics in common. They are intelligent, observant, diligent and have an exacting eye for detail. Their unyielding search and thirst for knowledge of the eldritch powers often generates a self-serving egomania in the most powerful of wizards. And, as they become ever more competent in harnessing eldritch sorceries and bending the world about them to their will, they suffer little distraction and afford interlopers little forgiveness when their work is interrupted.

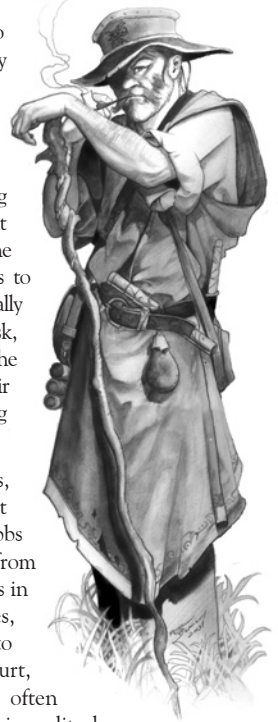
Woe to the foes of these powerful magic-users. Incurring their wrath can mean the unleashing of horrid and terrible magics few can comprehend, and fewer still are capable of combating. A wizard's enemies are laid waste by balls of blue flame and bolts of lightning called from elemental planes or even by servants of the rulers of the nether worlds, conjured forth to act on the wizard's behalf. They can make objects disappear and transport themselves many miles away, see into the darkness and build walls of force no man can pass. The greatest of wizards are powerful beyond measure.

A wizard's pursuits and studies, along with their intense focus upon the arcane, mean a life of laboring over ancient tomes of knowledge. This leaves wizards little time to learn and become proficient in any but the most common of weapons, and not at all capable of using armor that hinders the intricate somantic movements needed to cast some of their most powerful spells. Yet this matters little to them, as wizards realize their wits and arcane powers are far more powerful than any sword, and that conjured servants offer far more protection than any armor could possibly manage.

ABILITIES

SPELLS: A wizard casts arcane spells. Wizards can only cast a limited number of spells, from each spell level, per day. The *Wizard and Illusionist Spells Per Day Table* lists the number of spells per day a wizard may cast of each spell level. For example, a 5th level wizard can cast five 0 level spells, four 1st level spells, two 2nd level spells and one 3rd level spell per day.

A wizard must prepare spells before casting them by studying from a spell book.



While studying, the wizard decides which spells to prepare. Spell memorization and spell descriptions are covered in detail in *Magic* (Pg 46).

BONUS SPELLS: With a high intelligence score, a wizard gains bonus spells. If the character has an intelligence of between 13-15, they receive an extra 1st level spell. If the intelligence score is 16 or 17, the wizard receives an extra 2nd level spell, and if 18 or 19, the wizard receives an extra 3rd level spell. Bonus spells can only be acquired if the wizard is at a high enough level to cast them. Bonus spells are cumulative.

For example, a 4th level wizard with an 18 intelligence receives four 0 level spells, four 1st level spells, and three 2nd level spells. No bonus 3rd level spell is acquired until the wizard reaches 5th level.

PRIME ATTRIBUTE: Intelligence

ALIGNMENT: Any

HIT DICE: d4

WEAPONS: Club, dagger, dart, staff

ARMOR: None

ABILITIES: Spell casting

Level	HD	BtH	EPP
1	d4	0	0
2	d4	+1	2,601
3	d4	+1	5,201
4	d4	+1	10,401
5	d4	+1	20,801
6	d4	+2	42,501
7	d4	+2	85,001
8	d4	+2	170,001
9	d4	+2	340,001
10	d4	+3	500,001
11	+1 HP	+3	750,001
12	+1 HP	+3	1,000,001
13+	250,000 per level		

SPELL BOOK: The number of spells that a wizard or illusionist has in their spell book at the beginning of play is equal to the number of spells they can cast at first level. For example, a 1st level wizard or illusionist with 14 Intelligence can cast four 0 level spells and three 1st level spells (2 + 1 bonus). So, the character would begin play with a spellbook containing four 0 level and three 1st level spells. The spells in the spell book can either be chosen by the Castle Keeper, the player, agreement between the two or randomly (use the *Spell List Charts* starting on page 54 for wizards and page 57 for illusionists).

WIZARD SPELLS PER DAY

Level	0	1st	2nd	3rd	4th	5th	6th	7th	8th	9th
1	4	2								
2	4	3								
3	4	3	1							
4	4	3	2							
5	5	4	2	1						
6	5	4	3	2						
7	5	4	3	2	1					
8	5	4	3	3	2					
9	5	5	4	3	2	1				
10	6	5	4	3	3	2				
11	6	5	4	4	3	2	1			
12	6	5	4	4	3	3	2			
13	6	5	5	4	4	3	2	1		
14	6	6	5	4	4	3	3	2		
15	6	6	5	5	4	4	3	2	1	
16	7	6	5	5	4	4	3	3	2	
17	7	6	5	5	5	4	4	3	2	1
18	7	6	6	5	5	4	4	3	3	2
19	7	6	6	5	5	5	4	4	3	2
20	7	7	7	6	6	5	4	4	3	3

CLERIC (Wisdom)



Upon the fields of battle, where good and evil struggle, there stride holy warriors dedicated to the service of a deity, their martial ability enhanced by divine dispensation. They obey the will of the gods, and influence others through faith in their deity's tenets, action on the field of battle, and by bringing justice or retribution to their foes.

Clerics are warrior-priests. They are religious by nature and can be found in service to a pantheon of deities or eternally bound to serve only one. From their deity or deities, the cleric receives divine powers and act as conduits of the power of their deity upon the planes of men. Yet these powers come at a high cost in service, devotion and loyalty. A cleric's divine connection to a deity is of supreme importance. This spiritual connection allows them to better understand the motives and will of their deity and to more capably and earnestly enact the deity's desire.

Deities can be of any ethos or morality: from good to evil, and from lawful to chaotic. All of the deities have priests and devotees who serve and worship them but the cleric is always of like mind and nature as the deity they worship. They never falter in carrying out their duties lest they face the most horrible of retribution and suffer the interminable revenge of an angered and betrayed power.

Typically, a cleric wields the same weapon or type of weapon favored by the character's deity or pantheon. They do this to better follow the precepts of and emulate their deity. Beyond these, clerics prefer to use those weapons that allow them a better chance to subdue and convert enemies instead of killing them outright. Through this they gain converts and servants to serve them and thence their deity. On the field of battle, where clerics spend much of their lives, they wear any armor necessary to see them through the day and on to victory.

Clerics who generally act in ways opposed to their deity's alignment and purposes, and who grossly violate the code of conduct expected by their deity, lose the use of all divine abilities and capacities for advancement, wandering alone and cursed until they atone for their wrongs.

ABILITIES

SPELLS: A cleric casts divine spells. The spells available are listed on the cleric spell list. A cleric is limited to a certain number of spells of each spell level per day. The *Cleric and Druid Spells Per Day Table* shows the number of spells per day a character of the class may cast. Clerics prepare spells each day through prayer to their deity or deities, followed by contemplation and study.

BONUS SPELLS: High wisdom indicates a greater divine connection. Clerics with a high wisdom gain bonus spells. If they have a wisdom of 13-15, they receive an extra 1st level spell. If the wisdom score is 16 or 17, they receive an extra 2nd level spell and if 18 or 19, an extra 3rd level spell. Bonus spells can only be acquired if the cleric is at a high enough level to cast them. Bonus spells are cumulative.

TURN UNDEAD (Wisdom): A cleric has the ability to turn, or even destroy, undead monsters. To turn undead, a cleric must declare the attempt as an attack and then make a successful wisdom attribute check. The character must display a holy symbol toward the undead and utter a prayer, chant or other invocation of the character's deity. Turn undead is considered a special attack and takes one round. Turn undead has a maximum range of 60 feet.

Turning undead consists of channelling divine power. The ability to channel divine power is measured by the cleric's own willpower. Accordingly, charisma, not wisdom, affects the number of undead creatures that are turned with a successful turn undead check. In most cases, the number of undead turned will be 1d12 plus the cleric's charisma modifier. When a cleric is five or more levels higher than the undead being turned, the undead are instead destroyed.

Evil clerics may, instead of turning undead, control them. An evil cleric must be at least five levels higher than the hit dice of the undead sought to be controlled. Evil clerics can also turn paladins.

Turn undead is covered in greater detail in *Turning Undead*, pages 121-122.

WEAPON SELECTION: The cleric is only allowed to use certain weapons. One weapon must be identical to the major weapon in use by the deity which they worship. If no single deity is worshipped and a pantheon is instead worshipped, weapon selection is limited to the pantheon's major deities or the deity most closely associated with the activities the cleric intends to undertake.

PRIME ATTRIBUTE: Wisdom

HIT DICE: d8

ALIGNMENT: Any

WEAPONS: Special, club, crowbill hammer, dagger, light or heavy flail, light hammer, light or heavy mace, morningstar, quarterstaff, war hammer

ARMOR: Any

ABILITIES: Spells, turn undead

Level	HD	BtH	EPP
1	d8	+0	0
2	d8	+1	2,251
3	d8	+1	5,001
4	d8	+2	9,001
5	d8	+2	18,001
6	d8	+3	35,001
7	d8	+3	70,001
8	d8	+4	140,001
9	d8	+4	300,001
10	d8	+5	425,001
11	+3 HP	+5	650,001
12	+3 HP	+6	900,001
13 + 250,000 per level			

CLERIC SPELLS PER DAY

Level	0	1st	2nd	3rd	4th	5th	6th	7th	8th	9th
1	3	1								
2	4	2								
3	4	2	1							
4	4	3	2							
5	4	3	2	1						
6	5	3	3	2						
7	5	4	3	2	1					
8	5	4	3	3	2					
9	5	4	4	3	2	1				
10	5	4	4	3	3	2				
11	6	5	4	4	3	2	1			
12	6	5	4	4	3	2	2			
13	6	5	5	4	4	3	2	1		
14	6	5	5	4	4	3	3	2		
15	6	5	5	5	4	4	3	2	1	
16	6	6	5	5	4	4	3	3	2	
17	6	6	5	5	5	4	4	3	2	1
18	6	6	6	5	5	4	4	3	3	2
19	6	6	6	5	5	5	4	4	3	2
20	6	6	6	6	5	5	4	4	3	3

KNIGHT (Charisma)

Upon windswept battlefields where armies struggle for supremacy, there are those who make war their daily bread. They are the professional soldiers who lead and guide in war and in peace. They serve kings, emperors, lords, nobles, merchants and guild houses. War is their vocation, the battlefield their home, and death is their constant companion.

The knight is the archetypical military leader. They are trained from an early age in the use of weapons, armor, siege engines, tactics, strategy and horsemanship. They live by a code of behavior that sets them apart from normal warriors. Though this code may vary from culture to culture, it follows several basic tenets: courage in the face of battle, service to one's lord, honor, faith, humility, generosity and loyalty. Knights are not necessarily nobles, though they may be of noble birth. They are a caste of professional, mounted warrior-leaders. They do not judge another's wealth in terms of land or money, but rather by action and deed. To a knight, a pauper who unseated forty foes in a tournament is wealthier than a potentate whose foot has never touched a field of battle. By the same token, a knight able to supply his fellows with fresh mounts, armor and weaponry is respected far more than one who hoards wealth. The knights' ability on the field of battle makes them leaders in almost any situation.

A knight's power flows from their strength of will, leadership and individual charisma. The latter is the most salient characteristic of all knights. They are men and women of great bearing and powerful demeanor. Knights are as constant and unyielding in their codes as they are upon the field of battle.

Knights follow codes of conduct and honor, dictated by culture and environment. These can vary in many aspects, and the details of a knight's patterns of behavior, acceptable battlefield conduct and use of weapons are unique to their culture and caste; but a knight's virtues stem from certain universal values—strict adherence to their code, bravery, honor and faith. They serve both evil lords and good kings, but all must follow the tenets of their code, or risk losing their knighthood. An example of the typical virtues present in a knightly code of conduct appears below. Knights must conform to this strict code-of-conduct, known as courtesy, at all times.

A knight's selection of weapons is limited by the knightly code of conduct. A knight may use any melee weapon except whips, the sap, chains or the like. In general, they cannot use weapons associated with cowards or cowardly deeds. Bows are rarely used by knights, though occasion does permit their use in siege warfare or at tourney. The Castle Keeper should make that determination.

From an early age, knights are well trained in all aspects of war. Practised in all manner of armor and with many weapons, they inure themselves to the



trials and tribulations of battle, becoming virtually fearless in combat. Knights prefer an honorable death in combat to a long life lived as a coward.

As a member of a caste of warriors, the knight may expect noblesse oblige, or hospitality, from any other knight. At times, even knights in conflict will extend this hospitality to one another. The knight, however, is expected to return such courtesy in kind, even to an enemy.

At least 10% of a knight's income must be given as scutage to the knight's superior lord or order as soon as possible after it is acquired.

ABILITIES

BIRTHRIGHT MOUNT: A trained and healthy mount is important to a knight's station and status. In addition to their starting money, knights begin play with a fully outfitted riding horse (saddle, blankets, saddlebags, bit and bridle, harness, horseshoes, and meal). The mounts are harder than most, having 2d8+2 hit points. A riding horse is not trained for combat, and a knight has some difficulty fighting from a riding horse (see mounted combat).

Riding Horse (Their vital stats are HD 2d8+2, AC 13, MV 60. Their primary attributes are physical. They attack with 2 hooves for 1d4+1 points of damage.)

Light War Horse (Their vital stats are HD 3d10, AC14, MV 60. Their primary attributes are physical. They attack with 2 hooves for 1d4+2, or a bite for 1d4 points of damage.)

HORSEMANSHIP (Dexterity): Knights are trained in mounted combat and are familiar with all types of horses, from mounts used for riding to heavy war horses. Without the need for an attribute check, knights can saddle, mount, ride and dismount; perform simple leaps and obstacle maneuvers (no more than 3 feet in height and move around small items such as barrels); fight from a mount during combat (melee and ranged) without penalty; control the

mount in combat; guide a mount with the knees; and stay in the saddle when a mount rears or bolts. When viewing a horse or a group of mounts, knights can determine the strengths and weaknesses of each horse, and can generally pick out the strongest, fastest or all-around best horse. When fighting from a war-trained mount (light to heavy war horse), a knight can direct the mount to attack and still make his or her attack normally.

With a successful check, and by foregoing any attack or other action, knights may direct their mounts to perform the following actions while mounted: cover, deflect, fall softly, leap and charge.

Deflect: This entails the mount being moved between the opponent and the knight or positioned to offer maximum cover for the knight, while at the same time allowing the mount to avoid blows. This maneuver gives a +4 bonus to the knight's armor class and a +2 bonus to the mount's armor class.

Cover: A knight can drop and hang alongside a mount, using it as three-fourth's cover.

This grants a +6 bonus to the knight's armor class from those on the opposite side of the horse. The knight cannot attack or be holding anything while using this ability.

Fall Softly: A knight can attempt to take no damage after falling from a mount, by rolling to the side or leaping off, including when the mount itself falls. A character takes 1d6 points of falling damage on any failed attribute check.

Leap: The knight may direct a mount to leap obstacles as part of its movement. The obstacles jumped can be no taller than $\frac{2}{3}$ ds the height of the horse.

Charge: A knight is well trained in the use of a lance. When fighting from

a mount and charging, a knight inflicts triple damage upon a successful hit when wielding a lance.

INSPIRE: The mere presence of a knight upon the field of battle can alter the mood of armies and change the tide of combat. This gives the knight the ability to inspire companions and followers. Any person friendly to a knight's immediate endeavor gains a bonus to hit equal to the knight's charisma modifier. This ability can be used once per day and lasts a number of rounds equal to the knight's level. The number of persons that are affected increases as the knight gains levels. At 1st level, the knight can affect up to 12 creatures. The ability affects up to 25 creatures at 3rd level, up to 50 creatures at 5th level, up to 250 creatures at 7th level, up to 1000 creatures at 9th level, up to 5,000 creatures at 12th level and 20,000 creatures at 16th level. This ability cannot be used in conjunction with *embolden* or *demoralize*.

EMBOLDEN: At 3rd level, the knight's confidence and fearlessness in the face of danger instills courage in their companions and followers. Any companions or followers within 30 feet of the knight gains a bonus of +1 to strength, constitution, dexterity, and intelligence saving throws, and a +2 to wisdom and charisma saving throws. This ability can be used once per day and lasts a number of rounds equal to the knight's level. This ability cannot be used in conjunction with *demoralize* or *inspire*.

DEMORALIZE: At 5th level, the knight causes fear and dread in the ranks of foes and enemy forces. Enemies to the knight's immediate endeavor suffer a penalty of -4 to charisma checks. In addition, the affected foes must successfully save versus fear at a -4 penalty or suffer a -1 penalty to hit. This ability can be used once per day and lasts a number of rounds equal to the knight's level. The number of creatures that can be affected increases as the knight gains levels. At 5th level, the knight can affect up to 25 creatures. The ability affects up to 100 creatures at 7th level, up to 250 creatures at 9th level, up to 1,000 creatures at 12th level and 5,000 creatures at 16th level. This ability cannot be use in conjunction with *embolden* and *inspire*.

BATTLEFIELD DOMINANCE: At 8th level, the knight can use all three abilities; *demoralize*, *embolden* and *inspire* in the same round. This is in addition to their regular use individually.

CALL-TO-ARMS: At 10th level, a knight reaches a level of renown that allows

him to attract followers to his cause. By establishing a stronghold, a knight can attract 2d10 followers of 0 level every month. For every 40 followers that flock to the knight's standard, a 1st level knight heeds the call as well. When 80 followers have been attracted, a knight of at least 5th level is attracted. This cycle repeats until the knight can no longer pay for the upkeep of his followers. Thus, when 120 followers are reached, another 1st level knight comes, and when 160 followers are reached, another 5th level knight arrives.

Followers must be supported or they leave. 0 level followers require 2 gp per month and 1st level knights cost 100 gp per month. Every knight of a higher level requires 100 gp per level per month.

PRIME ATTRIBUTE: Charisma

HIT DICE: d10

ALIGNMENT: Any

WEAPONS ALLOWED: Any except Code-of-Conduct limitations

ARMOR ALLOWED: Any

ABILITIES: Birthright mount, horsemanship, weapon training, inspire, embolden, demoralize, call-to-arms

Level	HD	BtH	EPP
1	d10	+0	0
2	d10	+1	2,251
3	d10	+2	4,501
4	d10	+3	9,001
5	d10	+4	18,001
6	d10	+5	36,001
7	d10	+6	72,001
8	d10	+7	150,001
9	d10	+8	300,001
10	d10	+9	600,001
11	+4 HP	+10	725,001
12	+4 HP	+11	900,001
13 + 175,000 per level			

honor to his or her liege and to the office of knighthood. A knight shall not attack an unarmed foe, or one asking for mercy.

Humility: A knight values the contributions of others and their deeds of reknown. Telling the deeds of others glorifies the office of knighthood. It is unseemly for knights to boast of their own deeds, for a knight's reknown, if truly earned, will be noted by peers. Only the weak trumpet their own accomplishments.

Justice: A knight should seek the path of "right", unencumbered by personal bias and interest. A knight strives to punish the guilty, while remembering that justice without mercy can itself be unjust. A knight treats others with fairness and honesty, and mediates disputes without malice.

Largesse: A knight is expected to be as generous as possible. A knight should be willing to provide aid to friends and allies, and even to other knights, with no thought of repayment, for those of a chivalrous demeanor will repay the knight in kind and in full measure.

Loyalty: The knight's word is a bond, and an oath once sworn should never be refuted, save when an oath-bond is broken by the other party. A knight should be unwavering in commitment to liege and cause, family and faith, code and ideals. A knight keeps sacred any confidence entrusted.

Nobility: A knight seeks stature by upholding the virtues of knighthood, though knowing that perfection is impossible. Only by striving for perfection, however, does a knight achieve greatness of character and spirit.

Valor: A knight seeks to uphold the office of knighthood, and faces death with valor.

TYPICAL KNIGHTLY VIRTUES AND CODE OF CONDUCT

The Castle Keeper and the player should develop the details and expectations for a knight character prior to play as courtesy will vary from campaign to campaign. The following is a typical code of conduct for a knight.

Courage: To flee in fear from a battle or from a struggle that might be won is dishonorable and churlish. So long as any hope remains, the knight is bound to fight until death or victory is won. Personal interests bow to service of the cause. Courage, however, is guided by wisdom and truth.

Defence: A knight should defend liege, nation, family and all those who depend upon the knight, or all those deemed worthy of their protection. Sacrificing oneself for these would be considered a worthy and noble death.

Discreetness: A knight is discreet in affairs with friends and others. Slander is uncalled for, and that which is not seen or heard personally should not be repeated. A knight should not demean others, gossip, spread malicious lies or commit slander. Even enemies are treated with respect.

Excellence: The knight should strive for excellence in everything, whether the art of war or the gentler arts of the court. Excellence is marked by commitment, zeal, attitude and conduct.

Faith: Knights must have faith in their beliefs, for only faith provides courage and loyalty. A knight's faith provides a shield against the darkness of despair.

Honor: A knight should be honest in dealing with others, being quick to remedy or make restitution for injustice. A knight keeps his word and follows through on commitments. A knight performs deeds that bring

RACES

There are seven races: *human*, *dwarf*, *elf*, *gnome*, *half-elf*, *halfling*, and *half-orc*. Choosing a race is a vital part of character creation. Race establishes a character's abilities and weaknesses. In a more literary sense, the character's race helps to define the character's identity. Where attributes and class answer very important questions about the character, race is an equally if not more important defining factor in a character's persona. Imagine a short, stocky, dour-faced, bearded warrior girded in iron, with a fearsome axe and rimmed shield – you could very well be imagining a dwarf.

Imagine a character that is tall and lithe, clear of vision, has golden hair, and is wrapped in the mysticism of the fey, and you could be imagining an elf.

Characters that are small and nimble, with strong hearts, might just be halflings. If your image is of a tall bearded man, wrapped in the shimmering folds of a vermillion robe while leaning on a staff, it's probably a human. A broadly built character of grim countenance, brutish lineage, and mean disposition may be a half-orc. These are a few of the many possibilities that the player can select. The races are designed to have some latitude, allowing the player room to create a personal flavor for their character.

When choosing a race, the player should make an effort to understand the basic personality and culture of the selected race. Whether using the social descriptions developed for Castles & Crusades, or creating your own societies and cultures, successful roleplaying results from a melding of the character's personality with its racial background. Furthermore, each race has a number of inherent racial abilities. These range from full vision in inky blackness, to finding hidden doors, to hiding well in the wilderness. Read the description of each race carefully, to gain familiarity with their extraordinary abilities and limitations.

Each race has certain physical characteristics that make it unique. These characteristics are not only reflected in their various abilities, but also in their basic attributes. Each race, except humans and half-elves, requires adjustments to certain attributes. The modifications listed below are the modifications made to a character's attribute score.

For ease of reference, each race has a standard descriptive block that briefly describes the racial appearance, society and culture, and other racial traits.

LANGUAGES: This is a list of languages that members of the race are likely to learn in typical circumstances. The languages on this list can change at the Castle Keeper's discretion. Characters with high intelligence have the potential to learn a number of additional languages. The number of additional languages is equal to the intelligence modifier.

SIZE: Each race varies in size, but all fall into the broad categories of medium or small. Small indicates a height of between 3'6" and 4'5". Medium refers to a height of between 4'5" and 6'9".

MOVEMENT: The movement rate is provided in feet. It refers to the distance a character can normally move in one round. Jogging doubles the listed movement rate, and running or sprinting quadruples the normal movement rate.

TYPICAL CLASSES: Each race is most commonly associated with the listed classes. This list of preferred classes can be changed at the Castle Keeper's discretion, but both Castle Keeper and player should confer prior to making a decision.

ATTRIBUTE MODIFIERS: This refers to the modifications that are applied to the attributes of all members of a given race.

CLASS MODIFIERS: Several of the races have modifiers that apply to class abilities.

The races described in the Players Handbook all age at differing rates. Elves and humans have significantly different life spans. These are described below. Ages are given in years. The ages listed below denote the age at which that race enters that age category. For example, a 1001 year old elf is considered old. The ages listed below should be considered default ages but the Castle Keeper is encouraged to adjust them as fits their campaign.

When using the age of a character as a significant part of their background, the Castle Keeper should be aware of the significant impact that lengthy ages of several decades or more would have on that character's personality.

Such a character's worldly knowledge and even the way they interpret and perceive the world around them would be affected. Further, a character's realization that they have only a few decades to live as opposed to several dozen decades further impacts their personality.

RACIAL AGES

RACE	MIDDLE	OLD	VENERABLE	AGE LIMIT
Human	35	53	70	+2d20
Dwarf	225	350	550	+2d%
Elf	500	1000	1500	+6d%
Gnome	175	260	350	+3d%
Half-Orc	30	45	60	+2d10
Half-Elf	100	150	200	+1d%
Halfling	50	75	100	+5d20



DWARF

Dwarves hail from the depths of the earth, and have lived there for ages beyond count. Much like the stone they resemble, dwarves possess great fortitude and an indomitable will of granite. They are a proud, loyal, and honorable people, with lives said to be as long as the tunnels they delve beneath wind-scoured mountains. Renowned for their stonework and metal crafting, dwarves expend much of their lives perfecting their skills and mining ever deeper for rare ores and gems. There, in those dark recesses, the dwarves have unearthed many abominations and clashed with ferocious enemies, for the underworld is home to innumerable, and usually baneful creatures, who consider dwarves their mortal foes.

DESCRIPTION: Dwarves resemble the rock and stone they so love. They are short, stocky and muscled from years of labor at the forge, or from tunnelling through the earth. Dwarves grow long beards and moustaches that are considered a symbol of maturity and honor; the most renowned dwarves have great, thick beards sweeping to their feet. From hours at the forge and difficult work at the mines, dwarven skin is dark, ruddy, and fissured, even at an early age. Their deep-set eyes tend to be blue, hazel or gray and sharp enough to pierce the gloom of the underworld.

PERSONALITY: Dwarves feel bound by codes of honor that obligate them to kin and kingdom. They consider themselves eternally beholden to their parents and immediate kin, for their parents brought them into the world. Likewise, the dwarven kingdom serves as both guardian and a source of succor, so an enormous debt is also owed to the dwarf's kingdom and homeland. These are debts many dwarves consider irredeemable. At its most extreme, the code obliges dwarves to sacrifice all in the name of kith, kin and kingdom, even if the cause is unjust or hopeless.

The dwarves are also bound to another code that, at its simplest, requires just compensation to be paid for service dutifully rendered. This code guides all of their business and interpersonal dealings.

Dwarves place high value on their skills both as craftsmen and warriors – and rightly so. Dwarves are meticulous and patient. All possess an expert's attention to detail, and granite determination, regardless of the undertaking at hand. Their expertise in the crafting of metal is without equal in the world, and their steadfastness in battle is as certain as a mountain is strong.

Dwarven stubbornness is nothing more than an expression of the codes of loyalty, debt, obligation and the determination they project into their daily lives. Dwarves are slow to shift loyalties and loathe breaking oaths, doing so only in dire circumstances. The word of a dwarf is as valuable as gold and gems, flowing from generations of tradition and belief. Many mistake the dwarven disposition for greed and avariciousness, and some believe dwarves simply take advantage of all they can in both business and war. In reality, the dwarven personality stems from a sense of duty, loyalty and just compensation enforced by centuries of tradition.

RACIAL AFFINITIES: Dwarves associate with many demi-humans and humanoids, though their relations are poor with almost all of them. Relations with elves are often strained – dwarves do not understand elven psychology, and do not consider their codes of honor to be particular or reliable. Dwarves work well with halflings in business matters, but tend to limit interactions to commercial relationships. Human cultures and society vary widely, so dwarven relationships with humans vary widely as well. To dwarves, humans can appear as honorable as any dwarf, or as loathsome as a goblin. Dwarves often consider gnomes to be their friends and allies. Gnomish culture most closely mirrors dwarven social and cultural mores. However, certain gnomish characteristics can ignite a dwarf's short temper, particularly if gnomes and dwarves find themselves coveting the same resources.

Dwarves bear great enmity for goblins, orcs and their kin, for they are locked in a timeless struggle beneath the earth. With these creatures, dwarves have few dealings other than by the sharp edge of a sword or axe. Another hated enemy of the dwarves are the ogres and giants often found in mountainous passes. Giants treat dwarves as a tasty food source, and ogres prey upon tempting dwarven caravans. Dwarves are always wary of these enemies, and war with them constantly.

ENVIRONMENT: Most often, dwarves live beneath the earth in great halls of stone, stretching for miles under expansive mountain chains. These dwarven kingdoms often extend deep into the bowels of the earth as they mine ever further for precious metals and stones. Some clans, however, spend much of their lives above ground, building tunnels only for mining, and not as abodes. These dwarves live in areas where massive underground stoneworks are difficult to build, due to lack of proper stone or simple impracticality. Small dwarven communities can be found in even the most remote of environs, for dwarves explore the world's borderlands, ever searching for new veins of ore.

RACIAL TRAITS AND ABILITIES

ANIMOSITY (Elves): The disparate personalities of dwarves and elves have resulted in eons of misunderstandings, squabbles and even wars between the two races. Dwarves consider elves to be disloyal and untrustworthy partners in war or trade. As a result, dwarves suffer a -2 penalty to charisma checks when dealing with elves to whom they are not closely associated.

DEEPEVISION: Ages spent beneath the earth in the dark and quiet places of the world have imbued dwarves with the ability to see in darkness where a human would find it impenetrable. This vision extends up to 120 feet in even the darkest of nights and deepest of tunnels. Colors tend to erode with deepvision, and objects appear in many shades of gray. It is otherwise like normal sight, and dwarves can function well with no light at all. Bright lights, such as from a lantern or other light source, spoil deepvision. A dwarf requires one turn to adjust his or her eyes when a light source is extinguished before gaining full use of deepvision.

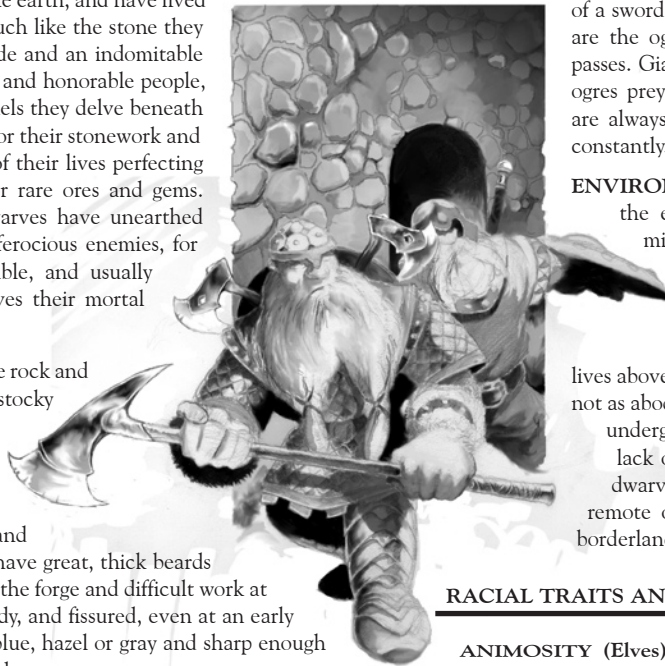
DETERMINE DEPTH AND DIRECTION: The world beneath mountains and in the depths of the earth is the natural home of the dwarf. Dwarves can sense their approximate depth underground as naturally as a human can sense which way is up. The dwarf can determine direction underground just as easily.

ENMITY (Goblins/Orcs): Eternal wars against goblins and orcs have created an undying crucible of hatred for these vile creatures. When in combat against goblins or orcs, this fury and hatred allows dwarves a +1 bonus to hit these creatures. Dwarves have a similar distrust of half-orcs. Dwarves find inter-breeding with goblinoids to be the worst of all sins, and their powerful antipathy towards pure goblinoids negatively affects dwarven relations with half-orcs. Dwarves suffer a -4 to charisma checks when interacting with half-orcs, goblins and orcs.

DEFENSIVE EXPERTISE (Giants/Ogres): Long regarded as a food source by many giants, dwarves have developed considerable expertise in fighting them. Combined with their small size, this tactical expertise allows dwarves to offer resistance to the powerful giants. When fighting giants or ogres, dwarves receive a +4 bonus to armor class.

RESISTANT TO ARCANES MAGIC: As unshakeable as granite or iron, dwarves are particularly resistant to arcane magic. They receive a +3 bonus to all saving throws against arcane spells and spell-like effects.

RESISTANT TO FEAR: Dwarven loyalty, duty, stubbornness and honor lend them courage where other races might falter. Dwarves receive a +2 bonus to all saving throws against fear.



RESISTANT TO POISONS (Constitution): Dwarves are imbued with great constitutional fortitude. Poisons that might fella a normal human are less likely to affect a dwarf. Dwarves receive a +2 bonus to all poison saving throws.

STONECRAFT (Wisdom): Dwarves spend much of their lives carving halls, castles and underground fortresses out of solid rock, so they possess an extensive knowledge of stoneworking and construction. They possess almost a sixth sense in this regard which gives them various bonuses and abilities.

Dwarves are capable of spotting unusual or unique construction or stonework features including new construction, unfamiliar architecture, sliding walls, stonework traps, unsafe stone surfaces, unstable ceilings and secret or concealed doorways constructed or disguised as stone. A dwarf passing within 10 feet of one of these features is entitled to a wisdom check at +2 to recognize the feature, as if actively looking for it. Should a dwarf actively search for these features, the bonus to the wisdom check is +4. When examining a feature, a successful wisdom check reveals other bits of knowledge, such as which race created the feature, its approximate age, and if applicable, the approximate value of a stone or metal object.

LANGUAGES: Common, Dwarven, Gnome, Goblinoid, Halfling, Elven, Ogrish, Giant, Troll

SIZE: Small

MOVEMENT: 20 feet

TYPICAL CLASSES: Fighter, Rogue, Barbarian, Cleric, Bard

ATTRIBUTE MODIFIERS: +1 Constitution, -1 Dexterity

ROGUE AND ASSASSIN MODIFIER: +2 find traps in structures only

ELF

Elves are an ancient, almost timeless, race. They embody the grace and beauty of the natural world: as well as its strength, and at times, its unremitting wrath and fury. Elves live exceedingly long lives, giving them a degree of patience unknown to other races, and affording them the opportunity to acquire a vast knowledge of the world and its history. This makes elves well informed and sage-like in their depth of knowledge and perspective. This, combined with their natural dexterity and lithe movement, makes them appear almost ethereal to those who behold them for the first time.

DESCRIPTION: Elves vary in size and coloration, depending on their nature.

Generally, elves are light skinned and pale in color, although light green skin hues are not unknown. At maturity they average 5 feet 6 inches in height, and weigh around 115 lbs. Their "ethereal" nature lends them an unnatural grace and beauty. Elves have thin, sharp facial features with large, searching eyes that can vary widely in color. Their ears are long, tapering to a point at the ends, and they often wear their hair long and unrestrained.

PERSONALITY: Elves, being long-lived, possess tremendous patience. An overriding sense of near-immortality affects an elf's every thought and action. Other races misinterpret this patience as indolence, laziness and an uncaring attitude, since other races cannot afford to wait decades to act on a matter. Elves know that they have time to act, for the centuries stretch before them where other races have mere decades. When pressed, however, elves are capable of quick deliberation and speedy action, though usually not as quick as their shorter-lived allies might prefer.

Elves relish beauty, both natural and crafted. Their farsighted vision allows them to see the shapes of things to come, and more, they can see the shapes of things that could be. Where others might see a young sapling that one day must grow into a great oak, an elf sees a sapling that, molded with care and patience, can grow into a tree of great trunk and arching branch that will lord over the forest. This sight grants them the patience to make a craft of their natural environment. They shape the rocks where they dwell, and cultivate trees and gardens over many years, thus molding their surroundings to create a garden of beauty in the natural world. They apply this same care to shaping and drawing out the natural beauty in all things, from simple stones and gems to gardens, forests and hills. Likewise, the same attention is given to the crafting of weapons and armor, to spells, and even to the care of beasts. All things flourish under an elf's care if given time and safety from the world's interruptions.

An elf's shaping of the world is accomplished with time. Time is the essential element in creating any item of beauty and time is something many elves have. The same applies to an elf's use of magic. When magic is crafted by an elf, it is treated with the same care and patience that the elves apply to all things. Time is the forge upon which arcane forces are shaped and bent to perfection. Flawless and powerful magical spells and items are greatly valued and coveted by the other peoples of the world and by elves as well. When complete, elven magics are of divine perfection and immense power; but more than this, their beauty is beyond comparison and oft times, beauty is the source of its magical power.

This love for beauty and the desire to shape the world brings elves their greatest joy and greatest sorrow. Their timeless vision allows them to see both the beauty and the tragedy in all things, so that elves are filled with overflowing joy and limitless sorrow. Looking into their future, they see their lives and creations becoming marred and spoiled by others, be they dwarf, human, orc or even the ravages of time.

These qualities imbue most elves with a fatalism of surpassing depth. Their near-immortality creates a peculiar unease with death for their attachment to the living world is more profound and deeply felt than that of most other races. Together, these conflicting notions of time create a burgeoning and even contradictory desire to control and even stop the advancement of time, the forge of their life's creation and the crucible of their doom. In many ways, elves become mired in their history, and change little as the world changes around them. At times, this leads elves to avoid many situations that don't directly threaten them, or that they feel would bring unnecessary harm to their creations.

RACIAL AFFINITIES: Most elves prefer the company of other elves. They associate well with halflings and gnomes, but generally do not live in close proximity to settlements of those races.

Humans present interesting dilemmas for elves to ponder, for humans combine the most noble and ignoble aspects of all creatures. As such, elves are very selective about their human associations and have a guarded approach to their interactions with humans. Dwarves are treated with an aloofness bordering on disdain; for elves find them nearly unfathomable save for one commonality. Elves, like dwarves, also dislike and distrust all goblinoid races.

ENVIRONMENT: Elves prefer living in serene environments, far from turbulent, troubled lands. Often associated with forests and wilderness areas, elves will also live in open savannah or dense urban environments of their own making. Elvish cities are different from human settlements, having more in kin with dwarven settlements – both races tend to incorporate natural surroundings into both their architecture and living spaces in their communities.

RACIAL TRAITS AND ABILITIES

ENHANCED SENSES: Elvish physiology is blessed with enhanced vision and hearing. Elves can see farther than humans in just about every circumstance, including torchlight, and can see clearly enough to read a road sign or spot a shield device up to two miles distant when outside during the day. They can also hear very well, and receive a +2 bonus to all checks involving listening.

TWILIGHT VISION: Even under starlight, moonlight or torchlight, elves have exceedingly good vision. They can distinguish color and detail under these conditions for up to one mile but only if they are outside.

MOVE SILENTLY (Dexterity): This ability allows an elf to move silently in wilderness areas. The elf can move up to one-half normal speed at no penalty. At more than one-half, and up to the character's full speed, the character suffers a -5 penalty to the check. It's practically impossible (-20 penalty) to move silently while running or charging.

SPELL RESISTANCE: Elves are particularly resistant to spells and spell-like abilities that charm or unnaturally cause sleep. When making saving throws against these types of spells, an elf receives a +10 bonus.

SPOT HIDDEN DOORS (Wisdom): Elvish vision and keen senses allows them to spot secret, hidden and concealed doorways. An elf merely passing within 5 feet of a secret, hidden or concealed doorway is entitled

to a wisdom check to spot the door, as if the elf were actively looking for it. When an elf actively searches for such doorways, the bonus to the wisdom check is +2.

WEAPON TRAINING: Elves are taught the ways of combat at a young age, and their long lives allow them to become skilled in weapons favored by their society. Elves begin play with a +1 bonus to hit with one of the following weapons: composite longbow, composite shortbow, longbow, shortbow, longsword or shortsword.

LANGUAGES: Common, Elf, Dwarf, Gnome, Goblin, Halfling, and Orc

SIZE: Medium **MOVEMENT:** 30 feet

TYPICAL CLASSES: Fighter, Ranger, Rogue, Wizard, Druid, Knight, Bard

ATTRIBUTE MODIFIERS: +1 Dexterity, -1 Constitution

RANGER MODIFIER: +2 move silent, +2 to find traps

ROGUE AND ASSASSIN MODIFIER: +2 listen, +2 move silent, +2 Find traps

HALF-ELF

The pairing of human and elf is an extraordinary and rare occasion, arising from unique circumstances or events. Elves are very guarded in their approach to humans, for they deem them strange in thought and deed. For love to be born of the two races, an elf must find a human of great renown and surpassing beauty. Thus the half-elf is the rarest of all races. Indeed, each half-elf differs so markedly in origin, background and physiology from others that generalizations are near impossible to make.

DESCRIPTION: Half-elves vary greatly in appearance, acquiring characteristics from both parents. One commonality among half-elves, however, is that each significantly favors either the human parent or the elf parent, inheriting many more characteristics from one than the other. In some cases, the dominance of one lineage is so strong that these half-elves can pass as a full member of that lineage unless closely observed.

Half-elves also vary greatly in height, ranging from that of the shortest elves to that of the tallest humans. Likewise, any variety of body style, hair color or eye tint found in humans or elves can occur in a half-elf, in any combination. The single consistent physical feature shared by half-elves is a natural balance and ease of movement inherited from the elven parent.

PERSONALITY: Half-elves are intelligent, perceptive and possess quick minds. They are able to master many crafts and skills, be these as mundane as cabinet making, or as extraordinary as the wielding of magic. They exhibit an almost supernatural empathy for the world around them giving them an uncanny understanding of people. Their shared lineage also grants them the ability to think on many levels simultaneously – an ability that makes them difficult to deceive.

Long-lived by human standards but short-lived for elves, half-elves exist in a nebulous world between both races. They often find themselves uncomfortable in either culture and are far too rare and unique to develop societies of their own. Elves tend to look upon them as strange creatures, treating them with indifferent curiosity or even with outright hostility. Human reactions are as varied as their cultures, sometimes accepting half-elves without note, sometimes venerating them, and as often rejecting them with violence.

Much of the reaction is determined by the half-elf's lineage. Half-elves that favor a human lineage can vary widely in personality, while those with a dominant elf lineage tend to exhibit elven values, ethos and interests. Because of their longer life spans, half-elves are generally well-educated and knowledgeable about history and geography, although this is not always the case.

Their life spans, however, present problems. Human friends often die of old age when half-elves are but middle-aged. The long-lived elves, on the other hand, possess a psychology like that of near immortals which half-elves have a difficult time understanding. This creates a loneliness and melancholy in half-elves, and sometimes, the fatalism so strongly pronounced in elves manifests itself in half-elves as well. In some instances, a half-elf spurns both humans and elves, instead seeking the company of other races and cultures entirely.

RACIAL AFFINITIES: Half-elves tend to enjoy the company of those of their favored lineage, but often have problems adapting and existing in either human or elf societies. Half-elves tend to be solitary, preferring not to congregate with other half-elves. A group of half-elves always attracts an enormous amount of attention, and tends to highlight their status as misfits. Perhaps because of their exposure to discrimination, half-elves harbor few prejudices. They freely associate with dwarves, halflings, gnomes and others. Their unique position occasionally allows them to act as intermediaries between groups and races.

ENVIRONMENT: Half-elves can be found anywhere, from human cities to elven strongholds. They live in all types of rural areas as well. Social ostracism tends to make them natural wanderers; many half-elves make no home, moving about the world looking for a place to fit in, at least for a time.

RACIAL TRAITS AND ABILITIES

The mixed lineage of half-elves effects the specific traits that a half-elf inherits. Players choose a human or elf lineage that dominates their character. Racial abilities modifiers are based on which lineage the player chooses.

All half-elves possess the following three abilities:

EMPATHY: A half-elf's uncanny ability to empathize with others is reflected in a +2 bonus to all charisma checks. This ability can be combined with attribute check modification.

MOVE SILENTLY (Dexterity): This ability allows silent movement in wilderness areas. Half-elves can move up to one-half the normal speed at no penalty. At more than one-half and up to the character's full speed, the character suffers a -5 penalty to the check. Any faster movement is practically impossible (-20 penalty).

SPOT HIDDEN DOORS (Wisdom): This ability allows half-elves to spot secret, hidden and concealed doorways. A half-elf passing within 5 feet of a secret, hidden or concealed doorway is entitled to a wisdom check. Success means that the half-elf notices the door as if actively searching for it. When a half-elf does actively search for such doorways, the bonus to the wisdom check is +1.

Half-elves with a human lineage possess these abilities:

ATTRIBUTE CHECK MODIFICATION: The human lineage is reflected in a greater versatility than their elven kin, but not quite as their human relatives. Half-elven characters are allowed to choose one secondary attribute for which they gain a +2 bonus to all attribute checks.

SPELL RESISTANCE (Wisdom): Half-elves of human lineage are somewhat resistant to spells and spell-like abilities that charm or unnaturally cause sleep. When making saving throws against these types of spells, a half-elf of human lineage receives a +2 bonus.

Half-elves with a elven lineage possess these abilities:

ATTRIBUTE MODIFICATION: +1 to dexterity and -1 to constitution.

ENHANCED SENSES: Half-elves of elven lineage can see farther than humans in just about every circumstance, including torchlight, and can see clearly enough to read a road sign or spot a shield device that is up to two miles distant when outside during the day. They can also hear very well, and receive a +2 bonus to all checks involving listening.

SPELL RESISTANCE (Wisdom): Half-elves of elven lineage are particularly resistant to spells and spell-like abilities that charm or unnaturally cause sleep. When making saving throws against these types of spells, a half-elf receives a +4 bonus.

LANGUAGES: Common, Elf, and three of the following: Dwarf, Gnome, Goblin, Halfling, and Orc.

SIZE: Medium

MOVEMENT: 30 feet

CLASSES: Any

RANGER MODIFIER: +2 move silent, +2 find traps

ROGUE AND ASSASSIN MODIFIER: +2 listen (elf lineage), +2 find traps, +2 move silent

HALFLING

Halflings appear, upon first sight, to be small, well-nourished humans. They share many of the mannerisms and habits of their larger cousins, but a closer look reveals they have large, hairy feet and rather wide eyes displaying the temperament of wily farmers. Halflings are generally an agrarian people, preferring open pastures and lush farmlands to cities or other places crowded with tall folk. They get along well with most peoples, but rarely leave the safety of their homes and communities. Even when they do, it is generally only at the behest of others. Meticulous and prosperous, halflings enjoy good food, relaxation and a quiet life.

DESCRIPTION: Halflings average 3 feet in height and have wide, round eyes and large feet, which are well padded and hairy. Halflings seldom need to wear shoes except in very cold weather. Long days in the sun give a halfling's naturally light skin a ruddy brown tan every summer. This, their curly hair, and their thick hands all fit their agrarian lifestyle like a well-worn frock coat. Most halflings prefer dull-colored clothing so they won't attract attention to themselves, but the wealthy or prideful wear finer, brightly colored clothes to denote their status.

PERSONALITY: Halflings are jovial, friendly and hospitable, yet they prefer their own culture to those of others. They typically eat too much and develop paunches early in life. Indeed, to have a great paunch is considered a sign of good breeding and wealth. Normally, halflings eat often during the day. They start the day by enjoying a breakfast, followed by a brunch and then lunch. This often precedes an afternoon snack of cake and tea, to be followed by supper and then a late dinner. It is said that halflings can keep time by the grumbles and rumbles of a hungry belly. Halflings also work diligently on their farms, houses, gardens, fences and other projects pertaining to their needs; "Relaxing requires a lot of work," many halflings are wont to say.

Slow to anger, halflings prefer to settle disputes through legal means whenever possible, by appropriate compensation when necessary and through other measures only if unavoidable.

A halfling's desire for quiet and safety carries over to their personal lives, with only the occasional adventurous halfling leaving home to travel in the world. A mystery to their brethren, these halflings often find themselves in the most unusual of escapades and adventures. These situations can reveal one of the least known qualities of halflings: a heart as stout as the strongest warrior and a courage unflagging to the point of foolhardiness.

RACIAL AFFINITIES: Halflings are insular, and generally prefer only the company of fellow halflings. Of the other races, halflings prefer humans most of all, for they do much business with them, and they find that human farmers and herdsmen often share similar values. They are also favorably disposed towards gnomes, whose temperament resembles that of halflings more than any of the other races. Elves fascinate halflings, but they are far too 'magical' to be considered respectable. Halflings grudgingly admire dwarves, but find them a bit too gruff, hard-headed and clannish for their personal tastes. Halflings do not relate well to goblins and their kind, whom they passionately dislike.

ENVIRONMENT: Most halflings prefer lush, green lands with fertile soil, abundant water and mild seasons, and they strive to dwell in areas far removed from the troubles of the world. Yet, the world is broad, and some must live in proximity to other peoples and the troubles they create. There are halflings who make their homes in the coarser areas of the world, including towns or even cities, though these halflings are rare. Halfling houses tend to be small and made of brick when built above ground, while others live beneath the earth in expansive underground houses built into the tops of hills and underneath large mounds.

RACIAL TRAITS AND ABILITIES

FEARLESS: Halflings, for the most part, lead sequestered lives and are often considered naive. This is not entirely accurate; halflings are not raised with fears and trepidation imparted to them by myth and fancy, but are reared on tales of self-dependence and the overcoming of life's many hurdles. For either or both reasons, halflings possess stout hearts and are not easily frightened, even in dire circumstances. This trait imparts a +2 bonus on all saving throws against fear.

HIDE (Dexterity): Halflings are practised at avoiding the prying eyes of others in outdoor settings. A successful check allows the halfling to hide making him or her almost invisible. If a halfling decides to move while attempting to remain concealed, he or she can still hide, but will suffer a penalty to the check. At up to one-half their movement rate, halflings suffer a -5 penalty to the check. At one-half their normal movement rate to full speed, they suffer a -10 to the check. It is impossible for a halfling to move faster than normal speed while hiding. If the halfling is being observed, even casually, the character cannot hide. If the observers are momentarily distracted, however, the halfling can attempt to hide. This check, however, has a -10 penalty because the character has to move quickly into hiding.

MOVE SILENTLY (Dexterity): Halflings, being naturally small and dexterous, can move as quietly as a breeze upon a summer morn. With a successful dexterity check, halflings can move silently. They can move up to one-half their normal movement rate with no penalty to this check. For moving at one-half of their normal rate up to the character's full speed, the character suffers a -5 penalty to the check. It's practically impossible to move silently while running or charging, so this type of action incurs a -20 to the check.

DUSKVISION: Halflings, with their large and piercing eyes, can see in starlight and moonlight just as a human can at dusk. They retain the ability to distinguish color and some detail under these conditions, though everything is cast in shadows. They have no enhanced vision underground, in torchlight, or under similar conditions of poor illumination.

RESISTANT: A lifetime of good food, when combined with hard work and a self-reliant spirit, makes for a healthy people. Halflings are more resistant to the ills of life than most other races, so they receive a +1 bonus to all constitution saving throws.

LANGUAGES: Halfling, Common, Dwarven, Gnome, Elvish, Sylvan, Goblinoid

SIZE: Small **MOVEMENT:** 20 feet

TYPICAL CLASSES: Fighter, Ranger, Rogue, Cleric, Druid, Bard

ATTRIBUTE MODIFIERS: +1 Dexterity, -1 Strength

RANGER MODIFIER: +2 conceal, +2 move silent

ROGUE AND ASSASSIN MODIFIER: +2 hide, +2 move silent

HUMAN

Humans are the most diverse of the races. Their strength and power derives from their adaptability to different environments, cultures and societies. Where the other races are tied to the world around them in one manner or another, humans alone have no innate affinity for the world, beyond that of a master craftsman to his tools and creations. Their ability to adapt allows humans to maintain close contact, and even intermingle with demi-humans and humanoids, if they deem it necessary, expedient, or desirable. Diversity is a hallmark of this race and humans can be any class.

DESCRIPTION: Humans range greatly in height and weight, and in other physical features such as skin and hair color. Males typically stand between 5 feet 6 inches and 6 feet 2 inches, with females being slightly shorter, although both sexes occasionally exceed the average height. Humans tend to adapt physically to their environments, leaving some with pale skin coloration in cold climates and others with darker skin coloration in warmer climates. Since humans are exceedingly migratory, however, these generalizations do not always apply. Human weight also varies extraordinarily and is as much dependent on diet as culture.

PERSONALITY: As with their physical traits, humans range greatly in temperament. They seem to the longer-lived races to move through life with a speed born of desperation. Their short lives give them a burning desire to create and control the world around them and their own mortality. This causes humans to see the world in a unique fashion. All things are tools to humans in their quest for immortality.

Humans lack empathy for the other races, especially elves. Their short lifespans create an awareness of the importance of things few others understand. Life is precious, and the wealth of it must not be wasted on frivolous things. In the passage of history, death marks one's life and can

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give it meaning and only through a life well spent can one gain immortality. Oft times the world's greatest heroes are humans, who consider themselves to be in conflict rather than harmony with the world, and willingly lay their lives low in that eternal struggle.

Humans are born with an innate spirit of competition that configures itself into a race for grand achievements, and a constant striving to rise above their circumstances. Whether to the benefit or detriment of those around them, many humans act only with regard to their own needs and from a sense of superiority over all other races and beasts.

RACIAL AFFINITIES: Humans interact well with most other races. They have no innate prejudices, but are often taught at a young age who is an enemy and who is a friend. A human's enemies and friends are determined more by expediency and mutual benefit rather than any innate prejudice.

ENVIRONMENT: Humans can be found in any environment or climate, though they usually prefer to live above ground.

RACIAL TRAITS AND ABILITIES

PRIMARY ATTRIBUTES: Because of the unique nature of humankind, humans choose an additional primary attribute, for a total of three.

LANGUAGE: Common

SIZE: Medium

MOVEMENT: 30 feet

TYPICAL CLASSES: Any

ATTRIBUTE MODIFIERS: None



COMPLETING THE CHARACTER

The last and most important step in character creation is to create the character's persona. Attributes, class and race are the framework of the character. Finishing the character requires adding detail to the characters that dice or rules have little impact on. The character's persona is made up by their motivations and fears, their looks and alignment, their deity, name and purchasing equipment, etc. This can be done in great detail or more generally, according to players preference.

After generating the final statistics related to class and race, the player should determine the character's physical description, decide on any particular mannerisms and at least get in mind the basics of a personality. Some players may want to go further and develop a world view, background and motivations. Some of the character's traits are quantified in game terms such as alignment, which summarizes the character's overall worldview. Finally, the player equips the character with clothing, armor, weapons and adventuring gear, and then chooses spells.

PERSONA

The character's persona and appearance are entirely the choice of the player designing that character, keeping in mind the campaign setting and the needs of the Castle Keeper and other players. A character's appearance is the perfect

opportunity to establish the persona the player envisions for the character. Choose hair and eye color, body size, build, looks, and mannerisms. Does the dwarf have a pot belly with a crooked nose or stocky with broad shoulders? Pay attention to the type of equipment the character will use. Does the fighter carry a simple wooden warboard or heavy kite shield? These small details help to establish a character's personality and is an excellent manner with which to convey it.

Once the appearance is finished, consider the character's personality traits. Is the character hot-tempered, mild mannered, mean spirited, slow witted, determined, arrogant or any other of the vast sum of traits to choose from? The list of personality traits is inexhaustible. It is worth bearing in mind that personality traits may be influenced by both the character's race and class: a roguish character of halfling ancestry is likely significantly different than a roguish character of elven ancestry.

It is easy to become dependent on abilities and magical items to distinguish the personalities of two characters of the same class and race. This usually results from a lack of persona development, and can lead to a lack of interest in the character. A weakly developed character persona can moribund a game, as statistics and abilities become the defining characteristics of the character and the rolling of dice takes pre-eminence over the game's narrative. So,

some amount of attention should be given to this step. Develop a character's history and personality, complete with desires, goals, dreams and fears.

Players will also develop some of a character's personality traits as the game progresses. Beginning play with only a basic idea of the character can be beneficial, in that it allows the player to develop the character within the framework of the game. As the character survives, they accumulate a history. This enhances the overall development of the character's personality. And, of course, spending countless hours laboring over a first level character's personality, motivations and background can be time poorly spent if death follows hard on the heels of the game's beginning!

In finalizing a character's persona, imagine how the culture and environment in which the character was raised may have affected them. The interaction of culture and persona converge into a world view, or alignment as discussed below.

ALIGNMENT

Alignment represents the basic and most essential aspects of a character's worldview and moral outlook. Alignment is a description for the fundamental moral outlook of every sentient creature. Is the character good or evil, chaotic, lawful or even neutral? Alignment is a very basic description and acts as an ethical and motivational guide for characters, non-player characters and monsters.

Alignment categories are fairly general and there is much room for interpretation within each category of alignment. A lawful good character may be a wandering knight devoted to the service of his liege lord or some higher calling, intent upon stamping out evil in the land. On the other hand, a lawful good wizard may devote himself to acquiring ancient arcane magic in order to create a library for the benefit of all. A chaotic evil rogue may be a bandit robbing whomever and wherever he can for his own personal hedonistic desires, or a cleric devoted to the wanton destruction of man's accomplishments and eradication of those with whom the cleric disagrees. There is great variation within each of the nine alignment categories described below. They should be used as a general guideline for motivations, actions, ethos and worldview.

There are nine possible alignments: *lawful good, neutral good, chaotic good, lawful neutral, neutral, chaotic neutral, lawful evil, neutral evil, or chaotic evil*. Each alignment, except true neutral, is composed of two aspects.

LAW AND CHAOS

The first aspect of alignment – lawful, neutral or chaotic – generally represents a character's ideals and world view. These, however, are broad categorizations that go to the core beliefs of a character. Thus, all lawful characters are not the same, nor are all chaotic characters. Each might exhibit traits typically associated with the opposite. The following are general traits of each aspect. "Law" implies honor, trustworthiness, obedience to authority and reliability. On the downside, lawfulness can include close-mindedness, reactionary adherence to tradition and a lack of adaptability. Lawful characters tell the truth, keep their word, respect authority, honor tradition, and judge harshly those who fall short of their duties. Lawful characters can still follow their conscience and can favor new ideas. "Chaos" implies freedom, adaptability and flexibility. On the downside, chaos can include recklessness, resentment toward legitimate authority, arbitrary actions and irresponsibility. Chaotic characters follow their consciences, resent being told what to do, favor new ideas over tradition and do what they promise only if they feel like it. Yet, chaotic characters can still be honorable and trustworthy. "Neutral" implies a normal respect for authority, with neither a compulsion to obey nor to rebel. Neutral characters are honest, but can be tempted into lying or deceiving others. Animals and other creatures incapable of moral action are neutral.

GOOD AND EVIL

The second aspect of alignment – good, neutral or evil – generally represents behavior and how characters express or impose their ideals, whether lawful, neutral or chaotic. Again, these are broad categorizations. The following are general traits of each aspect. Good implies altruism, respect for life and a

concern for the dignity of sentient beings. Good characters make personal sacrifices to help others. Good characters and creatures protect innocent life. Evil implies hurting, oppressing, killing others and selfishness. Some evil creatures simply have no compassion for others and kill without qualms if doing so is convenient. Others actively pursue evil, killing for sport or out of duty to some evil deity. Evil characters and creatures debase or destroy innocent life, whether for fun or profit. Neutral characters fall somewhere in between, but most are committed to others by personal relationships. A neutral person may sacrifice himself to protect his family or even his homeland, but he would not do so for strangers who are not related to him. Some neutral characters are simply selfish. Animals and other creatures incapable of complex relationships are neutral.

The combination of the lawful, neutral or chaotic axis with good, neutral or evil creates nine possible character alignments. Although characters of the same alignment possess the same general world view and behave similarly, each will be unique and vary in terms of psychology and life experiences.

LAWFUL GOOD

Characters of this alignment are dedicated to following the strictures of society, respecting law and order. They act for the benefit of others and society, placing great value on truth, honor and life.

LAWFUL NEUTRAL

Characters of this alignment place primary importance on ultimate order, structure and regulation of behavior. Good and evil are largely irrelevant for characters of this alignment because everything flows from the order of law.

LAWFUL EVIL

Characters of this alignment value structure and order, and they place no limit on attaining it, especially if the goal is to their own benefit. They do not value life or concern for others. Ultimately, they seek to impose their ideals on others through strict regulation.

NEUTRAL GOOD

Characters of this alignment have a healthy respect for both law and freedom, typically choosing a road betwixt the two in order to achieve benefits and mercy for all.

NEUTRAL

Characters of this broad alignment typically believe in a balance between law and chaos, and between good and evil. Some seek to maintain existing social institutions, while others simply wish to keep to themselves. Some neutral characters disdain the perceptions of other sentient beings, finding that truth lies in nature and its animals. Others follow their own code, which changes with the situation, tending to favor those that benefit them the most.

NEUTRAL EVIL

Characters of this alignment mirror those of neutral good, but they typically follow a road that benefits themselves instead of others.

CHAOTIC GOOD

Characters of this alignment view the greatest good as being attainable through freedom. Thus they place primary importance on individuality and liberty of action over that of any law or societal structure.

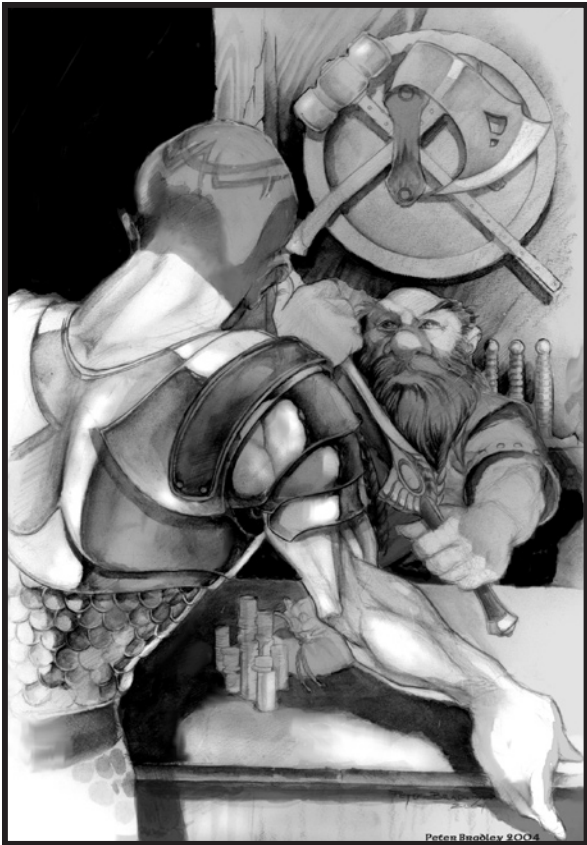
CHAOTIC NEUTRAL

Characters of this alignment value individual freedom, and have no qualms in achieving it by whatever means necessary, be they good or evil.

CHAOTIC EVIL

Characters of this alignment tend not to value anything, disdaining others and often seeking to destroy for their own selfish reasons. They seek power and the ability to wield it as they see fit.

EQUIPMENT



Perhaps one of the most enjoyable aspects of character creation is purchasing equipment before beginning play. This step is often overlooked in terms of its ability to personalize a character. When purchasing equipment, characters are, in part, constrained by their class, race and persona. A wizard would not look like a fighter, nor would a dwarf appear as an elf. When developing a character, the class and race and persona should differ from character to character, and this should be reflected in the items they carry.

Another consideration is the culture in which the character lives. All societies have their peculiarities and own identifying types of equipment, weapons and armors. Lanterns purchased in medieval Bavaria were of significantly different appearance than those purchased in Baghdad bazaars. Equipment should also range in appearance and structure (though not function) from one culture and society to the next. Personalizing equipment in this manner goes a long way in establishing milieu and context.

As such, when equipment is purchased, consider the character's personality, background, goals, culture and social status. All these aspects should play a role in purchasing decisions. The equipment needs to reflect the character.

Regarding this, a certain degree of latitude should be taken in the actual appearance of the items purchased. The equipment list is generic for a reason: it allows the players to develop and describe for themselves what the items purchased look like, to conform with campaign and character needs. For example, swords come in many shapes, with different guards, hilts and ornamentation, though all perform similarly in combat. The same may be said of items such as clothing, armor and weapons. In sum, individualize the equipment purchased through description rather than associated statistics.

Characters should also keep in mind that they are attempting to prepare themselves for whatever should befall them and should equip themselves accordingly. A foray into a dungeon is much different than a trek across a frozen plateau. Combine the two and equipping a character becomes a challenge.

It is difficult to accommodate the player and Castle Keeper with every piece of equipment that might be desired. However, the Castle Keeper should be

able to determine if an item the players are seeking is available based upon technology, location and the skills of local inhabitants. If it is to be available, estimate the price of the item by comparing it to similar items on the equipment list considering weight, material and technology.

So, it is very important to have a wide variety of equipment to accommodate many needs. In this game, we do not work under the assumption that characters carry a standard pack of equipment. Nothing is given! If an item is not listed on the character's sheet, then the character does not have that particular item. There is much sorrow in the demise of an ill-equipped character.

STARTING COIN

Every character begins the game with some coin of the realm. The amount depends upon the character's class and is listed below. However, that can be amended to fit the needs of the campaign. Less coin should be made available in grittier or low fantasy campaigns and more coin made available in high fantasy campaigns. Social standing can also affect the amount of coin available.

The following equipment list contains the cost, effects, weight and encumbrance value for each item. It is not an exhaustive list, so the Castle Keeper should expand it as needed, basing prices on comparable items in this list.

STARTING GOLD

Fighter, Ranger	30-240gp	(3d8x10)
Rogue, Assassin, Bard	30-120gp	(3d4x10)
Barbarian, Monk	20-80gp	(2d4x10)
Wizard, Illusionist	10-100gp	(1d10x10)
Cleric, Druid	20-200gp	(2d10x10)
Knight, Paladin	60-240gp	(6d4x10)

Coins exchange at the rate listed to the right. All coins equate to about one ounce in weight.	Gold (gp)	10gp = 1 Platinum piece (pp)
	Silver(sp)	10 sp = 1 gold piece (gp)
	Copper(cp)	10 cp = 1 silver piece (sp)



ARMAMENTS

ARMORS	COST	AC	WEIGHT	EV
Padded Armor	5 gp	+1	10 lbs.	2 (w)
Leather Coat	7 gp	+1	10 lbs.	2 (w)
Leather Armor	10 gp	+2	15 lbs.	2 (w)
Ring Mail	30 gp	+3	20 lbs.	3 (w)
Hide	20 gp	+3	25 lbs.	4 (w)
Studded Leather	25 gp	+3	20 lbs.	3 (w)
Laminar, Leather	55 gp	+3	25 lbs.	2 (w)
Mail Shirt	100 gp	+4	25 lbs.	3 (w)
Scale Mail	50 gp	+4	30 lbs.	4 (w)
Cuir Bouille	45 gp	+4	25 lbs.	4 (w)
Breastplate, bronze	95 gp	+4	20 lbs.	3 (w)
Brigadine	85 gp	+4	25 lbs.	4 (w)
Breastplate, steel	300 gp	+5	30 lbs.	3 (w)
Mail Hauberk	150 gp	+5	35 lbs.	4 (w)
Coat of Plates	100 gp	+5	45 lbs.	4 (w)
Ensemble, Greek ¹	120 gp	+5	40 lbs.	4 (w)
Banded Mail	250 gp	+6	40 lbs.	4 (w)
Splint Mail	200 gp	+6	45 lbs.	4 (w)
Ensemble, Greek ²	230 gp	+6	50 lbs.	4 (w)
Ensemble, Roman ³	240 gp	+6	30 lbs.	4 (w)
Full Chain Suit	200 gp	+6	45 lbs.	4 (w)
Plate Mail	600 gp	+7	45 lbs.	4 (w)
Ensemble, Roman ⁴	650 gp	+7	45 lbs.	4 (w)
Full Plate	1000 gp	+8	50 lbs.	4 (w)
Polish Hussar	1750 gp	+8	50 lbs.	3 (w)

1 Greek, bronze leg greaves, bronze arm greaves, bronze breastplate and bronze medium helm

2 Greek, iron leg greaves, iron arm greaves, iron breastplate and iron medium helm.

3 Roman Scale body armor, copper leg and arm greaves, copper helmet.

4 Roman Segmented body armor, iron leg and arm greaves, iron helmet.

SHIELDS	COST	AC	WEIGHT	EV
Buckler	2 gp	+1 ¹	2 lbs.	2
Shield, Small Steel	9 gp	+1 ¹	5 lbs.	2
Shield, Small Wooden	3 gp	+1 ¹	3 lbs.	2
Shield, Med. Steel	15 gp	+1 ²	10 lbs.	3
Shield, Med. Wooden	5 gp	+1 ²	6 lbs.	3
Shield, Large Steel	20 gp	+1 ³	15 lbs.	4
Shield, Large Wooden	7 gp	+1 ³	10 lbs.	4
Pavis	55 gp	+6 ⁴	90 lbs.	12

1 Armor class bonus is applicable against one foe in a round.

2 Armor class bonus is applicable against two foes in a round.

3 Armor class bonus is applicable against three foes in a round.

4 Made to be rested on the ground and fired over, like a mobile wall. The AC bonus applies to all foes in front of the shield.

HELMS	COST	AC*	WEIGHT	EV
Armet	10 gp	+6	7 lbs.	1 (w)
Bacinet	15 gp	+4	7 lbs.	1 (w)
Benin	8 gp	+2	5 lbs.	1 (w)
Casquetel	10 gp	+2	8 lbs.	1 (w)
Coif, Chain Mail	15 gp	+4	5 lbs.	1 (w)
Coif, Leather	4 gp	+1	2 lbs.	1 (w)
Helm, Great	20 gp	+7	8 lbs.	2 (w)
Helm, Normal	10 gp	+5	4 lbs.	1 (w)
Helm, Norman	8 gp	+3	7 lbs.	1 (w)
Helm, Pot	5 gp	+2	6 lbs.	1 (w)
War Hat	7 gp	+2	6 lbs.	1 (w)

Armor Class adjustments for helmets apply to strikes against the head only, they do not otherwise adjust armor class. Some of the armors include helms at no additional cost: Scale Mail includes a Leather Coif; Chain Mail includes a Chain Mail Coif; Plate Mail includes a Normal Helm; Full Plate and Polish Hussar includes a Great Helm.

WEAPONS	COST	DMG.	RNG. ¹	WGT.	EV
Axe, Battle	10 gp	1d8	—	7 lbs.	3
Axe, Bearded*	20gp	3d4	—	15 lbs.	4
Axe, Hand/Throwing	4 gp	1d6	10 ft.	4 lbs.	2
Axe, Piercing	17gp	1d8+1	—	7 lbs.	3
Axe, Two-Handed *	20 gp	1d12	—	20 lbs.	4
Bardiche	15 gp	2d4	—	10 lbs.	4
Bec De Corbin ²	60gp	1d10	—	4 lbs	5
Bill or Billhook	12 gp	2d4	—	6 lbs.	5
Brass Knuckles	1gp	1d3	—	1 lbs	1 (w)
Cat-O-Nine-Tails	9 gp	1d3	—	1 lbs.	2
Cestus	1 gp	+1dmg	—	—	1 (w)
Cleaver	5sp	1d4	—	1 lbs	2
Club	—	1d6 1	0 ft.	3 lbs.	2
Crowbill	15 gp	1d6	—	6 lbs.	2
Dagger	2 gp	1d4	10 ft.	1 lbs.	1
Dirk	3 gp	1d4+1	—	1 lbs	1
Fauchard *	6 gp	1d6	—	6 lbs.	5
Fauchard Fork *	15 gp	1d8	—	6 lbs.	5
Fist	—	1d2	—	—	—
Flail, Heavy	15 gp	1d10	—	20 lbs.	4
Flail, Light	8 gp	1d8	—	5 lbs.	3
Flameberge*	75gp	2d4+2	—	12 lbs.	4
Flatchet	5gp	1d6+1	—	6 lbs.	3
Fork, Military	10 gp	1d8	—	7 lbs.	5
Gauntlet, Spiked	5 gp	1d3	—	2 lbs.	1 (w)
Glaive	8 gp	1d8	—	15 lbs.	5
Glaive Guisarme	15 gp	2d4	—	8 lbs.	5
Godentag	15gp	1d6+3	—	7 lbs.	3
Guisarme	10 gp	2d4	—	15 lbs.	5
Halberd	10 gp	1d10	—	15 lbs.	5
Hammer, Light	1 gp	1d4	20 ft.	2 lbs.	2
Hammer, War	6 gp	1d8	—	8 lbs.	4
Hatchet	1gp	1d4	—	2lbs.	2
Hook Sword ⁶	25gp	1d4+1	—	4 lbs.	3
Hook, hafted	5gp	1d6	—	3 lbs.	4
Katar	3gp	1d4+1	—	1 lbs.	2
Knife	3sp	1d2	10 ft.	1 lbs.	1
Lance, Heavy	10 gp	1d8**	—	10 lbs.	7
Lance, Light	6 gp	1d6**	—	5 lbs.	5
Lucerne Hammer	60gp	1d12	—	8 lbs.	5
Mace, Heavy	12 gp	1d8	—	12 lbs.	4
Mace, large ⁷	25gp	1d10	—	10 lbs.	4
Mace, Light	5 gp	1d6	—	6 lbs.	3
Main Guache ³	25gp	1d4+1	—	1 lbs.	2
Man Catcher ⁴	45gp	1d4	—	6 lbs.	4
Maul*	12gp	1d10	—	15 lbs	5
Morningstar	8 gp	2d4	—	8 lbs.	3
Nine Ring Broadsword	30gp	1d10	—	10 lbs	3
Partisan *	10 gp	1d8	—	5 lbs.	5
Pick, Heavy	8 gp	1d6	—	6 lbs.	4
Pick, Light	4 gp	1d4	—	4 lbs.	3
Pike* ⁸	5 gp	1d8	—	14 lbs.	6
Poniard ²	25gp	1d8	—	5 lbs.	3
Ranseur	8 gp	2d4	—	15 lbs.	5
Sap	1 gp	1d3	—	1 lb.	1
Scimitar, Great*	55gp	2d6	—	14 lbs.	4
Scythe	18 gp	2d4	—	12 lbs.	4
Sickle	6 gp	1d4	—	3 lbs.	3
Sleeve Tangler ⁵	100gp	1d10	—	7 lbs.	5
Spear ⁷	1 gp	1d6	20 ft.	3 lbs.	2
Spear, Long ⁸	5 gp	1d8	—	9 lbs.	4
Spear, Wolf	3 gp	1d8	10 ft.	4 lbs.	3
Staff	—	1d6	—	4 lbs.	4

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Sword, Bastard	25 gp	1d10	—	10 lbs.	4
Sword, Broad	12 gp	2d4	—	8 lbs.	3
Sword, Falchion	40 gp	2d4	—	16 lbs.	3
Sword, Long	15 gp	1d8	—	4 lbs.	3
Sword, Rapier	20 gp	1d6	—	2 lbs.	3
Sword, Scimitar	15 gp	1d6	—	4 lbs.	3
Sword, Short	10 gp	1d6	—	3 lbs.	2
Sword, Two-Handed*	30 gp	2d6	—	15 lbs.	5
Trident	10 gp	1d8	10 ft.	5 lbs.	5
Tulwar	8 gp	1d6	—	2 lbs.	2
Voulge	8 gp	2d4	—	6 lbs.	5

Weapons marked with an * must be used two-handed.

1 Melee weapons with indicated range can also be used as missile weapons.

2 This weapon receives a +2 when used against chain, plate or scale armors.

3 This weapon can be used as a melee weapon or alternately, can confer a +1 to the wielder's armor class. The decision should be made by the wielder prior to the beginning of a round.

4 This weapon can be used in melee as normal or can be used to trap a medium sized or small opponent. In the latter case, the wielder must decide beforehand to use it as such and must strike an armor class 15 or better minus the opponent's level or hit dice. A successful hit indicates the opponent is trapped and cannot move unless a successful dexterity check is made. In the latter case, whether successful or not, the opponent receives 14 points of damage.

5 This weapon is designed to disarm opponents. Anyone proficient in this weapon's use can attempt to disarm an opponent as described in *Combat Maneuvers* but with a +3 to their roll.

6 This weapon can be used for melee, to disarm or overbearing. The wielder must decide beforehand which attack will be used. In the case of disarming and overbearing, use normal attack procedures but add +3 to the to hit roll.

7 Deals double-damage if used from a charging mount.

8 Deals double-damage if firmly set to receive a charge.

MISSILE & RANGED	COST	DMG.	RNG.	WGT.	EV
Aclis	1 gp	1d4	20 ft.	1 lb.	2
Arrows (20)	2 gp	as bow	—	3 lbs.	2
Arrows (12)	15 sp	as bow	—	2 lbs.	1
Arrow, Silver (2)	2 gp	as bow	—	0.2 lb.	1
Blowpipe	1 gp	1	10 ft.	1 lb.	3
Bolas	5 gp	1d4	20 ft.	2 lbs.	2
Bolts (12)	1 gp	as x-bow	—	1 lb.	1
Bow, Long	75 gp	1d6	100 ft.	3 lbs.	4
Bow, Long Composite	100 gp	1d8	110 ft.	3 lbs.	4
Bow, Short	30 gp	1d6	60 ft.	2 lbs.	3
Bow, Short Composite	75 gp	1d8	70 ft.	2 lbs.	3
Crossbow, Light	35 gp	1d6	80 ft.	6 lbs.	4
Crossbow, Hand	100 gp	1d4	30 ft.	3 lbs.	2
Crossbow, Heavy	50 gp	1d10	120 ft.	9 lbs.	5
Dart	5 sp	1d3	20 ft.	0.5 lb.	1
Harpoon	1 gp	1d6	20 ft.	4 lbs.	5
Javelin	1 gp 1	d4	30 ft.	2 lbs.	3
Rock	—	1d2	30 ft.	—	—
Sling	—	1d4	50 ft.	—	1
Whip	1 gp	1d2	15 ft.	2 lbs.	2

TRANSPORT AND TACK	COST	WGT.	EV
Barding, Chain*	500 gp	125 lbs.	6 (w)
Barding, Full Plate*	4,000gp	250 lbs.	8 (w)
Barding, Leather*	50gp	50 lbs.	5 (w)
Barding, Padded*	20 gp	25 lbs.	5 (w)
Barding, Studded*	100 gp	60 lbs.	6 (w)
Bit and Bridle	1 gp	1 lb.	2 (w)
Boat, Long	500 gp	—	—
Boat, Row	50 gp	75 lbs.	25
Boat, Skiff	300 go	—	—
Boat, Small	250 gp	—	—

Canoe	35 gp	50 lbs.	23
Cart	15 gp	200 lbs.	—
Chariot	100 gp	350 lbs.	—
Coach	200 go	—	—
Donkey	8 gp	—	—
Feed (per day)	5 cp	10 lbs.	2
Harness	1 gp	2 lbs.	2
Horse, Heavy	200 gp	—	—
Horse, Light	75 gp	—	—
Mule	25 gp	—	—
Ox	18 gp	—	—
Pony	30 gp	—	—
Raft	100 gp	100 lbs.	—
Saddle	20 gp	30 lbs.	5 (w)
Saddle Bags	4 gp	8 lbs.	3 (w)
Saddle Blanket	5 sp	1 lbs.	1
Sled	20 gp	300 lbs.	—
Wagon	35 gp	400 lbs.	—
Walrus	350 gp	—	—
Warhorse, Heavy	400 gp	—	—
Warhorse, Light	150 gp	—	—
Warpony	100 gp	—	—

* Barding for a pony is 1/2 the cost and 2/3 the weight of horse barding.

Reduce EV by one as well.

EQUIPMENT	COST	WGT.	EV	CAP
Armor and Weapon Oil	1 gp	1 lbs.	1	—
Awl	1 gp	0.5 lbs.	1	—
Backpack	2 gp	2 lbs.	2(w)	8
Bagpipe	35gp	8lbs.	4	—
Bandages (2 wounds)	1 sp	0.5 lbs.	*	—
Barrel, Large	4 gp	45 lbs.	9	9
Barrel, Small	2 gp	30 lbs.	6	6
Basket	4 sp	1 lbs.	2	2
Bedroll	1 sp	5 lbs.	3	—
Belt Pouch, Large	1 gp	1 lbs.	1(w)	2
Belt Pouch, Small	5 sp	0.5 lbs.	*	1
Belt Pouch, Spell Component	10 gp	0.5 lbs.	1	—
Blanket, Winter	5 sp	3 lbs.	2	—
Bottle	2 gp	0.5 lbs.	1	1
Broom	5 cp	1 lbs.	3	—
Bucket	5 sp	2 lbs.	2	3
Candle (5 sticks)	5 cp	0.1 lbs.	1	—
Canteen (½ gallon)	2 gp	2 lbs.	1 ¹	½ gallon
Case, Map or Scroll	1 gp	0.5 lbs.	1 ¹	10 sheets
Casket	2 gp	15 lbs.	4	6
Chain (20 feet)	30 gp	4 lbs.	12	—
Chalk (per piece)	1 cp	0.5 lbs.	1	—
Chest, Large	5 gp	40 lbs.	12	8
Chest, Small	2 gp	25 lbs.	4	6
Chisel	1 gp	0.5 lbs.	1	—
Cord (50 feet)	5 gp	8 lbs.	2	—
Crowbar / Prybar	2 gp	5 lbs.	2	—
Diggery-do	1gp	.25 lbs.	—	—
Drum	9 gp	8 lbs.	5	—
Dust, Bag of	—	1 lbs.	1	—
Fife	2 gp .	1.5 lbs.	1	—
File	1 gp	0.5 lbs.	1	—
File, Metal	1 gp	0.5 lbs.	1	—
Firewood, per day	1 cp	20 lbs.	8	—
Fishing Gear (hook, line, etc.)	5 sp	1 lbs.	2	—
Flask	3 cp	0.1 lbs.	1	—
Flint and Steel	1 gp	0.5 lbs.	*	—
Flute	15 gp	0.5 lbs.	1	—

Gong	18 gp	3 lbs.	3	—
Gourd	3 sp	1 lbs.	1	—
Grappling Hook	1 gp	4 lbs.	2	—
Grease, Crock (per pound)	2 cp	1 lbs.	1	—
Hammer	1 gp	2 lbs.	2	—
Hammer, Sledge	6 gp	8 lbs.	4	—
Hammock	8 gp	8 lbs.	4	—
Harp	35gp	4 lbs.	4	—
Holy Symbol, Silver	25 gp	1 lbs.	1	—
Holy Symbol, Wooden	1 gp	0.5 lbs.	1	—
Holy Water, Flask	30 gp	1 lbs.	1	—
Hook, Iron	1 gp	0.5 lbs.	1	—
Horn	5 gp	3 lbs.	2	—
Incense, Stick	1 gp	—	*	—
Ink (1 ounce)	8 gp	0.1 lbs.	*	—
Kettle, Iron	1 gp	4 lbs.	3	—
Lamp, Open	3 gp	2 lbs.	2	—
Lantern, Bullseye	12 gp	3 lbs.	2	—
Lantern, Hooded	7 gp	2 lbs.	2	—
Lodestone	25 gp	1 lbs.	1	—
Manacles	15 gp	2 lbs.	1	—
Mandolin	10gp	4 lbs.	2	—
Marbles (bag of 25)	1 gp	0.1 lbs.	*	—
Mirror, Small Steel	10 gp	0.5 lbs.	1	—
Mortar and Pestle	3 gp	2 lbs.	2	—
Mug or Tankard	2 cp	0.5 lbs.	—	—
Nails, Iron (50)	5 sp	1 lbs.	1	—
Oil, Flask of	1 gp	1 lbs.	1	—
Pack, Shoulder	2 gp	2 lbs.	3	—
Padlock and Key	25 gp	1 lbs.	1	—
Panpipes	11 gp	1 lbs.	1	—
Paper (10 sheets)	10 gp	—	*	—
Parchment (10 sheets)	5 gp	—	*	—
Pickaxe, miner's	3 gp	10 lbs.	4	—
Pipe	5 gp	0.1 lbs.	*	—
Pitons/ Spikes (5)	5 sp	2 lbs.	1	—
Pole (10 ft)	2 sp	8 lbs.	5	—
Pot	3 gp	8 lbs.	4	—
Prayer Beads	2 gp	—	—	—
Quill	1 sp	—	—	—
Quiver, Dozen	2 gp	1 lbs	2 ¹	12 projectiles
Quiver, Score	4 gp	1 lbs.	2 ¹	20 projectiles
Razor	5 sp	—	1	—
Rogue's Tools	30 gp	1 lbs.	1	—
Rope, Hemp (50 feet)	1 gp	15 lbs.	3	—
Rope, Silk (50 feet)	10 gp	5 lbs.	2	—
Sack, Large	5 sp	1 lbs.	2	10
Sack, Small	1 sp	0.5 lbs.	1	6
Saw, Metal	5 gp	1 lbs.	2	—
Sealing Wax	1 gp	0.1 lbs.	*	—
Sewing Kit (needle, thread, etc.)	5 sp	1 lbs.	1	—
Shovel	2 gp	8 lbs.	3	—
Soap (per bar)	5 sp	1 lbs.	1	—
String (50 feet)	4 sp	1 lbs.	2	—
Tent, large	45 gp	50 lbs.	10	5 person
Tent, medium	25 gp	30 lbs.	7	3 person
Tent, small	10 gp	20 lbs.	4	1 person
Tinder Box (10 fires)	1 gp	4 lbs.	2 ¹	—
Tongs	6 sp	1 lbs.	1	—
Torch	1 cp	1 lbs.	1	—
Trap, large animal, metal	35 gp	25 lbs.	9	—
Trap, medium animal, metal	15 gp	12 lbs.	6	—
Trap, Small animal, metal	7gp	3 lbs.	3	—
Trunk, travel	2 gp	10 lbs.	3	5

Vellum (10 sheets)	15 gp	—	*	—
Vial (1 ounce)	1 sp	0.1 lbs	*	1 ounce
Waterskin (1 gallon)	1 gp	4 lbs.	3 ¹	1 gallon
Wedge, splitting	2 cp	—	*	—
Whetstone	1 gp	0.5 lbs.	1	—
Whistle	5 sp	—	*	—
Wolvesbane	2 gp	0.1 lbs.	*	—
Zither	40 gp	5 lbs.	3	—

Items marked with a * have no appreciable EV. If carried in bulk (more than 10) treat the EV as 1 per 10 items carried.

1 The EV for these items is listed as if they were full. If they are empty, reduce the EV by 2, to a minimum of 1.

CLOTHING	COST	WEIGHT	EV
Belt	6 sp	1 lbs.	*
Belt, Baldric	2 sp	3 lbs.	*
Boots, Heavy	1 gp	4 lbs..	1 (w)
Boots, Soft	4 sp	2 lbs.	*
Caftan	3 sp	2lbs.	1 (w)
Cap/Hat	4 sp	—	*
Cape	8 sp	1 lb.	*
Cloak	5 sp	3 lbs.	1 (w)
Cowl	2 sp	1 lb.	3 (w)
Dalmatic	5 sp	4 lbs.	2 (w)
Doublet	1 gp	3-5 lbs.	1 (w)
Frock	5 sp	1 -10 lbs.	2 (w)
Girdle	7 sp	3 lbs.	1 (w)
Gloves, Cloth	2 sp	—	*
Gloves, Leather	8 sp	—	*
Gown	1 gp	5- 20 lbs.	4 (w)
Jewelry	varies	—	*
Leggings	5 sp	0.5 lbs.	2 (w)
Mantle	1 gp	3-5 lbs.	1 (w)
Robe	1 gp	4 lbs.	2 (w)
Scarf	5 cp	0.5 lbs.	*
Shoes, Normal	2 sp	1 lbs.	1 (w)
Signet Ring	5 gp	—	*
Skirt	4 sp	0.5 lbs.	1 (w)
Smock	3 sp	0.5 lbs.	1 (w)
Trousers	4 sp	0.5 lbs.	1 (w)
Tunic	3 sp	0.5 lbs.	1 (w)
Vest	2 sp	0.5 lbs.	1 (w)
Winter Clothing, Set	5 gp	6 lbs.	4 (w)

Items marked with a * have no appreciable EV. If carried in bulk (more than 10) treat the EV as 1 per 10 items carried.

PROVISIONS & LODGING	COST	WEIGHT	EV
Ale, Mug	5 cp	1 lbs.	1
Beer, Mug	2 cp	1 lbs.	1
Cheese, Block	2 sp	1 lbs.	1
Grains, Bag	4 sp	5 lbs.	3
Liquor, Cask	25 gp+	½ gallon	5
Liquor, Shot	2 sp	—	—
Lodging, Common Inn	5 sp	—	—
Lodging, Good Inn	2 gp	—	—
Lodging, Poor Inn	1 sp	—	—
Mead, Mug	2 sp	1 lbs.	1
Rations (1 day)	5 sp	1 lbs.	1
Rations (1 week)	3 gp	7 lbs.	4
Tavern Meal, Common	2 sp	—	—
Tavern Meal, Good	1 gp	—	—
Tea Leaves, 1 lbs.	1 sp	1 lbs.	1
Tobacco, 1 lbs.	5 sp	1 lbs.	1
Wine, Common (Bottle)	2 sp	1 lbs.	1
Wine, Fine (Bottle)	10 gp	1 lbs.	1

ENCUMBRANCE

Encumbrance is an indication of how much a character is carrying. The rules are used to help determine the amount of equipment, material and treasure a character can reasonably carry without suffering movement, attribute check or combat penalties. The following guidelines include several facets in determining how much a character can carry.

There is only so much a person can carry. Equipping a character should always be done, first and foremost, by using both common sense and reason. As purchases are made and treasures collected, there is a natural inclination on the part of players to prepare for all possible needs. This often overshadows the actual capacity of characters to equip themselves sensibly. This usually results in characters attempting to haul obscene amounts of material and what they carry, when placed on anything other than a donkey or barge, becomes comically impossible.

Imagine the famous gnome rogue, Inkole, creeping down a narrow and darkened corridor with a huge bag of recently pilfered coins tied to a belt, along with clanking candelabras strapped to a backpack, a bow, arrows, a lantern, knives strapped to bandoliers, poking out of boots and tied to the forearms and one might begin to envision a problem. Add to this poles, food, a tent, frying pan and other sundries dangling off his body like the detritus of a tinker's wagon and a picture of comic proportions begins to emerge. Considering this, it is unlikely this famous rogue Inkole would be able to sneak past a puddle of algae much less that restive ogre guarding the exit to its lair. Give him a chest to haul and Inkole is not going anywhere.

The easiest manner to determine how much a character can carry is simply to imagine what is being carried and decide whether or not it makes sense to have that much equipment and how that potentially affects the character's movement and ability to perform certain actions. Having a player describe where the many items being hauled are located on the character's body and then have them imagine it should suffice to maintain control over the amount of material being carried and players eventually begin setting their own limits.

However, situations inevitably arise which require a concrete determination of a character's encumbrance and the affects these have on the ability to move, fight or perform other actions. The following guidelines are supplied for just that purpose, yet bear in mind the rules must always give way to reason, common sense or narrative development.

DETERMINING ENCUMBRANCE

Each character has an Encumbrance Rating (ER). The encumbrance rating for a character has a base of 10. The base is then modified by the character's strength modifier, if any, to determine the character's final ER. Characters with strength or constitution as a prime attribute may also add +2 to their ER. These bonuses for prime attributes stack, so a character with both strength and constitution as prime would gain a +4 to their ER. The Encumbrance Value (EV) of many items is located on the equipment list. When determining the encumbrance of a character, add up the EV's of all the items carried and compare this to the character's ER.

There are five categories of encumbrance: none, light, moderate, heavy and overburdened. The amount of equipment that can be carried and the category into which the character's encumbrance total falls is affected by the character's ER, determined above. The following chart indicates the amount that can be carried and into which category the character's total encumbrance falls. No character can carry more than five times their ER.

For example, the ancient and wizened priest of Thoth, Memnon, has strength of 7 and a -1 strength modifier. He also has constitution as one of his three primes. As such, his ER is 11, due to the 10 base, modified by -1 for his strength modifier and +2 for his constitution prime. On a trip to an ancient burial ground to lay a soul properly to rest, Memnon expects trouble so he is carrying a lot of material with him. His equipment's encumbrance values add up to 17. Memnon's categories for encumbrance are: none: 0 to 11, light: 12 to 22, moderate: 23 to 33, heavy: 34 to 44, and overburdened: 45 to 55. With an EV total of 17, Memnon is lightly encumbered and suffers the penalties for that category.



ENCUMBRANCE CATEGORY	Weight
None	0 to 1x ER
Light	1x ER to 2x ER
Moderate	2x ER to 3x ER
Heavy	3x ER to 4x ER
Overburdened	4x ER to 5x ER

MAGIC

Magic lies at the heart of fantasy and so it does in *Castles & Crusades*. Of greatest importance for the players is the acquisition of magic spells and an explanation of how spells are used in the game. The following is a list and brief description of terms regarding magic in *Castles & Crusades* with which the players and Castle Keepers should be familiar.

ARCANE MAGIC: The type of magic learned by wizards and illusionists. Wizard and illusionist spells are referred to as arcane spells.

DIVINE MAGIC: The type of magic granted to clerics and druids by a deity or other mystical forces. Cleric and druid spells are referred to as divine spells.

ILLUSION MAGIC: The type of magic mastered by illusionists. Illusion magic is a type of arcane magic, but is inherently different from a wizard's magic.

COMPONENTS: The aspects, elements and ingredients involved in casting a spell, including verbal (spoken), somatic (motions or gestures), material (physical ingredients), focus (a specific object of power) and divine focus (a specific object of religious significance).

SPELL: The formula a character uses to harness magic and give it form, and the casting of which results in a specific magical effect.

SPELL SLOTS: The number of spells (at each spell level) that a character can prepare each day, as reflected on the character class tables.

BONUS SPELLS: Additional spells that can be cast each day as the result of a high score in the related attribute.

KNOWN SPELLS: The spells in a wizard's spell book or the spells allowed by a cleric or druid's deity, from which a character can select and prepare spells each day.

PREPARED SPELLS: The spells memorized or prayed for that are ready for a character to cast.

SPELL RESISTANCE: A special ability possessed by certain monsters and characters that may negate spells cast against them.

THE NATURE OF MAGIC

In *Castles & Crusades*, two classes can cast spells: *Clerics and Wizards*. Before addressing the specifics of spells or their use and acquisition by characters of these classes, it is important to understand the fundamental nature and differences between the magic they utilize.

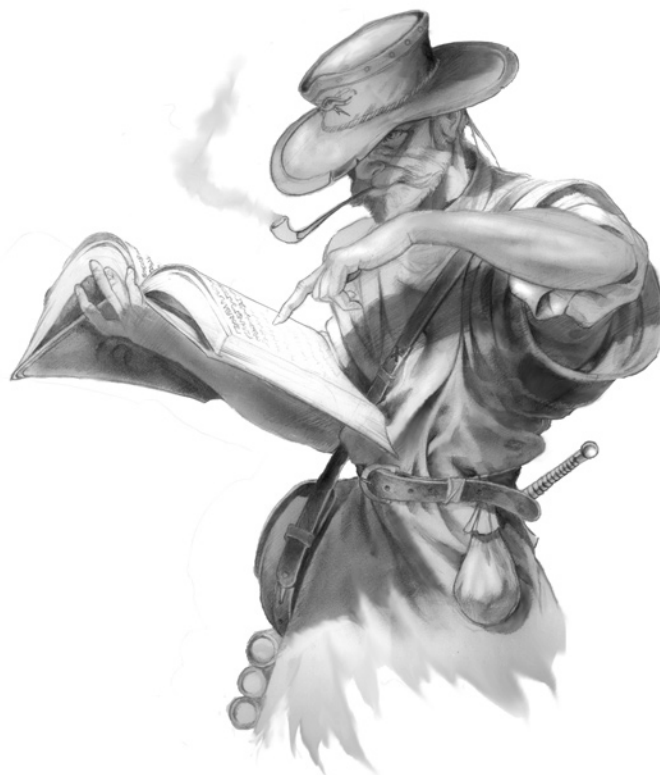
The magic used by clerics is classified as divine because it is granted to them after prayer or supplication to a deity or other powerful entity or elemental force. In most cases, clerics receive their magic from deities, who may limit or place special restrictions on its use. Thus, clerics act as a conduit, channelling and focusing magic originating from a higher entity. This similarity can be seen in the replication of specific spells, or types of spells, in their spell lists.

The magic used by wizards is classified as arcane because it is learned from ancient knowledge, and passed down from one generation of magic-users to the next, either through apprenticeship or textual record. Wizards, unlike clerics, share very few spells in common – the two forms of arcane magic are quite distant from one another. Wizards use their mystical knowledge to create and give form, or to enhance or physically alter form.

Even when the same spell appears on both the wizard and illusionist spell lists, the casting and effect of the spell is different. Wizardly magic deals with the real and concrete. Even though a wizard may alter reality, that reality is typically perceived in the same way by everyone. These differences affect game play in different ways, but at the least create a fundamental difference between the two spell casting classes. Players, and more importantly Castle Keepers, need to keep these differences in mind.

PREPARING SPELLS

Methods for preparing and casting spells is generally the same for characters of all spellcasting classes. Spellcasters must prepare their spells for casting on a daily basis and they utilize roughly the same process to do so.



WIZARDS

Wizards learn complex, arcane formulas to harness magic and give it effect. Their spells are known as arcane spells, and both classes inscribe them, in their own unique language, in a spell book. Each wizard begins play possessing an arcane tome of spells containing those spells they know how to prepare and cast. The number of spells of each level in the book is equal to the number of spells of that level the caster can prepare at one time (including bonus spells). A wizard's spell book is typically quite large in size and thickness, averaging about four pages per spell. New spells may be learned and added to spell books through gaining a level, by copying from another spellbook or from scrolls and through research.

Each day, wizards memorize and prepare the spells they intend to cast during the day. A character's level limits the number of spells the character can prepare and cast each day, although a high or low intelligence score might grant bonus spells or take away from the typical number of daily spells gained.

A wizard must have access to a spell book to study, and sufficient light to read in order to prepare the spells. A character can use a borrowed spell book or a spell book written by another magic-user to prepare a spell the character already knows and has recorded in the character's own spell book, but *read magic* must first be cast in order to decipher the writing in the book (see below).

A character needs to sleep and rest for a total of 8 hours each day before preparing spells. The character need not slumber for every minute of that time, but must refrain from movement, combat, spell-casting or any other fairly demanding physical or mental task during the rest period. If the character's rest is interrupted, each interruption adds one hour to the total amount of time the character has to rest, in order to clear his or her mind. A character must have at least one hour of rest immediately prior to preparing spells for the day. If the character does not need to sleep for some reason, the

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character still must have eight hours of restful calm each day before preparing any spells. When the character prepares spells for the coming day, all spells the character has cast within the last eight hours count against the character's daily limit.

In addition to the complete hour of rest immediately prior to preparing spells for the day, it takes 15 minutes per spell for a character to study a spell book and memorize the spell for the day. A character need not prepare a full complement of spells allowed per day, but preparing even one spell takes at least one hour of rest and 15 minutes of study.

To prepare any spell, the character must have enough peace, quiet and comfort to allow for proper concentration. The character's surroundings must be free from overt distractions, such as nearby combat or other loud noises. Exposure to inclement weather might prevent the necessary concentration, as would any injury or failed saving throw the character might suffer while studying.

Until a character prepares spells from a spell book, the only spells available to cast are the ones that the character already had prepared from the previous day and has not yet used. During the study period, a wizard chooses which spells to prepare. If a character already has spells prepared from the previous day that have not been cast, the character can abandon some or all of them to make room for new spells.

A character can prepare the same spell more than once each day. Each preparation counts as one spell toward the character's daily limit for each spell level. If a spell has multiple versions, the character must choose which version to use when the character prepares it, unless the spell description specifies that the choice is made upon casting.

When preparing spells for the day, the character can leave some spell slots open. Later during that day, the character can repeat the preparation process as often as the character likes, time and circumstances permitting, to fill these unused spell slots. Like the first session of the day, this preparation takes at least one hour and 15 minutes of game time. The character cannot, however, abandon a previously prepared spell to replace it with another one, or fill a slot that is empty because the character has cast a spell in the meantime. That sort of preparation can only be done during the first study period after resting.

Once a character prepares a spell, it remains in the character's mind until the character triggers it through casting or until the character abandons it. Upon casting, the spell is purged from the character's mind. Certain other events, such as the disruption of a spell during casting, the effects of magic items or special attacks from monsters can wipe a prepared spell from a character's mind. If a character dies, all spells stored in the character's mind are wiped away.

CLERICS

Clerics prepare their spells in largely the same manner. They choose and prepare spells ahead of time, just as a wizard or illusionist would, but clerics do not require spell books. Instead, clerics select and prepare spells ahead of time, through prayer and meditation, at a particular time of day.

Some deities set the time or impose other special conditions for granting spells to their clerics. If some event prevents the character from praying at the proper time, the character must do so as soon as possible thereafter. If the character does not stop to pray for spells at the first opportunity, the character must wait until the next day to prepare spells.

The time required for a divine spellcaster to prepare spells is the same as for a wizard. There must be eight hours of rest each day before prayer, and at least one hour of that rest must be immediately prior to prayer. It takes 15 minutes per spell to pray for and receive the spell. There must be a relatively peaceful environment in which to pray. Unlike arcane magic-users whose choice of spells is limited to those in their spellbook, a cleric may pick any spell from the applicable spell lists unless the character's deity imposes a restriction.

As with arcane spells, at the time of preparation, any spells cast within the previous eight hours count against the number of spells that can be prepared. Like arcane magic-users, a divine spellcaster does not have to prepare all of his or her spells at once. However, the character cannot fill a slot that is empty because the character cast a spell or abandoned a previously prepared spell at any time other than during the first daily spell preparation. In all other respects, the spell preparation rules for wizards and illusionists apply to clerics.

ACQUIRING NEW SPELLS

Spellcasters, both arcane and divine, seek to add new spells to their repertoire but the process for adding new spells is different for each group.

WIZARDS

Most arcane spellcasters desire, beyond all other treasure, the acquisition of new spells for their spell books. Wizards and illusionists learn and add new spells through several methods.

GAINING A LEVEL: Just as a fighter constantly practices with his weapons, a wizard or illusionist spends time researching and learning about arcane magic and spells. When a character gains a new level, he chooses one new spell to add to his spell book. The spell chosen must be of a level the character can cast. For example, upon attaining second level, a wizard may add one additional first-level spell to the character's spell book. The wizard automatically knows the spell and can prepare it.

DECIPHERING SPELLS: To decipher spells in another's spell book or a scroll, a character must first cast *read magic* on the spell to be deciphered. Once the character successfully casts *read magic*, the character can learn or attempt to learn a new spell and add it to a spell book. The rules for adding new spells to a spell book depend upon the source of the spell. Even reading spells already known by a character contained in another's spell book requires the casting of *read magic*, because no two spells are inscribed alike.

Once a wizard deciphers a spell book or scroll, the character does not need to decipher it again to read it at a later time. Deciphering a magical writing allows the reader to identify the spell and gain some idea of its effects although the character must still learn the spell in order to cast it. If the magical writing is a scroll, the wizard can use the scroll.

LEARNING AND COPYING SPELLS: A character must first decipher the spells contained in a spell book or scroll as described above. Thereafter, the character can learn the new spell from the book by spending one day plus one day per level of the spell being learned in study of it. If the person who created the spell book is on hand to help the reader, the reader can learn the spell in one-half the normal time. The number of days necessary to learn the spell is reduced by a number of days equal to the character's intelligence modifier, with a minimum of one day. The Castle Keeper may choose to require the character to make a successful intelligence check to learn a new spell (after the necessary days of study). Once the new spell is learned, the character can copy it into a spell book, as described below. The process of copying leaves the spell book or scroll from which it was copied unharmed.

WRITING SPELLS: Once a wizard understands a new spell, it can be copied into a spell book. The process requires one day plus one additional day per spell level. Zero-level spells require one day. A spell takes up 2 pages of the spell book per spell level, except zero-level spells, which take up a single page. A normal spell book has 100 pages. Materials for writing a spell cost 100gp per page, per level of the spell.

REPLACING SPELLBOOKS: The same procedure for learning a spell is used to reconstruct a lost spellbook. If the character already has a particular spell prepared, the character can write it directly into a new book at a cost of 100 gp per page. The process wipes the prepared spell from the character's mind, just as casting it would. If the spell is not prepared, the character may not reconstruct it from memory but can prepare it from a borrowed spellbook and then write it into a new book. Duplicating an existing spellbook uses the same procedure as replacing it, except that the time requirement and cost per page are halved.

RESEARCH: A character can also research a spell independently, duplicating an existing spell from the spell list or creating an entirely new one. At the end of the process, the character must write the spell into a spell book as described above.

READING A SCROLL INTO A SPELL BOOK: A character must first decipher the spell contained on a scroll by casting *read magic*. Because a scroll is magical, and the reduction of the spell to the scroll involves all the necessary components for casting the spell from the scroll, a character can simply read a scroll into a spell book. Doing so copies the spell to the character's spell book, but destroys the scroll in the process.

CLERICS

Characters who can cast divine spells undertake a certain amount of study of divine magic between adventures. Each time a character receives a new level of divine spells, the character learns the new spells from that level automatically. For example, a cleric reaching third level is granted knowledge of all spells on the second-level cleric spell list by their deity.

Additionally, a cleric or druid can research a spell independently. Only the creator of such a spell can prepare and cast it, unless the character decides to share it with others. Some such creators share their research with their churches, but others do not. The character can create a magic scroll (provided they are high enough level) or write a special text, similar to a spell book, to contain spells the character has independently researched. Other divine spellcasters who find the spell in written form can learn to cast it, provided they are of sufficient level to do so and are of the same class as the creator. The process requires deciphering the writing (see *Divine Magical Writings*, below).

DIVINE MAGICAL WRITINGS: Divine spells can be written down and deciphered just as arcane spells can, except *read magic* is not used to do so. Instead, the character can decipher and learn the new spell from the book by spending one day plus one day per level of the spell being learned in study of it. Only characters who have the spell in question on their class-based spell lists can cast a divine spell from a scroll.

CASTING SPELLS

A character who wishes to cast a spell announces his intention to the Castle Keeper during the character's initiative turn. A character must make all pertinent decisions about a spell (range, target, area, effect, etc.) when the character begins casting, unless the spell specifies otherwise. The character must make some choice about whom the spell is to affect or where the effect is to originate, depending on the type of spell. The Castle Keeper applies whatever results a spell entails using the spell's description.

To cast a spell, the character must be able to speak (if the spell has a verbal component), gesture (if it has a somatic component), and manipulate the material components or focus (if any). The spell descriptions indicate which components are necessary. Additionally, the character must concentrate to cast a spell (see below). If something interrupts the character's concentration while casting, the spell is lost and marked off the character's list of prepared spells. If the character ever tries to cast a spell in conditions where the characteristics of the spell (range, area, etc.) cannot be made to conform, the casting fails and the spell is wasted.

Many spell durations are measured in rounds, minutes, hours, or some other increment. When the duration expires, the spell's effect ends.

CONCENTRATION

To cast a spell, the character must concentrate. If something interrupts the character's concentration while the character is casting, the spell is lost and marked off the character's list of prepared spells. Sometimes, the Castle Keeper may allow a concentration check (against the appropriate ability, typically intelligence or dexterity) to see if the spell is simply disrupted (and not lost) or even not interrupted (casting is completed).

Getting hurt or being affected by hostile magic while trying to cast a spell can break the character's concentration and ruin a spell. If while trying to cast a spell the character takes damage, fails a saving throw or is otherwise successfully assaulted, the character's casting is disrupted unless the Castle Keeper allows a concentration check. The interrupting event strikes during spellcasting if it comes during the time when the character starts and completes a spell (for a spell with a casting time of one full round or more). Anything that could break the character's concentration when casting a spell

can also break the concentration necessary to maintain a spell. A character can't cast a spell while concentrating on another one.

The only spells the character can cast while grappling or pinned are those without somatic components and whose material components the character has in hand at the time. Even so, the Castle Keeper will often require a concentration check for the character to cast the spell. Vigorous motion, such as from riding a mount, the rocking of a small boat in rough water or simply being jostled in a similar fashion, might necessitate a concentration check.

USING SCROLLS

Scrolls are spells reduced to a portable form. Not only does a scroll contain the text of a spell, all the necessary components, except verbal, have been magically incorporated into the scroll. Before using a scroll, a character must decipher it by casting *read magic*. The character can then read the scroll aloud, casting the spell contained on it just as if the character had the spell prepared. The spell's casting time, range, area of effect, duration and all other details and limitations are no different. A spell contained on a scroll may only be cast once. When a spell is cast from a scroll, the spell disappears or destroys the scroll.

There are some limitations on the use of scrolls, of course. A character must be of a class that can cast the type of spells contained on the scroll. For example, a druid cannot cast wizard spells from a scroll.

A character can cast a spell from a scroll that they have not learned, recorded in their spell book, or is not on their spell list. However, the character must be of a high enough level to cast the level of spell found on the scroll. For example, a 2nd level wizard finds a scroll and casts *read magic* on it, revealing that it contains the 1st level spell *magic missile*. The wizard had not previously learned *magic missile*, and does not have it recorded in his spell book. The wizard, however, can cast 1st level spells and thus can cast *magic missile* from the scroll.

A character can attempt to use a scroll to cast a spell of a level they are not normally able to cast, but they must first make an intelligence check to do so. A penalty to the intelligence check equal to the level of the spell is applied to the roll. Failure indicates that the spell fails and the scroll is destroyed. For example, the 2nd level wizard deciphers a scroll bearing teleport, which is a 5th level spell the wizard cannot normally cast. The wizard attempts to cast the spell from the scroll, but he must first make a successful intelligence check with a challenge level of five.

Spells can be learned and copied from scrolls normally, and doing so does not destroy the scroll.



SPELL DESCRIPTION FORMAT

As mentioned, each spell is defined by a description of the effect it causes and a set of terms necessary for game play. The spell descriptions appear after the class spell lists. A summary reminder on spell format and terms appears prior to the spell descriptions, but the following provides more detail and information on spell terms.

CASTING TIME

Most spells take one round to cast. A spell that takes one round (**CT 1**) to cast comes into effect during the caster's initiative turn for that round. Complex spells may take more time to cast, and such casting times are expressed in rounds (**rd**), minutes (**min**), hours (**hr**) or days. For relative understanding of casting time, a round is 10 seconds.

Spells that take more than one round to cast come into effect during the caster's initiative turn on the last round of the casting time for the spell.

Most Castle Keepers make you announce at the beginning of the round whether you are going to cast a spell. If so, and you roll a low initiative roll, then you have a chance of being struck before the spell goes off. For those Castle Keeper's who do not require announcement, some disallow any spell in the same round in which you were hit before your initiative turn. For Castle Keeper's who do neither of the above, it would be more a situation of simultaneous swings with an enemy or some sort of environmental or magical effect situation disrupting the spell.

For example, Cardom the Chromatic rolls a 6 for initiative and he acts third in that round after his fighting companion, Quinn, and the Ogre they are fighting. Cardom casts a spell with a casting time of one round. The spell takes effect that round. If Cardom chose to cast a spell with a casting time of two, then the spell would take effect in the next round of combat during Cardom's turn for the next round. So, if Cardom acted first in next round the spell would take effect then, but if he acted last, then it would take effect after all others had taken their action.

RANGE

A spell's range is the maximum distance from the character that the spell's effect can occur, as well as the maximum distance at which the character can designate the spell's point of origin. The character aims a spell by making some choice about whom the spell is to affect or where the effect is to originate, depending on the type of spell. If any portion of the spell's area extends beyond the range, that area is wasted.

Sometimes the range of a spell is only personal (affecting only the caster) or touch (the caster must touch a creature or object to affect it), as noted in the spell description. There are also four distance ranges in Castle & Crusades: 50 feet (close), 150 feet (medium), 450 feet (long), and unlimited (reaching anywhere on the plane of existence). Some rare spells have no standard range category, just a range expressed in feet.

Some spells create or summon things rather than affecting things that are already present. The character must designate the location where these things are to appear, either by seeing it or defining it. Range determines how far away an effect can appear, but if the effect is mobile it can move without regard to the spell's range.

TARGET OR AREA OF EFFECT

Spells that do not affect the caster personally generally have a target or affect a certain area. This part of a spell description defines the number of creatures, dimensions, volume, weight and so on that the spell affects, if it is not otherwise obvious from the spell's description.

TARGETED SPELLS: Targeted spells are cast directly on creatures or objects, as defined by the spell itself. In most cases, the character must be able to see or touch the target, and the character must specifically choose that target. If the character casts a targeted spell on the wrong sort of target, the spell has no effect. If the target of a spell is the caster, the caster does not receive a saving throw, and spell resistance does not apply.

AREA SPELLS: Some spells affect an area. The character selects where the spell originates, but otherwise does not control which creatures or objects the spell will effect. Sometimes a spell describes a specially defined area, but usually an area falls into one of several categories:

Burst: The character selects the spell's point of origin, and the spell bursts out from this point, affecting whatever it catches in its area.

Cone: The cone shoots away from the character in the direction the character designates, starting directly before the character and widening out as it goes, though some spells affect all creatures in an area rather than individual creatures.

Cylinder: The character selects the center of a horizontal circle as the spell's point of origin; the spell shoots down from the circle, filling a cylinder.

Emanation: Some spells have an area like a burst but the effect continues to radiate from the point of origin for the duration of the spell. Some spells affect objects within an area the caster selects, Some spells spread out like a burst, but can turn corners; the caster selects the point of origin, and the spell spreads out for a given distance in all directions.

OBSTACLES: Some spell effects like rays, spreads, and cones are affected by obstacles. The character must have a clear line of effect to any target that the character casts a spell upon or to any space in which the character wishes to create an effect. The character must have a clear line of effect to the point of origin of any spell the character casts. For bursts, cones, cylinders, and emanating spells, the spell only affects areas, creatures, or objects to which it has line of effect from its origin (a burst's point, a cone's starting point, a cylinder's circle, or an emanating spell's point of origin). An otherwise solid barrier with a hole of at least 1 square foot through it does not block a spell's line of effect.

A caster aims a ray as if using a ranged weapon, though typically the character makes a ranged touch attack rather than a normal ranged attack. As with a ranged weapon, the character can fire into the dark or at an invisible creature and hope to hit something. The character doesn't have to see the creature he or she is trying to hit, as the character does with a targeted spell. Intervening creatures and obstacles, however, can block the character's line of sight or provide cover for the creature the character is aiming at. If a ray spell has a duration, the duration refers to the effect that the ray causes, not to the length of time the ray itself persists.

Spreads and cones spread out from a point of origin to a distance described in the spell. The effect can extend around corners and into areas that the caster cannot see. The caster must designate the point of origin for such an effect if the spell description does not specify one.

DURATION

Duration measures how long a spell's effect lasts. Many durations are measured in rounds, minutes, hours or some other increment. When the time is up, the magic goes away and the spell ends. Some spells have a permanent duration, and some require the caster to concentrate in order to maintain the spell's effect. A character can typically dismiss personal spells at will before the duration ends, or if the spell description so states. A spell that requires concentration is dismissible by its very nature.

Sometimes a spell lasts for a short time after the character ceases concentrating. In these cases, the spell effects continue for the stated length of time after the character stops concentrating. Otherwise, the character must concentrate to maintain the spell, but the character cannot maintain it for more than the stated duration in any event.

If a spell affects creatures directly, the effects travel with the subject for the spell's duration. If the spell creates an effect, the effect lasts for the duration. The effect might move or remain still. Such effects can be destroyed prior to their durations end. If the spell affects an area, then the spell stays with that area for the spell's duration. Creatures become subject to the spell when they enter the area and become free of it when they leave. Certain spells last for a set duration, or until triggered or discharged.

SAVING THROW

Most harmful spells allow an affected creature to make a saving throw in order to avoid some or all of the spell's effect. The spell description details whether the spell allows a saving throw, what type of saving throw is made and the effect of a successful save. If a spell does not include a saving throw entry, then assume no saving throw is allowed.

A creature that successfully saves against a spell without obvious physical effects feels a hostile force or a tingle, but cannot deduce the exact nature of the attack. Likewise, if a creature's saving throw succeeds against a targeted spell, the caster senses that the spell has failed. The caster does not sense when creatures succeed at saving throws against effect and area spells.

SAVING THROW CHALLENGE LEVEL: A spell's challenge level is always equal to its caster's level unless specified otherwise.

NEGATES: This term means that the spell has no effect on an affected creature that makes a successful saving throw.

PARTIAL: The spell causes an effect on its subject, but a successful saving throw means some lesser effect occurs.

HALF: The spell deals damage, and a successful saving throw halves the damage taken (round down).

NONE: No saving throw is allowed.

DISBELIEF: A successful save lets the subject ignore the effect.

OBJECT: The spell can be cast on objects, which receive saving throws only if they are magical or if the spell specifies otherwise.

HARMLESS: A parenthetical (h) indicates a harmless spell. The spell is usually not harmful, but a targeted creature can attempt a saving throw if it wishes.

VOLUNTARILY GIVING UP A SAVING THROW: A creature can voluntarily forego a saving throw and willingly accept a spell's result. Even a character with a special resistance to magic can suppress this if he or she wants to.

ITEMS SURVIVING AFTER A SAVING THROW: Sometimes a spell specifies whether items in the area of effect for the spell are potentially damaged. These items are required to make a saving throw or are destroyed.

SPELL RESISTANCE

Spell resistance is a special defensive ability. A defender's spell resistance is like an armor class against magical attacks. If a spell is being resisted by a defender with spell resistance, the caster of the spell must roll a d20. The result of that d20 roll must be equal to or greater than the spell resistance of the target for the spell to take effect. This d20 roll is modified by the intelligence of the caster. The spell resistance line and/or the descriptive text of a spell description explains whether or not the spell resistance applies, as some spells are not effected by a target creature's spell resistance.

Spell resistance applies even if a given spell also allows the target creature a saving throw. The effects of spell resistance, if any, are applied first, and then the creature may also make a saving throw. In most cases, spell resistance applies only when a resistant creature is targeted by the spell, not when a resistant creature encounters a spell that is already in place, such as a wall of iron.

The terms 'object' and 'harmless' mean the same thing for saving throws. A creature with spell resistance must voluntarily drop the resistance in order to receive the effects of a spell noted as 'harmless' without the check described above. If a spell does not include a spell resistance entry, then assume no spell resistance check is allowed.

COMPONENTS

A spell's components line includes abbreviations for the components required to cast the spell. Spells can have verbal (V), somatic (S), material (M), focus (F), divine focus (DF) components, any combination thereof, or any other special components. If the components line includes F/DF or M/DF, the arcane version of the spell has a focus component or a material component

and the divine version has a divine focus component. If the necessary components are not used, the casting fails. If a material component, focus or define focus has a gold piece cost, the cost is listed; otherwise the character can assume that the actual materials involved have no significant monetary value, unless the Castle Keeper rules otherwise. Material components are always consumed during the casting of a spell; a focus or divine focus is not. If a special focus or divine focus is required, it is unique to the spell and cannot be used as the focus for other spells.

V (VERBAL): A verbal component is a spoken incantation. To provide a verbal component, the character must be able to speak in a strong voice. A silence spell or a gag spoils the incantation.

SOMATIC (S): A somatic component is a measured and precise movement of the hand or some other part of the body. The character must have at least one hand free to provide a somatic component.

MATERIAL (M): A material component is a physical substance or object that focuses a spell casters energies during casting process. The component is generally destroyed in the process of casting the spell.

F (FOCUS): A focus component is a prop of some sort. Unlike a material component, a focus is not consumed when the spell is cast and can be reused. As with material components, the cost for a focus is negligible unless a specific price is listed.

DF (DIVINE FOCUS): A divine focus component is an item of spiritual significance. The divine focus for a cleric or druid is a holy symbol appropriate to the character's faith. For an evil cleric, the divine focus is an unholy symbol. The default divine focus for a druid is a sprig of mistletoe or some holly.



SPELL LISTS

CLERIC SPELLS (Divine)

0-LEVEL CLERIC SPELLS (Orisons)

1.	CREATE WATER Creates 2 gallons/level of pure water.	50
2.	DETECT CHAOS/ EVIL/ GOOD/ LAW* Reveals aura of creatures, spells or objects.	51
3.	DETECT MAGIC Detects magical aura and its strength along 50 ft. path.	51
4.	DETECT POISON Detects poison in one creature or small object.	51
5.	ENDURE ELEMENTS Protection from natural elements and weather.	53
6.	FIRST AID Bandages bleeding wound.	55
7.	LIGHT Object shines like a torch.	60
8.	PURIFY FOOD AND DRINK Purifies 1 cu. ft./level of food or water.	66

1ST-LEVEL CLERIC SPELLS

1.	BLESS* Allies gain +1 to hit and +1 on saves against fear.	48
2.	BLESS WATER* Makes holy or unholy water.	48
3.	COMMAND Subjects obey one-word command for 1 round.	49
4.	CURE LIGHT WOUNDS* Cures 1d8 damage.	50
5.	DETECT SECRET DOORS Reveals hidden doors within 60 ft.	52
6.	DETECT UNDEAD Reveals undead within 60 ft.	52
7.	INVISIBILITY TO UNDEAD Undead can't perceive subject.	59
8.	PROTECTION FROM CHAOS, EVIL, GOOD OR LAW* +2 AC and saves, plus other defences.	65
9.	REMOVE FEAR* Protects from fear; grants new save vs fear.	67
10.	RESIST ELEMENTS Grants +2 bonus to saves vs selected element.	67
11.	SANCTUARY Opponents can't attack the caster.	67
12.	SHIELD OF FAITH Aura grants +2 bonus to AC and saves.	68
13.	SOUND BURST A pulse of sound that causes 1d8 damage.	69

2ND-LEVEL CLERIC SPELLS

1.	AID +1 to hit, +1 on saves against fear, 1d8 temporary hit points.	45
2.	AUGURY Learns whether an action will be good or bad.	46
3.	CONSECRATE* Makes location holy, turning and harming undead.	49
4.	DARKNESS Creates 20 ft. radius supernatural darkness.	51
5.	DELAY POISON Stops poison from harming subject for 1 hour/ level.	51
6.	DETECT TRAPS Reveals traps along a path 50 ft. long.	51

7.	HOLD PERSON Holds one person helpless; 1 round/ level.	58
8.	LESSER RESTORATION Dispels attribute damage effects for one attribute.	60
9.	REMOVE PARALYSIS Frees one creature from paralyzing effects or slow spell.	67
10.	SILENCE Negates sound in 15 ft. radius.	69
11.	SPEAK WITH DEAD Corpse answers questions.	69
12.	SPIRITUAL WEAPON Divine weapon attacks on telepathic command.	69

3RD-LEVEL CLERIC SPELLS

1.	ANIMATE DEAD* Creates and controls undead skeletons and zombies.	45
2.	CONTINUAL FLAME Makes a permanent, heat less flame.	50
3.	CREATE FOOD AND WATER* Feeds three humans (or one horse)/level.	50
4.	CURE SERIOUS WOUNDS* Cures 3d8 damage.	51
5.	DISPEL MAGIC Cancels magical spells and effects.	53
6.	GLYPH OF WARDING Inscription harms those who pass it.	56
7.	LOCATE OBJECT Senses direction toward object (specific or type).	60
8.	MAGIC CIRCLE (Against Chaos, Evil, Good, Law) As 10 ft radius protection spell.	60
9.	PRAYER Allies gain +1 on most rolls, and enemies suffer -1.	65
10.	REMOVE BLINDNESS OR DEAFNESS* Cures subject.	66
11.	REMOVE CURSE* Frees person or object from curses.	66
12.	REMOVE DISEASE* Cures all diseases.	66

4TH-LEVEL CLERIC SPELLS

1.	AIR/WATER WALK Subject treads on air or water.	45
2.	CONTROL WATER Raises or lowers bodies of water.	50
3.	DISCERN LIES* Reveals deliberate falsehoods.	52
4.	DISMISSAL Forces a creature to return to native plane.	52
5.	DIVINATION Provides useful advice for specific proposed actions.	53
6.	FREEDOM OF MOVEMENT Moves normally despite impediments.	55
7.	HALLOW Designates location as holy with array of effects.	57
8.	HEALING CIRCLE Cures 2d8 damage in circle around caster.	58
9.	NEUTRALIZE POISON Detoxifies venom in or on subject.	63
10.	RESTORATION Restores drained level and attribute reducing effects.	67
11.	SENDING Delivers short message to creature anywhere, instantly.	68
12.	TONGUES Speak any language.	74

5TH-LEVEL CLERIC SPELLS

1.	ATONEMENT Removes burden of misdeeds from subject.	46
2.	COMMUNE Deity answers one yes-or-no question/ level.	49
3.	CURE CRITICAL WOUNDS* Cures 5d8 damage.	50
4.	DEATH WARD Grants immunity to death spells and effects.	51
5.	DISPEL CHAOS, EVIL, GOOD, LAW* Grants +4 AC and dispel one spell.	52
6.	ETHEREAL JAUNT The caster becomes ethereal for 1 round/ level.	53
7.	FLAME STRIKE Smites foes with a column of flame (1d6/level).	55
8.	INSECT PLAGUE Limits vision, prevents spellcasting, inflicts damage.	58
9.	PLANE SHIFT Up to eight subjects travel to another plane.	64
10.	RAISE DEAD Restores life to subject who died up to 1 day/lvl ago.	66
11.	SCRYING Spies on subject from a distance.	68
12.	TRUE SEEING See all things as they really are.	74

6TH-LEVEL CLERIC SPELLS

1.	BANISHMENT Banishes 2 HD/level extraplanar creatures.	47
2.	BLADE BARRIER Blades encircling the caster deal 12d6 damage.	47
3.	CREATE UNDEAD Ghouls, shadows, ghosts, wights, or wraiths.	50
4.	FIND THE PATH* Shows most direct way to a location.	54
5.	GEAS Forces creature to fulfil a quest.	56
6.	HEAL* Cures all damage and most everything else.	57
7.	WIND WALK The caster and the caster's allies turn vaporous and travel fast.	76
8.	WORD OF RECALL Teleports the caster back to designated place.	76

7TH-LEVEL CLERIC SPELLS

1.	CONTROL WEATHER Changes weather in local area.	50
2.	GREATER RESTORATION Restores all levels and attribute losses.	56
3.	GREATER SCRYING As scrying, but faster and longer.	56
4.	HOLY WORD* Kills, paralyzes, blinds, or deafens non-good subjects.	58
5.	REFUGE Alters item to transport its possessor to the caster.	66
6.	REGENERATE Subject's severed limbs grow back.	66
7.	REPULSION Creatures can't approach the caster.	67
8.	RESURRECTION Fully restores dead subject.	67

8TH-LEVEL CLERIC SPELLS

1.	CREATE GREATER UNDEAD Mummies, spectres, vampires, or ghosts.	50
2.	DISCERN LOCATION Learn exact location of creature or object.	52
3.	EARTHQUAKE Intense tremor shakes, 50 ft. circular area.	53
4.	FIRE STORM Raging flame fills area for 1d6/level damage.	55
5.	HOLY AURA* +4 AC and saves, SR 16 against evil spells and more.	58
6.	MASS HEAL As heal, but with several subjects.	61
7.	SUMMON PLANAR ALLY Divinely calls allies up to 16 HD.	71
8.	SYMBOL Triggered runes have array of effects.	72

9TH-LEVEL CLERIC SPELLS

1.	ANTIPATHY* Object or location attracts/ repels certain creatures.	46
2.	ASTRAL PROJECTION Projects the caster & companions into astral plane.	46
3.	ENERGY DRAIN Subject loses 2d4 levels.	53
4.	GATE Connects two planes for travel or summoning.	55
5.	MIND BLANK Immunizes against mental/emotional magic and scrying.	62
6.	SOUL BIND Traps newly dead soul to prevent resurrection.	69
7.	TRAP THE SOUL Imprisons subject within gem.	74
8.	TRUE RESURRECTION As resurrection, where the remains aren't needed.	74

WIZARD SPELLS (Arcane)

0-LEVEL WIZARD SPELLS (Cantrips)

1.	ARCANE MARK Inscribes a personal rune (visible or invisible).	46
2.	DANCING LIGHTS Creates figment torches or other lights.	51
3.	DETECT MAGIC Detects magical aura and its strength along 50 ft. path.	51
4.	DETECT POISON Detects poison in one creature or small object.	51
5.	ENDURE ELEMENTS Protection from natural elements and weather.	53
6.	GHOST SOUND Figment sounds.	56
7.	LIGHT Object shines like a torch.	60
8.	MAGE HAND Five-pound telekinesis.	60
9.	MENDING Makes minor repairs on an object.	62
10.	MESSAGE Short, whispered communication at a distance.	62
11.	OPEN/CLOSE Opens or closes small or light things.	63
12.	PRESTIDIGITATION Performs minor tricks or tasks.	65

CASTLES & CRUSADES

1ST-LEVEL WIZARD SPELLS

1.	ALTER SIZE* Object or creature grows or shrinks 10%/level (max 50%).	45
2.	BURNING HANDS 1d2 + 1/level fire damage.	48
3.	CHANGE SELF Changes the caster's appearance.	48
4.	CHARM PERSON Makes one person the caster's friend.	48
5.	COMPREHEND LANGUAGES Understands spoken and written languages.	49
6.	ERASE Mundane or magical writing vanishes.	53
7.	FEATHER FALL Objects or creatures fall slowly.	53
8.	FLOATING DISK 3 ft. diameter horizontal disk that holds 1000 lbs.	55
9.	HOLD PORTAL Holds door shut.	58
10.	IDENTIFY Determines single feature of magic item.	58
11.	JUMP Make astounding leaps 1 min./level.	59
12.	MAGIC MISSILE Strikes for 1d4 + 1 damage; +1 missile/two levels.	61
13.	PROTECTION FROM CHAOS, EVIL, GOOD, OR /LAW* +2 AC and saves, plus other defences.	65
14.	READ MAGIC Read magical writings, scrolls, and spellbooks.	66
15.	SHIELD Invisible disc raises AC and blocks magic missiles.	68
16.	SHOCKING GRASP Electric touch deals 1d8 + 1/level damage.	69
17.	SLEEP Put 2d4 HD of creatures into comatose slumber.	69
18.	SPIDER CLIMB Grants ability to walk on walls and ceilings.	69
19.	SUMMON FAMILIAR Summons & binds unique companion to wizard.	70
20.	UNSEEN SERVANT Creates invisible force that obeys the caster's commands.	75

2ND-LEVEL WIZARD SPELLS

1.	ACID ARROW Make ranged attack to deal 2d4/ two lvls acid damage.	45
2.	CONTINUAL FLAME Makes a permanent, heat less flame.	50
3.	DARKNESS Creates 20 ft. rad. supernatural darkness.	51
4.	DETECT THOUGHTS* Allows "listening" to surface thoughts.	52
5.	ENHANCE ATTRIBUTE* Raises attribute score for 1 hr/level.	53
6.	FOG CLOUD Fog obscures vision.	55
7.	INVISIBILITY Subject is invisible until attacks.	59
8.	KNOCK* Magically opens door, item, chest, etc.	59
9.	LEVITATE Subject moves up and down at the caster's direction.	60
10.	LOCATE OBJECT* Senses direction toward object (specific or type).	60

11.	MAGIC MOUTH Speaks once when triggered.	61
12.	MIRROR IMAGE Creates 1d4+1 decoy duplicates of the caster.	63
13.	PROTECTION FROM ARROWS Subject immune to most ranged attacks.	65
14.	PYROTECHNICS Turns fire into blinding light or choking smoke.	66
15.	RAY OF ENFEEBLEMENT Reduces Str by 1d4 points + 1 point per level.	66
16.	ROPE TRICK Up to eight creatures hide in extradimensional space.	67
17.	SCARE Panics one creature up to 5 HD.	67
18.	SEE INVISIBILITY Reveals invisible creatures or objects.	68
19.	SHATTER Sonic vibration damages objects or crystalline creatures.	68
20.	WEB Area fills with sticky webs, trap creatures in 20 ft. X 20 ft. area.	75

3RD-LEVEL WIZARD SPELLS

1.	BLINK Makes harder to hit and other effects.	48
2.	CLAIRAUDIENCE/ CLAIRVOYANCE Hear or see at a distance for 1 min./level.	48
3.	DISPEL MAGIC Cancels magical spells and effects.	53
4.	EXPLOSIVE RUNES Deals 6d6 damage when read.	53
5.	FIREBALL 1d6 damage/level in 40 ft. diameter sphere.	54
6.	FLY Subject flies at speed of 90.	55
7.	GASEOUS FORM Subject becomes insubstantial and can fly slowly.	55
8.	GUST OF WIND Blows away or knocks down smaller creatures.	57
9.	HASTE* Doubles move and number of attacks.	57
10.	HOLD PERSON Holds one person helpless; 1 round/level.	58
11.	INVISIBILITY SPHERE Makes everyone within 10 ft. invisible.	59
12.	LIGHTNING BOLT Electricity deals 1d6 damage/ level.	60
13.	MAGIC CIRCLE (against Chaos, Evil, Good, Law) As protection spell, but 10 ft. radius.	60
14.	NONDETECTION Hides subject from divination, scrying.	63
15.	STINKING CLOUD Nauseating vapors that make helpless & limit sight.	69
16.	SUGGESTION Compels subject to follow stated course of action.	69
17.	SUMMON LESSER MONSTER Calls 3 HD or less monsters to aid caster.	71
18.	TINY HUT Creates shelter for 10 creatures.	74
19.	TONGUES Speak any language.	74
20.	WATER BREATHING Subjects can breathe underwater.	76

4TH-LEVEL WIZARD SPELLS

1.	ARCANE EYE	46
	Caster can see with invisible, moving eye.	
2.	CHARM MONSTER	48
	Makes monster believe it is the caster's ally.	
3.	CONFUSION	49
	Makes subjects behave randomly for 1 rd/level.	
4.	DETECT SCRYING	52
	Alerts caster of magical eavesdropping.	
5.	DIMENSION DOOR	52
	Teleports caster (and 500 lbs.) up to 450 ft.	
6.	FEAR	53
	Subjects flee for 1 round/level.	
7.	FIRE SHIELD*	54
	Attackers take damage; protects against cold attacks.	
8.	FIRE TRAP	55
	Opened object deals 1d4 +1/level damage.	
9.	HALLUCINATORY TERRAIN	57
	Makes type of terrain appear like another.	
10.	ICE STORM	58
	Hail deals 5d6 damage in cylinder 50 ft. across and tall.	
11.	LOCATE CREATURE	60
	Indicates direction to individual/ type of creature.	
12.	MINOR GLOBE OF INVULNERABILITY	62
	Stops 1st to 3rd-level spell effects.	
13.	MNEMONIC ENHANCER	63
	Caster prepares or retains additional spells.	
14.	POLYMORPH*	64
	Gives caster or one subject a new form.	
15.	REMOVE CURSE*	66
	Frees person or object from curses.	
16.	RESILIENT SPHERE	67
	Force globe protects but traps one subject.	
17.	SCRYING	68
	Spies on subject from a distance.	
18.	SHOUT	69
	Deafens all within cone and deals 2d6 damage.	
19.	WALL OF FIRE	75
	Fiery curtain or ring deals damage to those near or passing through.	
20.	WALL OF ICE	75
	Creates very hard sheet or hemisphere of ice.	

5TH-LEVEL WIZARD SPELLS

1.	ANIMATE DEAD*	45
	Creates and controls undead skeletons and zombies.	
2.	BIND ELEMENTAL	47
	Traps elemental to perform task.	
3.	CLOUDKILL	49
	Poison fog 3 HD or less; 4-6 HD save or die.	
4.	CONE OF COLD	49
	1d6 cold damage/level.	
5.	CONTACT OTHER PLANE	49
	Ask questions of extraplanar entity.	
6.	FAITHFUL HOUND	54
	Phantom dog can guard, attack.	
7.	FEEBLEMIND	54
	Subject's Int drops to below an animal's.	
8.	HOLD MONSTER	58
	As hold person, but any creature.	
9.	MAGIC JAR	61
	Enables possession of another creature.	
10.	PASSWALL	63
	Creates temporary passages through walls.	
11.	PERMANENCY	63
	Makes certain spells permanent with a cost.	
12.	SECRET CHEST	68
	Hides magic chest for caster to retrieve when needed.	

13.	SUMMON MONSTER	71
	Calls 6 HD or less monsters to aid caster.	
14.	TELEKINESIS	72
	Lifts or moves 25 lb./level at long range.	
15.	TELEPATHIC BOND	73
	Link lets allies communicate.	
16.	TELEPORT	73
	Instantly transports the caster anywhere.	
17.	TRANSMUTE MUD AND ROCK	74
	Change mud into rock, or vice-versa.	
18.	WALL OF FORCE	75
	Wall, sphere, or hemisphere is immune to damage.	
19.	WALL OF IRON	75
	Creates vertical sheet of tough iron.	
20.	WALL OF STONE	76
	Creates a stone wall that can be shaped.	

6TH-LEVEL WIZARD SPELLS

1.	ANTIMAGIC SHELL	45
	Creates mobile sphere that negates magic.	
2.	CHAIN LIGHTNING	48
	Deals 1d6 damage/level; strikes multiple targets.	
3.	CONTROL WEATHER	50
	Changes weather in local area.	
4.	DISINTEGRATE	52
	Destroys one creature or object.	
5.	GEAS	56
	Forces creature to fulfil a quest.	
6.	GLOBE OF INVULNERABILITY	56
	Stops 1st to 4th level spell effects.	
7.	GUARDS AND WARDS	57
	Array of magic effects protect area.	
8.	LEGEND LORE	59
	Learn tales about a person, place, or thing.	
9.	MASS SUGGESTION	62
	Compels one subject/ level to follow course of action.	
10.	MOVE EARTH	63
	Digs trenches and build hills.	
11.	PROJECT IMAGE	65
	Illusory double can talk and cast spells.	
12.	TRANSMUTE FLESH AND STONE	74
	Turns subject creature into statue, or restores petrified creature.	

7TH-LEVEL WIZARD SPELLS

1.	DELAYED BLAST FIREBALL	51
	1d6 +1/level fire damage, can delay for 5 rds.	
2.	FINGER OF DEATH	54
	Kills one subject.	
3.	GREATER SCRYING	56
	As scrying, but faster and longer.	
4.	INSTANT SUMMONS	59
	Prepared object appears in the caster's hand.	
5.	LIMITED WISH	60
	Alters reality within spell limits.	
6.	MASS INVISIBILITY	62
	As invisibility, but affects all in range.	
7.	PHASE DOOR	63
	Invisible passage through wood or stone.	
8.	POWER WORD STUN	65
	Creatures with up to 120 hp are stunned.	
9.	SEQUESTER	68
	Subject is invisible to sight and scrying.	
10.	SUMMON GREATER MONSTER	71
	Calls 9 HD or less monsters to aid caster.	
11.	TELEPORT WITHOUT ERROR	73
	As teleport, but no off-target arrival.	
12.	VANISH	75
	As teleport, but affects a touched object.	

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8TH-LEVEL WIZARD SPELLS

1.	ANTIPATHY* Object or location attracts/repels certain creatures.	46
2.	BINDING Array of techniques to imprison a creature.	47
3.	CLONE Duplicates a creature.	48
4.	INCENDIARY CLOUD Smoke deals 4d6 damage/rd. and limits vision.	58
5.	MASS CHARM Multiple creatures believe they are caster's ally.	61
6.	MAZE Traps subject in extradimensional maze.	62
7.	MIND BLANK Subject is immune to mental magic and scrying.	62
8.	POLYMORPH ANY OBJECT Changes any creature or object into anything else.	64
9.	POWER WORD BLIND Creatures with up to 100 hit points are blinded.	64
10.	SYMBOL Triggered runes have array of effects	72
11.	TELEPORTATION CIRCLE All creatures inside circle teleport to designated spot.	73
12.	TRAP THE SOUL Imprisons subject within gem.	74

9TH-LEVEL WIZARD SPELLS

1.	ASTRAL PROJECTION Projects the caster & companions into astral plane.	46
2.	DISJUNCTION Dispels magic, disenchant magic items.	52
3.	GATE Connects two planes for travel or summoning.	55
4.	IMPRISONMENT* Entombs subject beneath the earth.	58
5.	METEOR SWARM Multiple fireballs deal damage in path.	62
6.	POWER WORD KILL One tough subject or many weak ones die.	65
7.	PRISMATIC SPHERE Multi-colored protective sphere.	65
8.	REFUGE Alters item to teleport its possessor to the caster.	66
9.	SHAPECHANGE Transforms caster into any creature once per round.	68
10.	TEMPORAL STASIS Puts subject into suspended animation.	73
11.	TIME STOP The caster stops time and acts freely for 1d4+1 rounds.	73
12.	WISH Alters reality as desired, but with risk.	76



SPELL FORMAT

Each spell description follows the same format, beginning with the spell's name. Following a spell's name is the caster and spell level followed by casting time, range, duration, saving throw, spell resistance and components. The spell's description follows that with relevant details including target and area of affect and details on components.

NAME: This is the name by which the spell is generally known. A spell that is reversible is indicated with an asterisk (*) symbol next to the name. Some spells have more than one variation, which are sometimes indicated in the name of the spell.

CASTER AND SPELL LEVEL: Specifies each class that can cast the spell and the spell level.

CASTING TIME (CT): The time required to cast a spell, expressed in rounds (from 1 to 5). Complex spells may take more time to cast, and such casting times are expressed in rounds (rd), minutes (min), hours (hr) or days. For relative understanding of casting time, a round is 10 seconds, and a turn is one minute.

RANGE (R): The maximum distance from the character at which the spell can affect a target, expressed in feet.

TARGET/ AREA OF EFFECT (T/AoE): The number of creatures, or the dimensions, volume, weight, etc., that the spell affects, if not otherwise obvious from the spell's description. If the target of a spell is the caster, the caster does not receive a saving throw and spell resistance does not apply.

DURATION (D): How long the spell lasts, expressed in rounds (rd), turns (tn), minutes (min), hours (hr), days, weeks (wks), months (mth), or years

(yr). For relative understanding of time, a round is 10 seconds, and a turn is one minute.

SAVING THROW (Sv): Most harmful spells allow an affected creature to make a saving throw to avoid some or all of the effect. This entry details whether a spell allows a saving throw, what type of saving throw is made, and the effect of a successful save. A parenthetical (h) indicates a harmless spell, one that is usually beneficial but still allows a targeted creature to attempt a saving throw if it wishes. If a spell does not include a saving throw entry, then assume no saving throw is allowed.

SPELL RESISTANCE (SR): Whether spell resistance (SR) will resist the spell. A parenthetical (h) indicates a harmless spell, one that is usually beneficial but still allows a targeted creature to attempt to resist the spell if it wishes. If a spell does not include a spell resistance entry, then assume no spell resistance check is allowed.

COMPONENTS (Comp): This entry indicates what the character must have or do to cast the spell. If the necessary components are not present, the casting fails. Spells can have verbal (V), somatic (S), material (M), focus (F), divine focus (DF) components, any combination thereof, or even other special components. If the material component, focus or define focus has a GP cost, the cost is listed; otherwise the character can assume that the actual materials involved are at the discretion of the caster and have no significant monetary value. Material components are always consumed during the casting of a spell; a focus or divine focus is not. If a special focus or divine focus is required, it will be unique to the spell and cannot be used as the focus for other spells.

DESCRIPTION: Details what the spell does and how it works.

SPELL DESCRIPTIONS

**ACID ARROW, Level 2 wizard**

CT 1 R 450 ft. D 1 rd./+1 rd./2 lvl.
SV none SR yes Comp V, S, M

A magical arrow of acid springs from the caster's hand and speeds toward a single target. The caster must succeed with a ranged touch attack to hit the target. The acid arrow deals 2d4 points of acid damage if it hits. For every two caster levels, the acid, unless somehow neutralized, lasts an additional round and deals another 2d4 points each round (2 rounds at 3rd to 4th level; 3 rounds at 5th to 6th level; etc.). The material components of this spell are a drop of acid or corrosive substance.

AID, Level 2 cleric

CT 1 R touch D 1 tn./lvl.
SV none SR yes (h) Comp V, S, DF

This spell allows the cleric to heal, inspire, and raise the morale of one creature. The subject gains 1d8 temporary HP, +1 to hit, and +1 on saving throws against fear.

AIR/WATER WALK, Level 4 cleric

CT 1 R touch D 10 tn./lvl.
SV wisdom negates (h) SR yes (h) Comp V, S, DF

This spell allows a single target creature to tread on air or liquid as if walking on solid ground. The caster must choose the version of the spell desired upon the initial casting of the spell.

Air Walk: The maximum upward or downward angle possible is 45 degrees, at a rate equal to one-half the creature's normal movement. A strong wind (21+ mph) can push an air walker along or hold the walker back. Each round at the end of the walker's turn, the wind blows the walker 5 feet for each 5 miles per hour of wind speed.

Water Walk: The creature's feet hover an inch above the surface. Any liquid may be traversed, including mud, oil, snow, quicksand, running water, ice, and even lava (although creatures crossing molten lava or other harmful surfaces still take damage from the heat or other harm). The creature can walk, run, charge, or otherwise move across the surface as if it were normal ground. If the spell is cast underwater (or while the subject is partially submerged), the subject is borne toward the surface at 60 feet per round until they can stand on it.

ALTER SIZE*, Level 1 wizard

CT 1 R 50 ft. D 1 tn./lvl.
SV constitution negates SR yes Comp V, S

This spell allows the caster to enlarge or reduce a creature or object, increasing/ decreasing both size and weight. The subject may be altered by up to 10% per caster level, increasing by this amount in height, width and depth (to a maximum of 50%). Alter size affects one creature or one object of up to 10 cubic ft./lvl in volume.

Weight increases by approximately the cube of the size increase, as follows:

HEIGHT INCREASE	WEIGHT INCREASE
+10% (X 1.1)	+30% (X 1.3)
+20% (X 1.2)	+70% (X 1.7)
+30% (X 1.3)	+120% (X 2.2)
+40% (X 1.4)	+170% (X 2.7)
+50% (X 1.5)	+240% (X 3.4)

Weight decreases proportional to the cube of the new height, as follows:

HEIGHT DECREASE	WEIGHT DECREASE
10% (X 0.9)	30% (X 0.7)
20% (X 0.8)	50% (X 0.5)
30% (X 0.7)	60% (X 0.4)
40% (X 0.6)	80% (X 0.2)
50% (X 0.5)	90% (X 0.1)

All equipment worn or carried by a creature is also changed by the spell. If insufficient room is available for the desired growth or reduction, the creature or object attains the maximum possible size, bursting weak enclosures in the process. However, it is constrained without harm by stronger materials: the spell cannot be used to crush a creature by its own growth.

Magical properties are not increased by this spell. Weight, mass, and strength are affected though. A creature's hit points, armor class, and base attack bonus do not change, but strength increases along with size. For every 20% of enlargement, the creature gains a +1 bonus to strength.

ANIMATE DEAD*, Level 3 cleric, 5 wizard

CT 1 R 50 ft. D n/a
SV none ST none Comp V, S, M

This spell turns the bones or bodies of dead creatures in a 25 x 25 feet area into undead skeletons or zombies that follow the caster's spoken commands. The undead can follow the caster, or can remain in an area and attack any creature or specific type of creature entering the area. The undead remain animated until they are destroyed. Destroyed undead can't be animated again. Regardless of the type of undead, the caster can't, in any single casting of the spell, create more HD of undead than the caster has levels.

The undead remain under the caster's control indefinitely. No matter how many times the caster uses this spell, however, the character can only control 2 HD worth of undead creatures per caster level. If the caster exceeds this number, all the newly created creatures fall under the caster's control, and any excess undead from previous castings become uncontrolled (the character chooses which creatures are released). If the caster is a cleric, any undead the character might command by virtue of the caster's power to command or rebuke undead do not count toward the spell's limits.

A skeleton can be created only from a mostly intact corpse or skeleton. The corpse must have bones. If a skeleton is made from a corpse, the flesh falls off the bones. A zombie, however, can be created only from a mostly intact corpse. The statistics for skeletons and zombies are detailed in *Monsters & Treasures*; undead created with this spell do not return any abilities the creature may have had while alive.

Preserve Dead This reverse version may only be cast by divine spellcasters, and has two effects. First, the caster preserves the remains of the target corpses so that they do not decay, for one day per level of the caster. Doing so extends the time limit on raising that creature from the dead. The spell works on severed body parts and the like. Second, the spell permanently prevents the target corpses from being animated by an *animate dead* spell. If a target corpse is preserved, and then raised from the dead or resurrected, the spell ends.

ANTIMAGIC SHELL, Level 6 wizard

CT 1 R person D 1 tn./lvl.
SV none SR see text Comp V, S

This spell creates a mobile, 20 ft. diameter, sphere of energy around the caster that is impervious to most magical effects, including spells, spell-like abilities and supernatural abilities. An *antimagic shell* suppresses any spell or magical effect used within, brought into or cast into the area, but does not dispel it. Time spent within an *antimagic shell* counts against the suppressed spell's duration. Likewise, the shell prevents the functioning of any magic items or spells within its confines. The shell prevents the entrance of summoned or conjured creatures and incorporeal undead; if the caster casts *antimagic shell*

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in an area occupied by such a creature which has spell resistance, the caster must make a check against the creature's SR or the spell fails.

Normal creatures can enter the area, as can normal missiles. Unless they are summoned, golems and other magical constructs, elementals, outsiders, and corporeal undead may enter in an antimagic area, but the antimagic area temporarily nullifies their spell-casting supernatural, spell-like, and other magic abilities.

The shell is transparent, but it is not invisible. Should the character be larger than the area enclosed by the shell, any part of the character's person that lies outside the barrier is unaffected by the field.

Dispel magic does not affect an *antimagic shell*. Certain spells remain unaffected by an antimagic field, as detailed in their descriptions. Artifacts and creatures of demigod or higher status are unaffected. Two or more *antimagic shells* sharing any of the same space have no effect on each other.

ANTIPATHY*, Level 8 wizard, 9 cleric

CT 1 hr.	R 50 ft.	D 2 hr./lvl.
SV Cha (see text)	SR yes	Comp V, S, M, DF

By means of this spell or its reverse variation, the caster causes one location or one object to emanate magical vibrations that repel or attract a specific order of intelligent creature or creatures of a particular alignment. The creature to be affected must be named specifically and defined by the caster during the casting of the spell; larger groups, such as a type or subtype, are not specific enough. Alternatively, a specific alignment can be named. For example, the caster could specify zombies, but not undead; alternatively, the caster could specify neutral evil creatures. This spell cannot be cast upon living creatures.

If the spell is cast upon a location, the area affected is a 10 foot square area per level of the caster. If the spell is cast upon an object, only the object is affected. Casting the spell requires at least 1,500 gp worth of gems or jewelry.

Antipathy The spell emanates eldritch vibrations that repel specified creatures, forcing them to abandon the area or item. The creatures will not willingly return while the spell is in effect. A creature which makes a successful saving throw can stay in the area or touch the item, but feels very uncomfortable doing so. This discomfort, while in effect, reduces the creature's charisma by 4 points. Antipathy counters and dispels *sympathy*.

Sympathy The reverse of the spell causes designated creatures to feel elated and pleased to be in the area, or desire to touch or to possess the object. The compulsion is overpowering. If the save is successful, the creature is released from the enchantment, but a subsequent save must be made every hour if the creature remains in the area or within the presence of the item (within 10 feet per level of the caster). If a subsequent save fails, the affected creature attempts to return to the area or object. Sympathy counters and dispels antipathy.

ARCANE EYE, Level 4 wizard

CT 1 tn.	R unlimited	D 1 tn./lvl.
SV none	SR none	Comp V, S, M

The caster creates an invisible magical eye that sends the caster visual information. The material component for the spell is an eye. The *arcane eye* travels at 30 feet per round, and sees exactly as the caster would see if the caster were there. If the eye examines walls or ceilings, it moves at 10 feet per round. Solid barriers prevent the passage of an arcane eye, although it can pass through a space no smaller than a small mouse hole (one inch in diameter). The caster must concentrate to use the eye. If the caster does not concentrate, the eye becomes inert until the caster again concentrates.

The powers of the eye cannot be enhanced by other spells or items (though the caster can use magic to improve the caster's own eyesight). The caster is subject to any gaze attack the eye encounters. A successful *dispel magic* cast on the caster or the eye ends the spell. With respect to blindness, magical darkness and other phenomena that affect vision, the arcane eye is considered an independent sensory organ of the caster (including a creature). Creatures with intelligence 12 or higher can sense the arcane eye by making an intelligence check. Spells such as *detect scrying* can also detect the eye.

ARCANE MARK, Level 0 wizard

CT 1	R touch	D permanent
SV charisma negates (h)	SR yes	Comp V, S

This spell allows the caster to inscribe a rune or mark, which can be no taller than six inches in height and consist of no more than six characters. The writing can be visible or invisible. The caster can etch the rune upon any substance without harm to the material upon which it is placed.

If an invisible mark is made, a *detect magic* spell causes it to glow and be visible. See *invisibility*, *true seeing* and the like allow their users to see an invisible *arcane mark*. A *read magic* spell reveals the words, if any. The mark cannot be dispelled, but it can be removed by the caster or by an *erase* spell.

Creatures and items with charisma receive a charisma saving throw to prevent the inscription of the mark. If cast on a creature, normal wear gradually causes the mark to fade in about a month.

ASTRAL PROJECTION, Level 9 all

CT 30 min.	R touch	D see below
SV none	SR yes (h)	Comp V, S

This spell frees the spirit from the body, allowing the caster to project an astral body into another plane. The caster can bring the astral forms of other creatures as well, provided the creatures are linked in a circle with the caster at the time of the casting. These fellow travellers must accompany the caster at all times to remain in an astral state. If something happens to the caster during the journey, the companions are stranded wherever the caster left them. The caster can bring one additional creature for every two levels of experience.

The bodies of the caster and companions are left behind, in a state of suspended animation. The spell projects an astral copy of them and all they wear or carry onto the astral plane. Because the astral plane touches upon other planes, the caster can travel astrally to any of these other planes as the caster wishes. The caster then leaves the astral plane, forming a new physical body (and equipment) on the plane of existence the caster has chosen to enter.

When on the astral plane or another plane, the caster's astral body is connected at all times to the caster's material body by a silvery cord. If the cord is broken, the caster is killed both astrally and materially. Very few things can destroy a silver cord. When a second body is formed on a different plane, the incorporeal silvery cord remains invisibly attached to the new body. If the second body or the astral form is slain, the cord simply returns to the caster's original body, reviving it from its state of suspended animation. Although astral projections are able to function on the astral plane, their actions affect only creatures existing on the astral plane.

The caster and the caster's companions may travel through the astral plane indefinitely. The spell lasts until the caster desires to end it, or until it is terminated by some outside means, such as *dispel magic* cast upon either the physical body or the astral form, or the destruction of the caster's body (which kills the caster).

ATONEMENT, Level 5 cleric

CT 1 hr. + 1 hr./lvl. of recip.	R touch	D
SV none	SR yes (h)	Comp V, S, F DF

This spell removes the burden of evil acts or misdeeds from the subject. The creature seeking atonement must be truly repentant and desirous of setting right its misdeeds. The spell removes the burden from a creature who committed the evil act unwittingly or under some form of compulsion. A suitable focus worth at least 500 gp and ceremonial components totalling 100 gp in cost are needed to cast the spell.

It may also be used to atone a creature who committed deliberate misdeeds and acts of a knowing and wilful nature. In such cases, the caster's deity becomes directly involved in the atonement. Such intercession has a debilitating effect on the caster. Upon completion of the spell, the caster loses all spell casting ability for one week and must rest for one day before resuming normal, daily activity. Many casters first assign the atoning subject a quest or similar penance before casting the atonement spell on their behalf.

Atonement may be cast for one of several purposes:

Reverse Magical Alignment Change: If a creature has had its alignment magically changed, atonement returns its alignment to its original status.

Restore Class or Abilities: A paladin who has lost paladin class features due to unwillingly or unwittingly committing an evil act may have paladinhood restored by this spell. A paladin who willingly and deliberately commits an evil act will not be restored. A cleric or druid who has lost the ability to cast spells because the caster incurred the anger of their deity may regain spell powers by seeking atonement from another cleric of the same deity, or in the case of a druid, another druid.

Redemption or Temptation: The caster may cast this spell upon a creature of an opposing alignment in order to offer it a chance to change its alignment to match the caster's. The prospective subject must be present for the entire casting process. Upon completion of the spell, the subject freely chooses whether it retains its original alignment or changes to the caster's alignment. No duress, compulsion or magical influence can force the subject to take advantage of the opportunity offered if it is unwilling to abandon its old alignment. This use of the spell does not work on outsiders (or any creature incapable of changing its alignment naturally).

AUGURY, Level 2 cleric

CT 1	R person	D see below
SV n/a	SR n/a	Comp V, S, E, DF

By using a suitable focus worth at least 25gp an *augury* can tell the caster whether a particular action will bring good or bad results for the caster in the immediate future. The base chance for receiving a meaningful reply is 70% + 1% per caster level; the Castle Keeper makes the roll secretly. The Castle Keeper may determine that the question is so straightforward that a successful result is automatic, or so vague as to have no chance of success. If the *augury* succeeds, the caster gets one of four results: (1) Weal (if the action will probably bring good results), (2) Woe (for bad results), (3) Weal and woe (for both), or (4) Nothing (for actions that don't have especially good or bad results). If the spell fails, the caster gets the nothing result. A cleric who gets the nothing result has no way to tell whether it resulted from a failed or successful augury.

The augury can see into the future only about half an hour, so anything that might happen after that does not affect the augury. Thus, it might miss the long-term consequences of the contemplated action. All *auguries* cast by the same person upon the same topic use the same dice result as the first augury.



BANISHMENT, Level 6 cleric

CT 1	R 50 ft.	D permanent
SV charisma negates	SR yes	Comp V, S, F

Banishment enables the caster to force extraplanar creatures within a 25 x 25 foot area, back to their home plane. Up to 2 hit dice of creatures per caster level can be banished. To target a creature, the character must present at least one object or substance that it hates, fears or otherwise opposes. For each such object or substance, the creature suffers a -2 penalty on its saving throw, and the caster gains +1 bonus on the check to overcome the target's SR (if any).

BIND ELEMENTAL, Level 5 wizard

CT 10 min.	R 50 ft.	D 10 min./lvl.
SV n/a	SR n/a	Comp V, S, M

Upon casting this spell, the wizard forcibly transports a powerful elemental from one of the elemental planes to the plane in which the caster is located. The type of elemental summoned must be designated by the caster before the spell is begun. As the elemental will be a large specimen of 12 HD, fire and water elementals will require a large source of either element in order to be able to take shape. Earth and air are typically present in abundance. The caster can use any time which can reasonably be associated with the element being summoned.

The elemental does not come willingly, nor will it do the caster's bidding without a struggle. The caster must maintain concentration upon the elemental to force it to serve. If the caster moves, speaks, takes damage, or

performs any other action other than concentrating on forcing the elemental to do his or her bidding, the elemental attacks the caster immediately, and will not stop until destroyed. Control over the elemental cannot be regained. It will ignore any and all opponents save for the wizard who summoned it. The caster may release the elemental at any time.

BINDING, Level 8 wizard

CT 1 tn.	R 50 ft.	D see below
SV charisma negates	SR yes	Comp V, S, M

A binding spell creates a magical restraint to hold a creature. The target only gets an initial saving throw if its HD is equal to at least half the caster's level. The caster may employ up to six assistants with the spell. For each assistant who casts *suggestion*, the caster's effective caster level increases by +1. For each assistant who casts a charm or other appropriate spell, the caster's effective level increases by +2 (provided the target is appropriate for the spell). All the assistants must join in chanting the spell as detailed below.

The binding spell has six versions. The caster chooses one when the spell is cast. Regardless of the version cast, the caster can specify triggering conditions that end the spell and release the creature whenever they occur. These can be as simple or elaborate as the caster desires (subject to the Castle Keeper agreeing that the condition is reasonable and has a likelihood of coming to pass). The conditions can be based on a creature's name, identity or alignment, but otherwise must be based on observable actions or qualities. Intangibles such as level, class, HD or HPs do not qualify. Once the spell is cast, its triggering conditions cannot be changed. Setting a release condition results in a saving throw penalty of -2, if the subject gets a saving throw.

A creature may only be subject to one binding spell at a time. Additional binding spells cast on a subject already bound have no effect.

Chaining: The subject is confined by restraints that generate an antipathy spell affecting all creatures who approach the subject except the caster. Duration is one year per caster level. The subject is confined to the spot it occupied when it became subject to the spell's effect.

Slumber: Imposes a comatose sleep upon the subject for up to one year per caster level. The subject does not need to eat or drink while slumbering, nor does it age. Saves are made at +1.

Bound Slumber: A combination of chaining and slumber that lasts for up to one month per caster level. Saves are made at +3, if the subject gets a saving throw.

Hegged Prison: The subject is transported to or otherwise brought within a confined area from which it cannot wander by any means. The spell is permanent. Saves are made at +4, if the subject gets a saving throw.

Metamorphosis: The subject assumes gaseous form, except for its head or face. It is held harmless in a jar or other container, which may be transparent. The creature remains aware of its surroundings and can speak, but cannot leave the container, attack or use any of its powers or abilities. The binding is permanent. The subject does not need to breathe, eat or drink while metamorphosed, nor does it age. Saves are made at +5, if the subject gets a saving throw.

Minimus Containment: The subject is shrunk to a height of one inch or less and held within some gem or similar object or jar. The binding is permanent. The subject does not need to breathe, eat or drink while contained, nor does it age. Saves are made at +4, if the subject gets a saving throw.

BLADE BARRIER, Level 6 cleric

CT 1	R 150 ft.	D 3 rd./lvl.
SV dexterity negates	SR yes	Comp V, S

This spell creates a wall of whirling blades. The wall is immobile, standing 30 feet tall, 60 feet long and 5 feet thick. Any creature passing through the blade barrier takes 12d6 points of damage. Creatures within the blade barrier when it is invoked take the damage as well, but they can avoid the damage with a successful dexterity check, provided they can and do physically leave the area of the blades by the shortest possible route. Once the barrier is in place, anything entering or passing through the blades automatically takes damage.

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BLESS*, Level 1 cleric

CT 1	R 50 ft.	D 1 tn./lvl.
SV none	SR yes (h)	Comp V, S, DE

The caster's allies gain +1 to hit, and a +1 on saving throws against fear. The reverse spell, *bane*, causes the caster's enemies a -1 to hit and saving throws against fear.

BLESS WATER*, Level 1 cleric

CT 1 tn.	R touch	D permanent
SV n/a	SR yes (object)	Comp V, S, DF

This spell turns a flask (one pint) of water into holy water or unholy water. Holy water and unholy water have special effects on certain creatures, such as undead and outsiders. The reverse is called curse water.

BLINK, Level 3 wizard

CT 1	R n/a	D 1 rd./lvl.
SV n/a	SR n/a	Comp V, S

This spell rapidly cycles the caster in and out of existence (into the ethereal plane). Blinking has several effects. Attacks against the caster are made at -10. If the attacker, however, is capable of striking ethereal or incorporeal creatures, or is able to see invisible creatures, then attacks are made at only -2. If the attacker can both see and strike ethereal creatures, the attacker suffers no penalty. Individually targeted spells have a 50% chance to fail against the character while blinking unless the attacker can target invisible or ethereal creatures. Area attacks, such as dragon's breath or fireball, cause full damage.

The caster's own attacks are made at -2. Likewise, the caster's own spells have a 50% chance to activate just as the character goes ethereal, in which case they take effect on the ethereal plane. Since the character spends about half the character's time on the ethereal plane, the character can see and even attack ethereal creatures. The character interacts with ethereal creatures roughly the same way the character interacts with material ones.

While blinking, the character can step through, but not see through, solid objects no more than 5 feet thick. If the caster attempts to walk through material thicker than 5 feet, they blink into the solid object, the spell ends, and they are shunted off to the nearest open space, suffering 1d6 points of damage per 5 feet travelled through solid matter.

BURNING HANDS, Level 1 wizard

CT 1	R 5 ft.	D instant
SV none	SR yes	Comp V, S

A thin sheet of flame shoots from the caster's outspread fingertips, striking any creature in the spell's semicircular area of effect (5 feet. long and 10 feet. wide). Creatures in the area of the flames take damage at 1d2+1 HP per level of the caster. Flammable materials such as cloth, paper, parchment and thin wood ignite and burn if the flames touch them.



CHAIN LIGHTNING, Level 6 wizard

CT 1	R 450 ft.	D instant
SV dexterity save half	SR yes	Comp V, S

Bolts of lightning spring from the caster's fingertips, striking a target and then arcing to other targets within 50 feet of the prime target. The bolt deals 1d6 points of damage per caster level on the primary target. After the bolt strikes, the lightning can arc to as many secondary targets as the caster has levels. The secondary bolts each strike one target and deal half as many dice of damage as the primary (rounded down). All subjects can attempt dexterity saving throws for half damage. The character chooses the secondary targets, but they must all be within 50 feet of the primary target, and no target can be struck more than once. The character can choose to affect fewer secondary targets than the maximum.

CHANGE SELF, Level 1 wizard

CT 1	R touch	D 10 tn./lvl.
SV Intelligence negates	SR no	Comp V, S

The spell changes the caster's appearance, including clothing, armor, weapons and equipment. The caster can seem one foot shorter or taller, thin, fat or in between. The character cannot change the character's race. Otherwise, the extent of the apparent change is up to the caster. The spell does not provide the abilities or mannerisms of the chosen form. It does not alter the perceived tactile (touch) or audible (sound) properties of the character or any equipment. Creatures get an intelligence save to recognize the glamour as an illusion if they interact with it.

CHARM MONSTER, Level 4 wizard

CT 1	R 50 ft.	D 1 day/lvl.
SV charisma negates	SR yes	Comp V, S

This charm makes a monster regard the caster as a trusted friend and ally. If the monster is being threatened or attacked by the caster or the caster's allies, however, the monster receives a +5 bonus to its saving throw. The spell does not enable the caster to control the charmed creature as if it were an automaton, but it perceives the caster's words and actions in the most favorable way. The caster can try to give the subject orders, but the caster must succeed at a Charisma check to convince it to do anything it wouldn't ordinarily do. Any act by the caster or the caster's apparent allies that threatens the charmed creature breaks the spell. Note also that the caster must speak the creature's language to communicate commands.

CHARM PERSON, Level 1 wizard

CT 1	R 50 ft.	D 1 hr./lvl.
SV charisma negates	SR yes	Comp V, S

This charm makes a medium-size or smaller humanoid regard the caster as a trusted friend and ally. If the target is being threatened or attacked by the caster or the caster's allies, however, it receives a +5 bonus to its saving throw. The spell does not enable the character to control the charmed creature as if it were an automaton, but the subject does perceive the caster's words and actions in the most favorable way. The caster can try to give the subject orders, but the caster must succeed at a Charisma check to convince it to do anything it wouldn't ordinarily do. Any act by the caster or the caster's apparent allies that threatens the charmed creature breaks the spell. Note also that the caster must speak the creature's language to communicate commands.

CLAIRAUDIENCE/CLAIRVOYANCE, Level 3 wizard

CT 1	R see below	D 1 tn./lvl.
SV none	SR no	Comp V, S, F/DF

Clairaudience or clairvoyance enables the character to concentrate upon some locale and hear or see (the character's choice) almost as if the character were there. Distance is not a factor, but the locale must be a place familiar to the character. The spell does not allow magically enhanced senses to work through it. If the chosen locale is magically dark, the character sees nothing. If it is naturally pitch black, the character can see in a 10 foot radius around the center of the spell's effect. Lead sheeting or magical protection blocks the spell, and the caster senses that the spell is so blocked. The spell can be dispelled, and it functions only on the plane of existence the character is occupying.

CLONE, Level 8 wizard

CT 1 hour	R touch	D permanent
SV n/a	SR n/a	Comp V, S, M

This spell creates a duplicate of a creature. To create the duplicate, the caster must spend 5000gp for research and creation and must have a piece of flesh taken from the original's living body, with a volume of at least one cubic inch. The piece of flesh need not be fresh, but it must be kept from rotting. Once the spell is cast, the duplicate must be grown in a laboratory for 2d4 months.

The clone has the personality, memories, levels, attributes, and abilities that the original had at the time the piece of flesh was taken. The spell duplicates only the original's body and mind, not its equipment.

CLOUDKILL, Level 5 wizard

CT 1	R 150 ft.	D 1 tn./lvl.
SV see text	SR yes	Comp V, S

A bank of yellowish-green poisonous fog billows out from the point the caster designates and affects a 20 foot high x 30 foot wide x 20 foot thick area. The fog obscures all sight, including extraordinary vision, beyond 5 feet. A creature within 5 feet has one-half concealment. Creatures farther away have total concealment. The fog's vapors kill any living creature with 3 or fewer HD (no save) and causes creatures with 4 to 6 HD to make constitution saving throws or die. Living creatures above 6 HD, and creatures of 4 to 6 HD who make their saving throws, take 1d10 points of poison damage each round while in the cloud. Holding one's breath doesn't help unfortunately.

The cloudkill moves away from the caster at 10 feet per round, rolling along the surface of the ground. Because the vapors are heavier than air, they sink to the lowest level of the land, even pouring down openings. A moderate wind (11+ mph) disperses the fog in four rounds; a strong wind (21+ mph) disperses the fog in one round.

COMMAND, Level 1 cleric

CT 1	R 25 ft.	D 1 rd
SV charisma negates	SR yes	Comp V

The caster utters a one-word directive, which the subject or subjects, up to one creature for every 2 levels, obeys to the best of their ability unless they make a charisma saving throw. The command must be clear and understood by the targeted creature. A command of "die" causes the subject to fall unconscious for the duration of the spell, whereas a command of "suicide" would fail because it is generally used as a noun, not as a command. A command of "awake" will counter magically induced unconsciousness caused by sleep and color spray.

COMMUNE, Level 5 cleric

CT 10 min	R see text	D special
SV n/a	SR n/a	Comp V, S, M, DF

The caster can attempt to contact the character's deity or agents and ask questions that can be answered by a simple yes or no answer. A cleric with no particular deity contacts a philosophically allied deity. This spell should be used sparingly, as disfavor could be gained with frequent use. The caster needs incense, holy symbol or other religious items.

The caster is allowed one question per caster level. The answers given are correct within the limits of the deity's knowledge. Any question that cannot be answered with an answer of yes or no will result in no answer and will count against the caster's maximum number of questions. If a caster doesn't focus on the conversation, such as discussing answers with others, the deity becomes angry or irritated, and ends the spell.

COMPREHEND LANGUAGES, Level 1 wizard

CT 1	R n/a	D 10 min./lvl.
SV n/a	SR n/a	Comp V, S

The character can understand the spoken words of creatures and read otherwise incomprehensible written messages. Note that the ability to read does not necessarily impart insight into the material, merely its literal meaning. Note also that the spell enables the character to understand or read an unknown language, not speak or write it. Written material can be read at the rate of one page (250 words) per minute. Magical writing cannot be read, other than to know it is magical. The spell does not decipher codes or reveal messages concealed in otherwise normal text.

CONE OF COLD, Level 5 wizard

CT 1	R see below	D 1 rd.
SV dexterity half	SR yes Comp	V, S, M

A cone of extreme cold shoots from the caster's hand affecting an area 5 feet wide x 50 feet long, or from a focus, causing 1d6 points of damage per caster level. Water is needed to cast the spell.

CONFUSION, Level 4 wizard

CT 1	R 150 ft.	D 1 rd./lvl.
SV wisdom negates	SR yes	Comp V, S

This spell causes creatures in an area 50 feet x 50 feet to behave randomly, as indicated on the following table:

1d10	Behavior
1	Wander away for 1 turn (unless prevented)
2-3	Attempt mundane task, like cooking, for 1 round
4-6	Do nothing for 1 round
7-8	Try to locate lost items for 1 round
9	Attack nearest creature for 1 round
10	Act normally for 1 round

Except on a result of one, roll round to see what the subject does. Wandering creatures leave the scene as if disinterested. Any confused creature who is attacked automatically attacks its attackers on its next turn.

CONSECRATE*, Level 2 cleric

CT 3	R 50 ft.	D 2 hrs./lvl.
SV n/a	SR n/a	Comp V, S, M, DF

This spell blesses an area 50 feet x 50 feet with positive energy. All attempts to turn undead made within the area gain a +3 bonus. Undead entering this area suffer minor disruption, giving them a -1 penalty on attack, damage and saving throws. Undead cannot be created or summoned into a consecrated area. If the consecrated area contains a permanent fixture dedicated to the character's deity, pantheon or aligned higher power, the modifiers listed above are doubled. *Consecrate* counters and dispels *desecrate*, but not within a permanent fixture of the opposing spell caster's deity. The cast needs religious materials worth 25gp to cast the spell.

Desecrate is the reverse of this spell. It imbues an area with negative energy, and all attempts to turn undead within it suffer a -3 penalty. Undead entering this area gain +1 to attack, damage and saving throws. Undead created within or summoned into a desecrated area gain +1 hit points per HD. If the desecrated area contains an altar, shrine or other permanent fixture dedicated to the caster's deity, pantheon or aligned higher power, the effects are doubled.

Desecrate counters and dispels *consecrate*, but not within a permanent fixture of the opposing spell-caster's deity.

CONTACT OTHER PLANE, Level 5 wizard

CT 10 min.	R see below	D 1 rd./2 lvls.
SV n/a	SR n/a	Comp V

The caster projects his mind to another plane of existence in hopes of receiving advice and information from powers that reside there. The powers reply in a language the character understands, or by telepathy, but they often resent such contact and as a result give brief answers. The Castle Keeper will answers questions with yes, no, maybe, never, unclear, irrelevant or some other one-word answer.

The character must concentrate to maintain the spell, and may ask one question per round. The question is answered during the same round. A caster may ask one question for every two caster levels. Upon first making contact, the caster must make an intelligence saving throw. Failure results in the spell ending immediately, and the caster suffering an attribute loss and possible insanity as indicated on the table below. Except for contact with an elemental plane, a saving throw roll of natural one always results in insanity.

The caster can contact an elemental plane or some plane further removed. Contact with a mind far removed from the caster's home plane increases the likelihood of a successful answer, but likewise increases the probability that the caster will suffer adverse effects. On rare occasions, this form of divination may be blocked by an act of certain deities or forces. The following table shows the possible consequences and results of the attempt.

Failed Saving Throw: If the caster fails an intelligence save against the indicated CL, the caster's intelligence and charisma scores are decreased as indicated on the table, for one week's duration. Lowering of intelligence can result in the loss of bonus spells, and if reduced to 8 or less, the loss

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of daily spells entirety. Additionally, the caster may go insane when contacting a plane other than an elemental plane. A saving throw failed by 5 or more results in insanity in the caster. A saving throw roll of natural 1 always results in insanity. Insanity lasts as follows:

Astral 1 week

Demigod 1d4 weeks

Lesser Deity 1d8 weeks

Greater Deity 1d12 weeks

Results of a Successful Contact: The Castle Keeper rolls % for to generate the result shown on the table:

True Answer: The character gets a true, one-word answer. Questions not capable of being answered in this way are answered as unclear.

Don't Know: The entity tells the character that it doesn't know.

Lie: The entity intentionally lies to the character.

Random Answer: The entity tries to lie but doesn't know the answer, so it makes one up.

CONTACT OTHER PLANE

Plane Contacted	Challenge Level	Saving Throw		Loss of		True Answer	Don't Know	Lie	Random Answer
		Int	Cha	Int	Cha				
Elemental Plane	3	1				01-35	36-65	66-85	86-100
Astral Plane	5	2	1			01-40	41-65	66-85	86-100
Outer Plane, demigod	7	4	2			01-55	56-75	76-90	91-100
Outer Plane, lesser deity	9	6	3			01-70	71-85	86-95	96-100
Outer Plane, greater deity	12	8	4			01-90	91-92	93-100	

CONTINUAL FLAME, Level 2 wizard, 3 cleric

CT 1 **R 5 ft.** **D permanent**
SV none **SR yes** **Comp V, S**

A flame, equivalent in brightness to a torch, springs forth from an object that the character touches. The flame looks like a regular flame, but it creates no heat and doesn't use oxygen. The flame can be covered and hidden, but not smothered or quenched.

CONTROL WATER, Level 4 cleric

CT 1 **R 450 ft.** **D 10 min./lvl.**
SV n/a **SR n/a** **Comp V, S, M/DF**

The spell allows the caster to either raise or lower water.

Lower Water: This use of the spell causes water (or any similar liquid) to sink away to a minimum depth of 1 inch. The depth can be lowered by up to 2 feet per caster level. The water is lowered within a squarish depression whose sides are up to 10 feet long per caster level. In extremely large and deep bodies of water, a powerful caster can create a whirlpool that sweeps ships downward, putting them at risk of damage and rendering them unable to leave by normal movement for the duration of the spell. When cast on water elementals and other water-based creatures, this spell acts as a slow spell. The spell has no effect on other creatures.

Raise Water: This use of the spell causes water (or any similar liquid) to rise in height. Boats raised in this way slide down the sides of the hump that the spell creates. If the area affected by the spell is adjacent to land, the water can spill over onto dry land.

CONTROL WEATHER, Level 7 cleric, 6 wizard

CT 10 min. (see text) **R 2 miles** **D 4d12 hrs.**
SV n/a **SR n/a** **Comp V, S, M/DF**

The caster changes the weather in the local area, 2 miles x 2 miles centered on caster. It takes 10 minutes to cast the spell and an additional 10 minutes for the effects to manifest. The caster can only call forth weather appropriate to the climate and season of the area, but can almost always change the direction of the wind and control its intensity from calm to strong. The character cannot control the specific applications of the weather. When the character selects a certain weather condition to occur, the weather assumes

that condition 10 minutes later (changing gradually). The weather continues as the caster left it for the duration, or until the character designates a new kind of weather, which fully manifests 10 minutes later. Contradictory conditions are not possible simultaneously. Control weather can do away with atmospheric phenomena (naturally occurring or otherwise) as well as create them. Druids casting this spell double the duration and range.

Season	Possible weather
Spring	Tornado, thunderstorm or sleet
Summer	Torrential rain, heat wave, or hailstorm
Autumn	Hot or cold weather, fog, or sleet
Winter	Frigid cold, blizzard, or thaw

CREATE FOOD AND WATER*, Level 3 cleric

CT 10 min **R 50 ft.** **D permanent**
SV n/a **SR n/a** **Comp V, S, DF**

This spell creates simple food of the caster's choice and a volume of drinking water. The food decays as normal food, but the water does not go bad. The caster can create enough food and water to sustain three humans or one horse for 1 day per caster level. The reverse of this spell, *spoil food and water*, makes the same amount of food or water inedible.

CREATE GREATER UNDEAD, Level 8 cleric

CT 1 hour **R 50 ft. (one)** **D permanent**
SV n/a **SR n/a** **Comp V, S, M**

This evil spell allows the caster to create powerful kinds of undead if the cleric is of the appropriate level: mummy (13), spectre (15), vampire (17) or ghost (19). The caster may create less powerful undead than the caster's maximum capability if desired. Created undead are not automatically under the control of their animator. The caster may gain command of the undead as it forms with by making a successful turning check. This spell must be cast at night and the caster must spend 100gp per corpse.

CREATE UNDEAD, Level 6 cleric

CT 1 hour **R 50 ft. (one)** **D permanent**
SV n/a **SR n/a** **Comp V, S, M**

This evil spell allows the caster to create powerful kinds of undead if the cleric is of the appropriate level: ghouls (9), shadow (10), ghosts (12), wights (14) or wraiths (18). The caster may create less powerful undead than the caster's maximum capability if desired. Created undead are not automatically under the control of their animator. The caster may gain command of the undead as it forms by making a successful turning check. This spell must be cast at night.

CREATE WATER, Level 0 cleric

CT 1 **R 50 ft.** **D permanent**
SV n/a **SR n/a** **Comp V, S**

This spell generates wholesome, drinkable water. Water can be created in an area as small as will actually contain the liquid, or in an area three times as large (possibly creating a downpour or filling many small receptacles). The caster can create 2 gallons of water per caster level (enough to fill 4 waterskins). Water weighs about 8 pounds per gallon, and one cubic foot of water contains roughly 8 gallons and weighs about 65 pounds.

CURE CRITICAL WOUNDS*, Level 5 cleric

CT 1 **R touch** **D permanent**
SV see text **SR yes (h)** **Comp V, S, DF**

When the caster lays hands upon a living creature, the target is cured of 5d8 hit points of damage. The curative version of this spell automatically deals the same damage against undead, while the reverse of the spell deals damage to living creatures. In those situations, a successful wisdom save indicates half damage.

CURE LIGHT WOUNDS*, Level 1 cleric

CT 1 **R touch** **D permanent**
SV see text **SR yes (h)** **Comp V, S, DF**

When the caster lays hands upon a living creature, the target is healed for 1d8 hit

points of damage. The curative version of this spell causes the same amount of damage to undead creatures, while the reverse of this spell deals damage to living creatures. In those situations, a successful wisdom save indicates half damage.

CURE SERIOUS WOUNDS*, Level 3 cleric

CT 1	R touch	D permanent
SV see text	SR yes (h)	Comp V, S, DF

When the caster lays hands upon a living creature, the target is cured for 3d8 hit points of damage. The curative version of this spell causes the same amount of damage to undead creatures, while the reverse causes the same damage to living creatures. In those situations, a successful wisdom save indicates half damage.



DANCING LIGHTS , Level 0 wizard

CT 1	R 150 ft.	D 1 tn.
SV see text	SR no	Comp V, S

Depending on the version selected during casting, the caster creates up to four lights that resemble lanterns or torches (and provide the same amount of light), or up to four glowing spheres of light (which look like will-o'-wisp), or one faintly glowing, vaguely humanoid shape. The dancing lights must stay within 20 feet of each other, but otherwise move as the caster desires (no concentration required): forward or back, up or down, straight or turning corners, etc. The lights can move up to 100 feet per round. A light winks out if its distance from the caster exceeds the spell's range. A creature that interacts with a dancing light gets a wisdom saving throw to recognize it is an illusion.

DARKNESS*, Level 2 cleric, 2 wizard

CT 1	R 50 ft.	D 10 min./lvl.
SV none	SR none	Comp V, M/DF

This spell causes an object or surface to radiate darkness out to a 20-foot radius. Not even creatures that can normally see in the dark can see in an area shrouded in magical darkness. Normal lights do not work, nor do light spells of a lower spell level.

The reverse of this spell is called *daylight*. *Daylight* causes an object or surface to shed light as bright as full daylight in a 60 foot radius. Creatures that suffer penalties in bright light suffer them while exposed to this magical light. *Darkness* and *daylight* cancel each other out, leaving whatever light conditions normally prevail in the overlapping areas of the spells. Higher-level light spells are not affected by *darkness*, and the reverse is true for *daylight*. If either spell is cast on a small object that is then placed inside or under a lightproof covering, the spell's effects are blocked until the covering is removed.

DEATH WARD, Level 5 cleric

CT 1	R touch	D 10 min./lvl.
SV none	SR yes (h)	Comp V, S, DF

The caster imbues one subject with immunity to all death spells and magical death effects. The spell does not protect against other sorts of attacks, such as hit point loss, poison, petrification or other effects even if they might be lethal.

DELAY POISON, Level 2 cleric

CT 1	R touch	D 1 hr./lvl.
SV constitution negates (h)	SR yes (h)	Comp V, S, DF

The caster imbues one subject with immunity to poison. Any poison in the subject's system, or any poison the subject is exposed to during the spell's duration, does not affect the subject until the spell has expired. Delay poison does not cure any damage that poison may have already done.

DELAYED BLAST FIREBALL, Level 7 wizard

CT 1	R 450 ft.	D up to 5 rnds
SV dexterity half	SR yes	Comp V, S, M

This spell is an enhanced version of fireball, except the caster can choose to delay the detonation for up to 5 rounds. With a gesture, the caster sends a small ball of fire hurtling through the air to detonate with a low roar at the height and distance the caster desires as long as it is within the spell's

maximum range. The explosion fills the area of effect, a 40 foot diameter sphere, with intense fire and heat, causing 1d6 +1 per level fire damage to all creatures and objects within the area. It ignites combustibles and damages objects, and melts anything with a low melting point such as bronze, copper, silver, lead or gold. The explosion creates almost no pressure. A small lump of coal is required to cast the spell.

The fireball can detonate immediately in the same round that the spell is cast, or the caster can choose to delay the explosion for up to 5 rounds. The caster chooses the amount of delay upon completing the spell, and the delay cannot be changed once it has been set.

Unlike the fireball spell, impact against a solid barrier does not cause early detonation. If the caster chooses a delayed blast, the glowing bead sits at its destination until it detonates. A creature can pick up and hurl the fireball like a rock. If the caster attempts to send the ball through a narrow passage, such as an arrow slit, the character must hit with a ranged attack roll, or else the bead strikes the barrier and falls to a resting point until detonation.

DETECT CHAOS, EVIL, GOOD, OR LAW, Level 0 cleric

CT 1	R 150 ft. x 10 ft.	D 10 min./lvl.
Sv none	SR none	Comp V, S, DF

By means of this spell, the caster can sense the presence of a specific alignment aspect (chaos, evil, good or law) in the direction the caster is facing, along a path 150 feet long and 10 feet wide. The caster must spend one round concentrating along the path to detect the alignment aspect, although the caster may both cast the spell and begin detecting in the same round as the spell is cast. Chaos radiates a wave-like aura, whereas law's aura is constant. Good's aura creates pleasurable emotion, whereas evil's aura creates brief irritation and anger in the caster. The strength of each aspect's aura will be revealed as faint, strong, or overwhelming if it is supernatural. The spell can penetrate barriers, but 1 foot of stone, 1 inch of common metal, a thin sheet of lead or 3 feet of wood or dirt blocks it.

DETECT MAGIC, Level 0 cleric, 0 wizard

CT 1	R 50 ft. x 10 ft.	D 1 tn./lvl.
Sv none	SR none	Comp V, S

By means of this spell, the caster can detect the presence of magical auras in the direction the caster is facing, along a path 50 feet long and 10 feet wide. The caster must spend one round concentrating along the path to detect magic, although the caster may both cast the spell and begin detecting in the same round that the spell is cast. The strength of the magic detected will be revealed as lingering, faint, moderate, strong or overwhelming. The spell can penetrate barriers, but 1 foot of stone, 1 inch of common metal, a thin sheet of lead or 3 feet of wood or dirt blocks it. Outsiders and elementals are not inherently magical, but if they have been conjured, the conjuration spell will be detected.

Magical areas, multiple types of magic or strong local magical emanations may confuse or conceal weaker auras, although the Castle Keeper may allow the caster to spend additional rounds concentrating to decipher the confusion or reveal weaker auras. The Castle Keeper may require an intelligence check to do so.

DETECT POISON, Level 0 cleric, 0 wizard

CT 1	R 50 ft.	D 10 min./lvl.
SV n/a	SR n/a	Comp V, S

The caster can determine whether one creature, one object or a 25 foot x 25 foot area has been poisoned or is poisonous. The character can determine the type of poison with a successful wisdom check. The spell can penetrate barriers, but 1 foot of stone, 1 inch of common metal, a thin sheet of lead or 3 feet of wood or dirt blocks it.

DETECT TRAPS, Level 2 cleric

CT 1	R 50 ft. x 10 ft.	D 10 min./lvl.
SV none	SR none	Comp V, S

The caster can detect traps, mundane or magical, in the direction the caster is facing, along a path 50 feet long and 10 feet wide. The caster must spend one round concentrating along the path, although the caster may both cast the spell and begin detecting in the same round as the spell is cast. The spell

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does not detect natural hazards. The spell can penetrate barriers, but 1 foot of stone, 1 inch of common metal, a thin sheet of lead or 3 feet of wood or dirt blocks it.

DETECT SCRYING, Level 4 wizard

CT 1	R unlimited	D 1 day
SV none	SR none	Comp V, S

When using this spell, the caster immediately becomes aware of any attempt to observe the character by means of clairaudience, clairvoyance, or any other means of scrying, including crystal balls or other magic scrying devices. If the means of scrying is within the area of effect, 150 feet of the caster, the caster immediately gains knowledge of its location.

DETECT SECRET DOORS, Level 1 cleric

CT 1	R 60 ft.	D 1 min./lvl.
SV none	SR none	Comp V, S

The caster can use this spell to find secret doors, hidden compartments and other such hidden areas specifically constructed to escape detection. After 1 round of concentration, the presence or absence of secret doors is revealed. After 2 rounds, the number of secret doors and their location are revealed. If the location is out of sight, the spell reveals what direction the secret item is in, but not its location. In subsequent rounds, up to the limit of the spell's duration, mechanisms or triggers for specific secret doors or compartments are revealed. This spell can penetrate barriers, but 1 foot of stone, 1 inch of metal, a thin sheet of lead or 3 feet of wood or dirt blocks the spell.

DETECT THOUGHTS*, Level 2 wizard

CT 1	R 50 ft. x 10 ft.	D 10 min./lvl.
SV none	SR yes	Comp V, S, E, DF

The character can detect surface thoughts, and get a general impression of the level of intelligence involved. The caster detects the presence or absence of thoughts (from conscious creatures with intelligence scores of 1 or higher) in the direction the caster is facing, along a path 50 feet long and 10 feet wide. The caster must spend one round concentrating along the path, although the caster may both cast the spell and begin detecting in the same round as the spell is cast. Once thoughts are detected, if the caster concentrates an additional round, the general level of intelligence will be revealed as one of the following: animal, very low, low, average, high, very high, genius, supragenius, or deific. The spell can penetrate barriers, but 2 feet of stone or metal, 2 inches of common metal, a thick sheet of lead or 5 feet of wood or dirt blocks it. The reverse of this spell, *hide thoughts*, obscures a subject's thoughts and counters *detect thoughts*. The spell's component is a copper piece.

DETECT UNDEAD, Level 1 cleric

CT 1	R 50 ft. x 10 ft.	D 1 min./lvl.
SV none	SR none	Comp V, S, DF

By means of this spell, the caster can detect undead in the direction the caster is facing, along a path 150 feet long and 10 feet wide. The caster must spend one round concentrating along the path, although the caster may cast the spell and detect in the round the spell is cast. The strength of the undead will be revealed as faint (1 HD or less), moderate (2-4 HD), strong (5-10 HD), or overwhelming (11+ HD). The spell can penetrate barriers, but 1 foot of stone, 1 inch of common metal, a thin sheet of lead or 3 feet of wood or dirt blocks it.

DIMENSION DOOR, Level 4 wizard

CT 1	R 450 ft.	D instant
SV n/a	SR n/a	Comp V

The caster instantly transports from the caster's current location to any other spot within range. The character always arrives at exactly the spot desired whether by simply visualizing the area or by stating direction. After using this spell, the character can't take any other actions until the next round. If the character arrives in a place that is already occupied by a solid body, the character becomes trapped in the astral plane. All that the caster wears and carries is teleported, up to 500 pounds.

DISCERN LIES*, Level 4 cleric

CT 1	R 50 ft.	D 1 rd./lvl.
SV charisma negates	SR yes	Comp V, S, DF

Each round, the caster may concentrate on one subject in range and will instantly know if the subject deliberately speaks a lie. The spell does not reveal the truth, uncover unintentional inaccuracies, or reveal evasions. Each round, the character may concentrate on a different subject. The reverse of this spell, *hide lies*, obscures the truthfulness of a person.

DISCERN LOCATION*, Level 8 cleric

CT 10 min.	R unlimited	D instant
SV none	SR none	Comp V, S, DF

With this spell, the caster learns the exact location of a person or object. *Discern location* circumvents normal means of protection from scrying or location. The spell reveals the exact name and location (community, county, country, continent and plane) where the subject is to be found. To find a creature with the spell, the character must have seen the creature or have some item that once belonged to it. To find an object, the character must have seen or touched the object at least once. The reverse of this spell, *hide location*, obscures the location of a person or object from detection by spell, crystal ball, or other means of scrying.

DISINTEGRATE, Level 6 wizard

CT 1	R 150 ft.	D instant
SV charisma partial	SR yes	Comp V, S, M.

A thin green ray springs from the caster's pointing finger, causing the creature or object it strikes to glow and vanish, leaving behind only a trace of fine dust. The ray affects one creature or up to a 10-foot cube of non living matter (thus, the spell disintegrates only part of any very large object or structure). The ray affects even magical matter, or energy of a magical nature, but not a globe of invulnerability or an antimagic field. A creature or object that makes a successful charisma save is only partially affected, taking 5d6 points of damage instead of disintegrating. Only one creature or object can be affected, and the ray is not blocked by normal barriers.

DISJUNCTION, Level 9 wizard

CT 1	R 50 ft.	D see below
SV charisma negates (objects)	SR none	Comp V

This powerful spell rips asunder all magical effects within the spell's 25 foot x foot area of effect. That is, spells and spell-like effects are separated into their individual components (ending the effect as a *dispel magic* spell does), and permanent magic items must make successful constitution saves or be turned into normal items. Even artifacts are subject to disjunction, though there is only a 1% chance per caster level of actually affecting such powerful items. If an artifact is destroyed by the spell, the caster must succeed at a charisma save or permanently lose all spell-casting abilities. The abilities cannot be recovered by mortal magic, nor even by a wish. Destroying artifacts is a dangerous business, and it is 95% likely to attract the attention of some powerful being who has an interest in, or connection with, the device. When casting the spell at an antimagic field, the caster has a 1% chance per caster level of destroying it. If the antimagic field survives the disjunction, no items within it are disjoined.

DISMISSAL, Level 4 cleric

CT 1	R 50 ft.	D instant
SV charisma negates	SR yes	Comp V, S, E, DF

This spell forces an extraplanar creature back to its proper plane if the creature fails a charisma saving throw. If the spell is successful, the creature is instantly whisked away. The material component is any item distasteful to the subject.

DISPEL CHAOS, EVIL, GOOD OR LAW, Level 5 cleric

CT 1	R touch	D 1 rd./lvl.
SV none	SR none	Comp V, S, DF

Colored energy surrounds the caster, shielding them against creatures of a chosen alignment aspect chaos (blue), evil (white), good (black), or law (red). The caster gains a +4 bonus to armor class against attacks by creatures

of the selected aspect, and with a touch the caster can automatically dispel any one spell cast by them (except those spells that cannot be dispelled by *dispel magic*). Additionally, the caster may force a summoned, enchanted or extraplanar creature back to its proper plane with a successful touch attack. The creature gets no saving throw, but use of this effect immediately ends the spell.

DISPEL MAGIC, Level 3 cleric, level 3 wizard

CT 1	R 150 ft.	D see below
SV none	SR yes	Comp V, S

This spell ends ongoing spells and spell-like effects that have been cast on a creature or object, temporarily suppresses the magical abilities of a magic item or counters another spellcaster's spell within an area 30 feet x 30 feet x 30 feet. The caster must make a successful intelligence check against each spell, effect, object or creature in the area of effect to succeed. Some spells, as detailed in their descriptions, can't be defeated by *dispel magic*. The effects of spells with instantaneous duration can't be dispelled, because the magic effect is already over before *dispel magic* can take effect.

All magic within the area of effect is affected. The functioning of magic items is suppressed for 1d4 rounds, but artifacts are unaffected. Interdimensional portals close for a number of rounds equal to the caster's level. A creature or object whose presence is maintained by an ongoing spell, such as a summoned monster, is sent back to whence it came, because the spell that conjured it ends. If an ongoing spell's area overlaps that of the dispel, the effect is ended only within the area of the *dispel magic*. The caster automatically succeeds at the dispel check against their own spells as long as the character is of the same or higher level as when the spell was cast.

DIVINATION, Level 4 cleric

CT 10 min.	R n/a	D see below
SV n/a	SR n/a	Comp V, S, M

This spell provides the caster with a useful piece of advice in reply to a question concerning a specific goal, event or activity that is to occur within 1 week. The advice can be as simple as a short phrase, or it might take the form of a cryptic riddle or omen. The Castle Keeper controls what information the character receives. It should be noted that if the caster's party doesn't act on the information, the conditions may change so that the information is no longer useful. The base chance for a correct divination is 70% + 1% per caster level. The Castle Keeper adjusts the chance if unusual circumstances require it (if, for example, unusual precautions against divination spells have been taken). If the die roll fails, the character knows the spell failed, unless specific magic yielding false information is at work. Multiple divinations about the same topic by the same caster use the same die result as the first divination and yield the same answer each time.

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EARTHQUAKE, Level 8 cleric

CT 10 min.	R 450 ft.	D 1 rd.
SV see text	SR no	Comp V, S, M, DF

Drawing upon elemental forces, this spell creates an intense but highly localized tremor, within a 50 foot diameter circle, that ripples the ground, knocking creatures down, collapsing structures, and opening gaping fissures. The earthquake affects standing creatures in its area in a variety of ways.

All creatures standing in the area must make a dexterity save or fall down. Even if they remain standing, they suffer a -10 penalty to any actions attempted during the spell's duration, and find it impossible to move at more than half their normal speed, if at all. All spellcasters standing in the area find it impossible to cast spells while the earthquake is in effect, and lose any spells they were in the process of casting.

Fissures rip open in the ground without warning, with a 25% chance of opening beneath each creature in the area. Such creatures must make dexterity saves to avoid falling into the fissure, taking 1d6 damage if they fail. The worse threat, however, is that all such fissures grind shut with impossible force at the end of the round, crushing any trapped creatures to death.

The earthquake also has additional effects based on the terrain it effects:

Cave or Tunnel: The roof collapses, dealing 8d6 damage to any creature caught under the cave-in (dexterity save, half).

Cliffs: The cliff crumbles, causing a landslide that travels as far horizontally as it fell vertically. An earthquake cast at the top of a 100 foot cliff would sweep 100 foot outward from the base of the cliff. Any creature in the path of the landslide suffers 8d6 damage (dexterity save, half).

River, Lake, or Marsh: Fissures open underneath the water, draining it away from the area to form a quagmire. Soggy marsh or swampland becomes quicksand for the duration of the spell, sucking down creatures and structures. All creatures in the area must make dexterity saves or sink down in the mud and quicksand. At the end of the spell, the rest of the body of water rushes in to replace the drained water, possibly drowning those caught in the mud.

Structure: Most structures standing on open ground collapse, dealing 8d6 damage to those caught in or beneath the rubble (dexterity save, half).

ENDURE ELEMENTS, Level 0 cleric, 0 wizard

CT 1	R person	D 24 hrs.
SV none	SR yes	Comp V, S, DF

Protective magical energies merge with the caster's body, providing protection against natural elements. The subject can withstand extreme temperatures, such as sub-zero or extremely hot temperatures, or other natural effects harmful to a normal person. For example, this spell allows the subject to travel through a snowstorm wearing normal clothing.

ENERGY DRAIN, Level 9 cleric

CT 1	R 50 ft.	D see below
SV constitution negates	SR yes	Comp V, S, DF

One of the most hated of all spells, this spell wracks the unfortunate target, draining 2d4 levels of experience. If cast on an undead creature, it gains 2d4 x5 temporary HP for 1 hour.

ENHANCE ATTRIBUTE*, Level 2 wizard

CT 1	R touch	D 1 hr./lvl.
SV constitution negates (h)	SR yes (h)	Comp V, S, M

This spell temporarily raises one attribute score of the creature touched. The caster selects the attribute to be raised at the time of casting. It can only affect one creature. The spell's effect differs depending upon whether the attribute to be raised is a prime attribute or non-prime attribute. The spell raises prime attributes by 1d4+1 points, but only raises non-prime attributes by 1d2+1 points. The material component is a hair or piece from an animal considered strong, dextrous, tough, intelligent, wise, or appealing.

Diminish Attribute is the reverse of this spell. A creature failing a constitution save suffers a loss of 1d4+1 points in a prime attribute or 1d2+1 points in a non-prime attribute.

ERASE, Level 1 wizard

CT 1	R 50 ft. or touch	D see below
SV n/a	SR none	Comp V, S

This spell removes writings of mundane or magical nature. The spell clears as much writing as might be found on a scroll, or up to two pages of parchment. It even removes explosive runes, glyphs of warding and arcane marks, but does not remove symbols or illusory script. Removal of dangerous magical writing such as explosive runes, requires the caster to touch them and make an intelligence check. Failure indicates that the effect of the dangerous writing is triggered as it is erased. Nonmagical writings are automatically erased.

ETHEREAL JAUNT, Level 5 cleric

CT 1	R see below	D 1 rd./lvl.
SV n/a	SR n/a	Comp V, S

The energies of this spell allow the caster to enter the ethereal plane, a place which overlaps the material world. The caster may pass through all material objects in the material world without impediment, and may not be seen or interacted with by any mundane means. To the caster, the world appears as a hazy, insubstantial place. If the caster ends the spell, becoming material while inside a material object such as a solid wall, they are shunted off to the nearest open space, taking 1d6

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damage per 5 ft. they were shunted. Ethereal travellers should be aware that some predators and other beings make the ethereal plane their home.

EXPLOSIVE RUNES, Level 3 wizard

CT 1 tn. **R touch** **D see text**
SV dexterity half (see text) **SR yes** **Comp V, S**

This spell allows the caster to inscribe innocuous-looking runes which detonate when they are read. The spell is used to protect and prevent access to a book, map, scroll, or similar object containing written information. When read, the runes explode causing 6d6 points of damage to the reader. The reader receives no saving throw. Creatures and objects within 10 feet of the blast must make a dexterity saving throw and suffer only half damage if successful. The book or other object upon which the runes are written also takes damage, and may be utterly ruined in the absence of some protection from magical fire.

The caster, along with anyone else the caster chooses to specify, may read the runes without triggering them. The caster can also remove the runes at any time. Otherwise, the runes are permanent until triggered or removed by *dispel magic* or other counterspell.



FAITHFUL HOUND, Level 5 wizard

CT 2 rd. **R 50 ft.** **D 1 hr./lvl. (see text)**
SV n/a **SR n/a** **Comp V, S, M**

Arcane energy forms into a phantom hound dedicated to guarding an area or the caster. The caster may order the hound to do either at any time during the spell's duration. The hound will consider party members as allies unless ordered otherwise. Should a larger creature approach within 50 feet, the hound immediately lets out a frightful and eerie howl. Those hearing the howl must save versus fear or suffer a -2 to attacks and morale. This also effects allies of the caster. If an intruder approaches to within 10 feet of the hound or caster, the guard dog ceases barking and attacks with a vicious bite. The hound's bite is considered a magical weapon, and it attacks once per round. The hound gains a bonus to hit equal to the caster's level, and it deals 2d6+3 damage upon a successful bite. It continues to attack until the intruder retreats at least 25 feet away.

The most effective way to combat the hound is by dispelling it, but it can be hurt by magic and weapons. The hound has an armor class of 18 and as many hit points as the caster did when the spell was cast. If the caster is ever more than 150 feet from the hound, the spell ends. The spell lasts for 1 hour per caster level, but once the hound begins barking, it lasts only 1 round per level.

FEAR, Level 4 wizard

CT 1 **R 50 ft.** **D 1 rd./lvl.**
SV charisma negates **SR yes** **Comp V, S**

Panic and terror race through the hearts of the creatures affected by this spell, causing them to flee from the caster as fast as possible. The creatures cower in abject horror if cornered, and if forced to confront the caster, any effected creature suffers a -2 penalty to all rolls. It effects a 25 foot x 25 foot area.

FEATHER FALL, Level 1 wizard

CT 1 **R 150 ft.** **D 1 rd./lvl.**
SV no **SR yes (h)** **Comp V**

Creatures and objects affected by this spell fall gently, drifting downwards through the air much like a feather. Subjects affected by the spell take no damage from a fall of any height. The spell may be cast with the utterance of a single word, making it fast enough to save the caster in case of an unexpected fall of any notable height. A total weight of up to 1500 pounds can be affected. The creatures and objects affected by the spell fall at a rate of 50 feet per round. Should the spell end while they are still falling, they fall normally from that point and take damage only for the distance fallen. The spell works only upon free-falling objects. It does not affect a sword blow or a charging or flying creature. It might have effect upon a ranged weapon or projectile, at the Castle Keeper's discretion. It effects a 20 foot diameter sphere.

FEEBLEMIND, Level 5 wizard

CT 1 **R 150 ft.** **D see text**
SV charisma negates **SR yes** **Comp V, S**

This spell drains the target's higher intellect, reasoning and even base cunning, reducing the target to an intelligence below that of even some animals. Still, even at such low intelligence, the spell's target instinctively recognizes friends, and can follow them and protect them in a very primitive manner. The unfortunate victim remains in this state until a *heal*, *restoration*, *wish*, or equivalent are used to dispel it.

FIND THE PATH*, Level 6 cleric

CT 3 **R touch** **D 10 min./lvl.**
SV none **SR yes (h)** **Comp V, S, F**

With unerring instinct, the subject of this spell can locate the shortest, most direct physical route to a specified location on the same plane of existence, though this destination must be a location, not an object or creature. The character can even sense the correct direction that will eventually lead to the destination, indicating at the appropriate times the exact path to follow or physical actions to take, enabling the spell's target to escape labyrinths, underground tunnel networks and mazes, magical or mundane. This spell also instantly counters and dispels the *maze* spell. The material component of the spell is a Y-shaped stick.

The reverse of this spell makes the subject lost, no matter the place being sought. The subject wanders aimlessly, always straying off the path. The subject can be led by someone else, or could even use a map if able to normally do so.

FINGER OF DEATH, Level 7 wizard

CT 1 **R 50 ft.** **D permanent**
SV charisma partial **SR yes** **Comp V, S**

The caster points at one living creature and utters a death curse, instantly killing the creature unless it successfully makes a charisma saving throw. If the creature makes its save, it sustains 3d6 damage +1 point per caster level.

FIREBALL, Level 3 wizard

CT 1 **R 450 ft.** **D instant**
SV dexterity half **SR yes** **Comp V, S, M**

With a gesture, the caster sends a small ball of fire hurtling through the air to detonate with a low roar at the height and distance the caster desires, as long as it is within the spell's maximum range. The explosion fills the area of effect with intense fire and heat, causing 1d6 damage per caster level to all creatures and objects within the area. It ignites combustibles, damages objects and melts anything with a low melting point such as bronze, copper, silver, lead or gold. The explosion creates almost no pressure. It effects a 40 foot diameter sphere. The material component is a small lump of coal.

The *fireball* follows a straight path, and if it impacts a solid barrier prior to attaining the prescribed range, the impact causes early detonation. If the caster attempts to send the ball through a narrow passage, such as an arrow slit, the character must hit with a ranged attack roll, or else the ball strikes the barrier and detonates prematurely.

FIRE SHIELD, Level 4 wizard

CT 1 **R see below** **D 1 rd./lvl.**
SV none **SR see text** **Comp V, S, M**

Wispy, colorful flame wreathes the caster, surrounding the character like a cloak of fire. The fire may be freezing cold or burning hot, whichever the caster desires. Any creature striking the caster with its body or handheld weapons deals normal damage, but at the same time the attacker takes 1d6 points of damage +1 per caster level due to the intense flames. Spell resistance applies to this damage. Weapons with exceptional reach do not endanger the attacker.

The flame-clad character gives off light like a dim torch, the color of which is selected by the caster (blue or green for a chill shield, violet or reddish-orange for a hot shield). Characters surrounded by a hot shield take only half damage from cold-based attacks, and no damage if the attack allows a save for half damage and the caster succeeds. Chill shields operate exactly the same way, but protect against heat/ fire-based attacks.

FIRE STORM, Level 8 cleric

CT 1	R 150 ft.	D instant
SV dexterity half	SR yes	Comp V, S

Raging elemental flame fills the area of effect (10 ft. cubes/level), causing 1d6 damage per caster level. The flames do not harm natural vegetation, ground cover, and plant creatures in the area, unless the caster so desires.

FIRE TRAP, Level 4 wizard

CT 10 min.	R touch	D until discharged
SV dexterity half	SR yes	Comp V, S, M

Set upon any closeable item, a *fire trap* erupts into flame when anyone other than the caster, or any other caster-selected characters, opens the item that the spell is warding. When triggered, a fiery explosion fills the area within 5 feet of the item (10 foot diameter sphere). The explosion deals 1d4 damage +1 point per caster level. The item remains unharmed by the spell. A *knock* spell does not prevent the effects of a *fire trap* in any way. An unsuccessful *dispel magic* spell will not detonate the spell. To cast the spell the caster needs fragments of flint and a stick of charcoal, the latter used to draw around the closure, the former scattered over it, this process leaves no visible runes.

FIRST AID, Level 0 cleric

CT 1	R touch	D permanent
SV n/a	SR yes (h)	Comp V, S

When the caster lays hands upon a living creature, this minor healing spell magically bandages any wound on the creature's body, preventing further loss of hit points from bleeding. It prevents infection, but cures no damage.

FLAME STRIKE, Level 5 cleric

CT 1	R 150 ft.	D instant
SV dexterity half	SR yes	Comp V, S, DF

The caster calls down a roaring, vertical column of divine fire, in an area 10 feet in diameter and 40 feet high, inflicting 1d6 damage per caster level, to anyone caught within it. Half the damage is fire damage; the other half results from divine power and is therefore not subject to being reduced by magic or powers that confer protection from fire.

FLOATING DISK, Level 1 wizard

CT 1	R 10 ft.	D 1 hr./lvl.
SV n/a	SR n/a	Comp V, S, M

This spell creates a slightly concave, circular plane of shimmering force that follows the caster about and carries equipment, treasure or any other burden. The disk is 3 feet in diameter, and can bear up to 1000 pounds of weight, or hold up to 2 gallons of fluid. The disk floats 3 feet above the ground at all times, and always remains level, though it may not travel faster than the caster normally walks. When the spell ends or the caster moves more than 50 feet away from the disk, it vanishes, dropping its contents. To cast the spell the caster needs a small 5gp glass or metal disk.

FLY, Level 3 wizard

CT 1	R touch	D 10 min./lvl.
SV none	SR yes (h)	Comp V, S, M

This spell empowers the caster to fly at up to 90 feet per round. The character can ascend at 45 feet per round, or dive at 180 feet per round. This flight feels as natural as walking, enabling the character to fight or cast spells quite normally, though the character cannot bear aloft more weight than a normal maximum load. The material component of the spell is a single feather.

FOG CLOUD, Level 2 wizard

CT 1	R 150 ft.	D 10 min./lvl.
SV none	SR no	Comp V, S.

A dense bank of bilious fog billows out from the point the caster designates, obscuring all sight (including special vision abilities) beyond 5 feet, partially concealing creatures within 5 feet, and totally concealing those further away. It covers an area 50 feet x 20 feet x 20 feet. The fog drifts very slowly across the ground, blown by the wind (if any) though it cannot be blown

back towards the caster. A strong wind disperses the fog in 4 rounds, and a greater wind will disperse it in 1 round. The heavy vapors produced by this spell always sink to the lowest level of the land, even pouring down openings such as sinkholes.

FREEDOM OF MOVEMENT, Level 4 cleric

CT 1	R touch	D 10 min./lvl.
SV n/a	SR yes (h)	Comp V, S, DF

Whether underwater or moving through some other liquid, or impeded by spells such as hold person or web, the creature affected by this spell can move and attack normally for the spell's duration. No benefits other than free movement are conferred; a character freely moving underwater still needs to find some other means of breathing.



GASEOUS FORM, Level 3 wizard

CT 1	R touch	D 1 tn./lvl.
SV n/a	SR yes (h)	Comp S.

The creature touched and all of the creature's gear becomes insubstantial, appearing as a misty, fog-like form. While in this state, the character cannot be effectively touched or physically interacted with, becoming immune to any attacks that are not magical in nature (such as the strikes of spells and clearly supernatural abilities). The character cannot walk, but can fly at 10 feet per round. The character may also filter through small holes or narrow openings, even mere cracks, with all they were wearing or holding, as long as the spell persists. On the downside, the character gains no AC bonus due to material armor, cannot physically attack or affect others, cannot cast spells, cannot move more rapidly, may be blown about by stiff winds and may not enter water or other liquids. It effects one willing creature.

GATE, Level 9 wizard, 9 cleric

CT 2	R 50 ft.	D special
SV none	SR no	Comp V, S

A shimmering, mystical gate appears, hovering just above the ground. The gate is an interdimensional portal between the plane the caster is on and another plane of existence. The caster chooses which plane to connect to upon casting the spell, but must have some knowledge of the other plane. The gate can be used in two ways.

First, the gate may be used as a means of travel. Anything or anyone moving through the gate instantly transports to the other plane. The gate is 5 feet in diameter, but the caster can increase the diameter by 1 foot per level. The caster may hold the gate open for no more than 1 round per level, and must concentrate to do so.

Second, the gate may be used to summon an individual creature or type of creature from the plane to which the gate is connected. The caster names the creature individually or a specific creature type upon casting, and the gate opens near the individual or creature. This spell does not give the caster any control over creatures summoned through the gate. The actions of a summoned creature vary depending upon the situation, the caster's motive, alignment and perhaps, additional spells that may be active. Deities and other unique entities are under no compulsion to come through the gate unless they choose to. An uncontrolled being acts as it pleases, often to the detriment of the caster, and may return to its home plane at any time. When used in this manner, the gate remains open only until the summoned creature(s) passes through the gate. Neither the caster nor anyone or anything on the caster's plane may enter the gate.

Typically, the caster will ask a summoned creature to perform a service. It is easier to gain service from creatures weaker than the caster. Deities and beings with a strong will are often ill-disposed toward the caster for interfering with their life's activities.

Even if a service is given, the creature may return to its home plane at any time, at will, whether the service is completed or not, unless the caster has used some other spell to bind the creature and force servitude. Contractual service is entirely

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more involved, but more likely beneficial for the caster, because the summoned creature is less likely to be ill disposed towards its summoner when some form of recompense is offered. The negotiation of a contract must be role played, bearing in mind the nature of the creature, its desires, and its intellect; few such creatures have any need for gold or coin, and their desires may seem alien at best, or utterly vile. Some creatures may attempt to subvert their contract, especially if they feel they have been tricked or treated poorly, interpreting a contract in ways that will hopefully cause the caster distress or peril.

Failure to fulfil a contract on the caster's part can have terrible consequences. A creature, its liege, or master may all attempt to enact some measure of revenge at some time. Or, if the caster violates his alignment or code, or fails to uphold a sworn oath, the caster's deity may impose some penalty or dishonor.

GEAS, Level 6 cleric, 6 wizard

CT 1	R 10 ft.	D see text
SV Cha negates	SR yes	Comp V, DF

"Do as I desire or suffer the consequences" is the essence of this spell. The caster places a magical command on the spell's target to carry out some quest or service, or to refrain from some activity or course of action. If the geased individual fails to do as instructed, they sicken and most likely die. A *geas* must be carefully worded by the caster, or it may lead to a quest with a goal not intended, or the spell may simply fail altogether. The caster of the *geas* may release the effected creature from it at any time.

Although a *geas* can command almost any course of activity, it cannot compel a creature to commit suicide or perform acts that would result in certain death. The creature affected must be able to understand the caster's command, or the spell fails. A geased creature is bound with the spell until the task is completed, no matter how long it takes, but if the instructions involve an open-ended task that the character cannot complete through its own actions, the spell ends after one day.

If a creature ignores the *geas*, or is prevented from obeying it, they suffer consequences. A creature will lose 1 point of strength and suffer a 1 penalty to all saving throws for every day during which the quest is not undertaken. If they again take up the quest, the penalties cease. If a creature ignores a quest for 5 days in a row, they must make a constitution save or sicken. A sickened character moves at half normal speed, suffers -4 penalty on constitution and dexterity, heals no damage naturally, and cannot benefit from magical healing. A sickened character must also again make a constitution save after a number of days have passed equal to the creature's normal constitution score. Failure means the creature is disabled, unable to move or act beyond a crawl. All of these effects end 1 day after the character deliberately attempts to resume the quest.

A *geas* and its effects can be removed magically by *remove curse* (but only if the caster of the *remove curse* is at least two levels higher than the level of the character who cast the *geas*, and the caster of the *remove curse* makes a successful charisma check), or a wish. *Dispel magic* does not affect a *geas*.

GHOST SOUND, Level 0 wizard

CT 1	R 150 ft.	D 1 rd./lvl.
SV intelligence negates	SR yes	Comp V, S, M

Eerie rattles and wails, wolfish howls, warm laughter, quiet conversation, the rumble of thunder and clash of swords, the soft patter of bare feet; all these are sounds that can be created with this spell, sounds that can seem to rise, recede, approach or remain constant as the caster desires. Virtually any type of sound can be produced, emanating from anywhere within range, though the volume cannot exceed as much noise as four normal humans could produce. Small pieces of earwax are needed to cast this spell.

GLOBE OF INVULNERABILITY, Level 6 wizard

CT 1	R personal	D 1 rd./lvl.
SV none	SR no	Comp V, S, M

When this spell is cast, a faintly shimmering 10 foot diameter sphere of arcane energy surrounds the caster. The globe acts as an impenetrable field against any 1st, 2nd, 3rd, or 4th level spell, spell-like ability or spell-like effect, even if the globe is located within the areas affected by such spells. Spells and effects targeting or encompassing the globe are not dispelled, but wash harmlessly

against and over it. Anyone in the globe, however, may cast spells in, through or outside of the globe. Spells of 5th level and higher are not affected by the globe, and the globe can be brought down by *dispel magic*. The globe moves with the caster. The caster needs a small, clear 1gp bead or sphere and a tiny glass sphere (2sp) to cast the spell.

GLYPH OF WARDING, Level 3 cleric

CT 10 min.	R touch	D until discharge
SV see text	SR yes (to effect)	Comp V, S, M

To cast a *glyph of warding*, the caster inscribes an area or object with an invisible inscription that harms those who enter, pass, open the warded area or object, or otherwise break the conditions of the ward set by the caster. It can encompass an area up to 25 feet x 25 feet. An ounce of oil (1sp) mixed with incense (5sp) and a powdered gemstone of color appropriate to the caster's deity (200gp) is needed to activate the spell. Glyphs can be set to permit or ward against a specific individual or individuals, or even entire species or groups of species. They can be set only to admit characters of certain faiths or alignments, or carrying certain items, wearing certain garments, colors, or signs or uttering certain passwords. Any creature violating the warded area is subject to its magic.

Glyphs respond to invisible creatures normally, but can be fooled by polymorph and nondetection spells, and they are not triggered by those who travel past them ethereally. Multiple glyphs cannot be cast on the same area or object, although more than one glyphed object may be placed in close proximity. A glyph can be made to conform to any shape, up to the limitations of the spell's area.

Read magic permits a character to see a glyph, and a successful intelligence check allows the same character to identify the glyph. Identifying the glyph does not discharge it and allows the character to know the basic nature of the glyph. Glyphs are affected by *dispel magic*. Depending on the version selected, a glyph either blasts the intruder or activates a spell:

Blast Glyph: This glyph causes 1d4 damage per caster level to the intruder and all within 5 feet of the intruder. A successful Wis save reduces damage by one-half. Damage may be either from acid, cold, electricity, fire, or sonic, as determined by caster. Because the damage is entirely divine, however, the type of damaging agent has no secondary effect.

Spell Glyph: Stores any single spell of up to 3rd level that the caster knows. The spell must be cast as part of the process of inscribing the glyph. When it is violated, the spell operates as if the caster cast it at that time, allowing normal saves as per the spell.

GREATER RESTORATION, Level 7 cleric

CT 1 hour	R touch	D permanent
SV see text	SR yes (h)	Comp V, S, DF

This spell cures the draining touch of the undead as well as many other deleterious effects. *Greater restoration* dispels all effects reducing or penalizing a character's abilities, cures all temporary and permanently drained attribute scores, and also removes all forms of insanity, confusion, feeblemind or similar mental effects. Even more potently, it restores all levels previously drained (and all class benefits such as hit points and abilities) by undead. Drained levels can only be restored if this spell is cast no more than 1 week per caster level after the drain. It does not restore levels or constitution points lost as a result of death.

GREATER SCRYING, Level 7 wizard, 7 cleric

CT 1tn	R see below	D 1 tn/lvl.
SV none	SR no	Comp V, S, M, F

Focusing on a mental image of the person they wish to observe, the caster sends their mind's eye to gaze over the character, watching and listening regardless of distance. Astute characters (intelligence 13+) may, upon a successful intelligence check, get the feeling they are being watched. Successfully focusing the mind's eye in this manner is difficult, and requires an intelligence check adjusted by the following cumulative modifiers:

Caster knows the character well	+5
Caster has only met the character	-5
Caster has only heard of the character	-10

Caster has no knowledge of character	-15
Caster has likeness of character	+5
Caster has possession of the character	+5
Caster has body part (like a lock of hair)	+5
Character is on another plane	-15

If the scrying is successful, the caster may cast the following spells through the scrying: comprehend languages, detect chaos, detect evil, detect good, detect law, detect magic, message, read magic, tongues. The material component is a 1000gp gem.

GUARDS AND WARDS, Level 6 wizard

CT 30 min.	R special	D 1 hr./lvl.
SV see text	SR see text	Comp V, S, M

This mighty spell is a useful tool in the defence of towers, strongholds, and other dwellings. The caster must be somewhere within the area being warded to cast the spell. A strand of giant spider's silk (20gp), an ounce of fine wine (2gp), a small decorated silver key (5gp) and a page of fine parchment to be lit (1gp) are the material components needed to cast the spell. The spell radiates out and away from the caster in a 20 foot/level diameter sphere, creating the effects detailed below within the building. The whole warded area radiates magic with incredible intensity. A *dispel magic* cast on a specific effect, if successful, removes only that effect. A successful *disjunction* destroys the entire *guards and wards* spell.

1. Any creature facing a choice in direction, such as a corridor intersection or side passage, becomes subject to a minor confusion-type effect, making it 50% likely that they will believe they are going in the exact opposite direction from the one they actually chose. SR: Yes.
2. All corridors within the area of the spell fill with an eerie fog, obscuring all sight, including *darkvision*, beyond 5 feet. A creature within 5 feet has one-half concealment; creatures farther away have full concealment. SR: No.
3. All doors are subjected to the lock spell (see *knock*). SR: No.
4. One door per caster level is covered by an illusion to appear as if it were a plain wall, and may only be detected through with an intelligence (*disbelief*) save. SR: No.
5. Webs fill all stairs from top to bottom, the strands identical to those of the *web* spell, except that they regrow in 10 minutes if they are burned or torn away while the *guards and wards* spell is in effect. SR: Yes.
6. The caster may also select one of the following:
 - a. A gust of wind in one corridor or room. SR: No.
 - b. A magic mouth in two places. SR: No.
 - c. A stinking cloud in two places. The vapors appear and linger in the places the caster designates; they return within 10 minutes if dispersed by wind while the *guards and wards* spell lasts. SR: Yes.
 - d. A suggestion in one place. The caster selects a 10 x 10 ft area (or less), and any creature who enters or passes through the area receives the suggestion mentally. SR: Yes.
 - e. Dancing lights in four corridors. The character can designate a simple routine that the lights will repeat for as long as the *guards and wards* spell lasts. SR: No.

GUST OF WIND, Level 3 wizard

CT 1	R 150 ft.	D 1 rd.
SV strength negates	SR no	Comp V, S.

A powerful, howling blast of air originates from the caster in the direction they are facing, and extending out to 10 feet high and 10 feet wide. This gust automatically extinguishes candles, torches, and similar small unprotected flames; it fans larger flames such as bonfires; it scatters any small, light items such as a wind ordinarily would; and it causes protected flames, such as those of lanterns, to dance wildly, with a 50% chance that they too will be extinguished. Small-sized flying creatures must make a strength save to avoid being blown wildly out of control by the spell, while small and medium-sized landborne creatures, as well as medium-sized flying creatures, must make a strength save to successfully continue moving normally.



HALLOW*, Level 4 cleric

CT one day	R touch	Dur one year
SV none	SR see text	Comp V, S, M, DF

This spell sanctifies a large 150 foot radius area of a holy site. The caster must have religious trappings worth 1,000gp to cast the spell. The spell has four effects.

First, the entire area operates as a magic circle against evil (or good, chaos or law, as chosen by the caster). All warded creatures in the area receive a +2 bonus to armor class and saves against attacks by creatures of the selected alignment. Likewise, the spell blocks any attempt to possess or mentally control a warded creature, and prevents bodily contact by summoned or conjured creatures. The protection against contact by summoned or conjured creatures ends if a warded individual makes an attack against such a creature. Spell resistance can allow a summoned creature to overcome this protection and touch the warded creature. These effects are not cumulative with *protection from evil*.

Second, all attempts to turn undead gain a +3 bonus. Attempts to command undead suffer a -3 penalty.

Third, any dead body interred in a hallowed site cannot be turned into an undead creature.

Fourth, the character may choose to affix a single spell effect to the hallowed site. The character must cast the spell when casting hallow. The spell effect lasts for one year and functions throughout the entire consecrated site, regardless of its normal duration and area of effect. The caster may designate whether the effects apply to all creatures, or only to creatures who share the character's faith or alignment. At the end of the year, the chosen effect lapses, but it can be renewed or replaced simply by casting hallow again. Spell effects that may be tied to a hallowed site include *aid*, *bless*, *cause fear*, *detect evil* (good, chaos, law), *detect magic*, *dispel magic*, *endure elements*, *freedom of movement*, *protection from elements*, *remove fear*, *resist elements*, *silence* and *tongues*.

The reverse of this spell, *unhallow*, provides the above effects, but against good creatures. Any dead body buried in an unhallowed area, however, will rise as a zombie in 24 hours.

HALLUCINATORY TERRAIN, Level 4 wizard

CT 10 min.	R 150 ft.	D see text
SV intelligence	SR no	Comp V, S, M

The caster makes natural terrain look, sound and smell like some other sort of natural terrain. Structures, equipment and creatures within the area are not hidden or changed in appearance. The illusion persists until dispelled or disbelieved by an intelligent creature. It effects a 10 foot x 10 foot area per level of the caster.

HASTE*, Level 3 wizard

CT 1	R 50 ft.	D 1 rd./lvl.
SV constitution (h) see text	SR yes (h)	Comp V, S, M

Haste is a powerful but dangerous magic that is usually cast in times of great desperation. *Haste* affects one creature. *Haste* doubles the affected creature's movement rate and number of attacks per round. Neither spell casting nor other actions are accelerated. A creature affected by *haste* ages one year, and assumes the risk of permanent bodily damage from the strain of the spell. At the end of the spell's duration, an affected creature must make a successful constitution saving throw or lose 1 hit point permanently.

Slow is the reverse of *haste*. It reduces by 1/2 a creature's movement and number of attacks per round. A creature affected by *slow* suffers no aging or other bodily strain. *Haste* dispels and counters *slow*, and vice-versa.

HEAL*, Level 6 cleric

CT 1	R touch	D permanent
SV none	SR yes (h)	Comp V, S, DE

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This powerful curative enables the caster to wipe away disease and injury. It completely cures all hit point damage, all diseases, blindness, deafness and all temporary ability damage. It neutralizes poisons in the subject's system, so that no additional damage or effects are suffered. It nullifies a *feeblemind* spell. It cures mental disorders caused by nature, spell, or injury to the brain. *Heal* does not remove negative levels, restore permanently drained levels, or restore permanently drained ability scores. If used against an undead creature, *heal* acts as its reverse, *harm*. *Harm* drains the target of all but 4 hit points and causes disease in the subject (see *remove disease*). If used against an undead creature, *harm* acts like *heal*.

HEALING CIRCLE, Level 4 cleric

CT 1	R see below	D permanent
SV see text	SR yes (h)	Comp V, S

This spell releases waves of energy in all directions from the caster, up to a 20 foot radius sphere, curing 2d8 points of damage to all living creatures in the area of effect, including allies and enemies. The curative version of this spell deals the same damage to undead, while the reverse, *harming circle*, deals damage to living creatures. In those situations, a successful wisdom save indicates half damage. *Harming circle* heals undead creatures.

HOLD MONSTER, Level 5 wizard

CT 1	R 50 ft.	D 1 rd./lvl.
SV wisdom negates	SR yes	Comp V, S, M

This spell holds a single monster rigidly in place. It is aware and breathes normally but cannot take any physical action. It can, however, execute purely mental actions. This spell can affect any monster, be it living, undead, constructed or magical in nature.

HOLD PERSON, Level 3 wizard, 2 cleric

CT 1	R 50 ft.	D 1 rd./lvl.
SV wisdom negates	SR yes	Comp V, S, M

This spell holds a single medium-sized or less humanoid target rigidly in place. It is aware and breathes normally but cannot take any physical action. It can, however, execute purely mental actions.

HOLD PORTAL, Level 1 wizard

CT 1	R 50 ft.	D see below
SV n/a	SR n/a	Comp V, S

This spell magically bars a door, gate, window, shutter of wood, metal or stone. The magic holds the portal fast, just as if it were securely closed and normally locked. A *knock* spell or a successful *dispel magic* can negate the *hold portal*. Portals held shut by this spell can still be battered down.

HOLY AURA, Level 8 cleric

CT 1	R see below	D 1 rnd./lvl.
SV see text	SR yes (h)	Comp V, S, DF

A divine radiance surrounds all good-aligned subjects in the radius (one creature/level in a 25 foot radius), protecting them from attacks, granting them resistance to spells cast by creatures, and blinding evil creatures when they strike the subjects. The warded creatures gain a +4 bonus to armor class and saves, and a SR of 16 against evil spells and spells cast by evil creatures. The spell also blocks possession and mental influence just as protection from evil does. Finally, if an evil creature succeeds at a melee attack against a warded creature, the offending attacker is blinded unless they make an intelligence save (see *remove blindness*).

HOLY WORD*, Level 7 cleric

CT 1	R see below	D permanent
SV none	SR yes	Comp V

A powerful cleric uttering a *holy word* (good) or *unholy word* (evil) speaks with the voice of their deity. The spell instantly banishes extraplanar creatures within a 25 foot radius area to their home planes. Creatures so banished cannot return for at least 1 day. This effect takes place regardless of whether the creatures hear the holy word. Additionally, creatures in the area of effect who hear the holy word and are not good suffer the following effects:

Level or HD	Effect
12 or more	Deafened
Less than 12	Blinded, deafened
Less than 8	Paralyzed, blinded, deafened
Less than 4	Killed, paralyzed, blinded, deafened

Deafness lasts 1d4 rounds. Blindness lasts 2d4 rounds. Paralysis lasts 1d10 minutes with the subject unable to move or act in any way. Killed means that living creatures instantly die (undead are destroyed).



ICE STORM, Level 4 wizard

CT 1	R 150 ft.	D see below
SV none	SR yes	Comp V, S, M

This spell causes snow and hailstones to pound the area of effect, a 50 foot diameter cylinder that is 50 feet tall. The storm inflicts 5d6 points of damage to anything in the area. It also reduces subsequent movement in the area by half, for 1 round per caster level. The spell caster needs a small drop of water to cast the spell.

IDENTIFY, Level 1 wizard

CT 10 min.	R 5 ft.	D 1 rd./lvl.
SV none	SR no	Comp V, S, M

This spell reveals a single function of one magic item for each round it is in effect. The most basic functions are revealed first, including how to activate that function or the item, and how many charges remain. For a weapon, this will be the plus to attack and damage. If a magic item has multiple different functions that are equally basic, the Castle Keeper determines which is first identified. Multiple castings of this spell may be cast at the same time, taking 10 minutes per spell. After casting this spell, the caster becomes exhausted, and loses 1d4 points of constitution. After resting for 1 hour per each separate spell cast, constitution is returned to normal. The caster needs materials valued at 100gp to cast the spell.

IMPRISONMENT, Level 9 wizard

CT 1	R touch	D permanent
SV none	SR yes	Comp V, S

This spell requires a successful touch attack to affect the target who is then entombed, in a state of suspended animation in a small sphere, far beneath the surface of the earth. For the victim, time ceases to flow. The creature does not grow older, its body functions virtually cease and no force or effect can harm it. Most divinations will not reveal the creature but *discern location* does. The subject remains entombed unless the reverse of this spell, *freedom*, is cast where the imprisonment took place. A wish spell will not free a creature but will reveal where it is entombed. The *imprisonment* spell functions only if the target's name and some facts about its life are known.

INCENDIARY CLOUD, Level 8 wizard

CT 1	R 150 ft.	D 1 rd./2 lvl.
SV dexterity halves	SR yes	Comp V, S

This spell creates a cloud of roiling smoke shot through with white-hot embers. The smoke obscures all sight, including special visions, beyond 5 feet. A creature within 5 feet has one-half concealment; creatures farther away have total concealment. The spell effects an area 20 feet high by 30 feet and 30 feet thick.

In addition, the white-hot embers within the cloud deal 3d6 points of fire damage each round (half damage on a successful dexterity save). A moderate wind (11+ mph) disperses the smoke in 4 rounds; a strong wind (21+ mph) disperses the smoke in 1 round. The spell does not function underwater.

INSECT PLAGUE, Level 5 cleric

CT 1	R 450 ft.	D 1 tn./lvl.
SV see text	SR no	Comp V, S, DF

A horde of insects swarm forth from the spell's point of origin, in a 180 foot diameter thick cloud. The insects limit vision to 10 feet, and spellcasting within the cloud is impossible. Creatures inside the insect plague, regardless of AC, sustain 1 point of damage at the end of each round they remain within it. All creatures with 2 or fewer HD are driven from the cloud at their fastest possible speed in a random direction, and flee until they are at least 100 feet away from the insects. Creatures with 3 to 5 HD flee as well, unless they succeed at a charisma saving throw.

The horde of insects does not move from the targeted area of effect. Heavy smoke or fire drives the insects away, but single torch is ineffective against the horde. Lightning, cold, and ice are ineffective, but a strong wind (21+ mph), that covers the entire plague area, disperses the insects and ends the spell.

INSTANT SUMMONS, Level 7 wizard

CT 1 tn.	R n/a	D n/a
SV none	SR yes	Comp V, S, M

This spell allows the caster to summon a pre-prepared item from virtually any location directly to the caster's hand. The item must be a single item weighing no more than 10 pounds, and it cannot be over 6 feet in length, width, or depth unless it is the caster's personal staff. The caster places a personal mark on the item, and casts the spell on a gem worth at least 2,500 gp, which magically and invisibly inscribes the name of the item on the gem. Thereafter, the character can summon the item by speaking a special word set by the character when the spell is cast, and crushing the gem. The item appears instantly in the caster's hand. Only the original caster can use the gem in this way. If the item is in the possession of another creature, the spell does not work, but the caster immediately knows who the possessor is, and roughly where he, she, or it is located when the summons is cast. The item can be summoned from another plane, but only if no other creature has claimed ownership of it.

INVISIBILITY, Level 2 wizard

CT 1	R touch	D permanent
SV none	SR yes	Comp V, S, M

The recipient of this spell (and all of his or her gear) vanishes from all forms of natural sight, including special visions. Items dropped or put down by an invisible creature become visible; items picked up disappear if tucked into the clothing or pouches worn by the creature. Light, however, never becomes invisible, although a source of light can become so (thus, the effect is that of a light with no visible source). Any part of an item that the subject carries but that extends more than 10 feet from it becomes visible, such as a trailing rope.

The spell ends if the subject attacks any creature. For purposes of this spell, attacks include any spell that can inflict damage upon or otherwise negatively impact a creature, or any similarly targeted action undertaken with a magical item, such as a wand, ring, or scroll. Note that spells specifically affecting allies but not foes are not attacked for this purpose, even when they include foes in their area.

An eye wrapped in tar, clay or the like is the only component used for this spell.

INVISIBILITY SPHERE, Level 3 wizard

CT 1	R see below	D 1 tn./lvl.
SV none	SR yes	Comp V, S, M

All creatures (including carried gear) within 10 feet of the recipient vanish from all forms of natural sight, including special visions. Items dropped or put down by an invisible creature become visible; items picked up disappear if tucked into the clothing or pouches worn by the creature. Light, however, never becomes invisible, although a source of light can become so (thus, the effect is that of a light with no visible source). Any part of an item that the subject carries but that extends more than 10 feet from it becomes visible, such as a trailing rope.

For each subject, the invisibility ends if the subject attacks any creature. For purposes of this spell, attacks include any spell that can inflict damage upon or otherwise negatively impact a creature, or any similarly targeted action undertaken with a magical item, such as a wand, ring or scroll. Note that spells specifically affecting allies but not foes are not attacks for this purpose, even when they include foes in their area.

Those affected by this spell cannot see each other or themselves. Any affected creature moving out of the area becomes visible, but creatures moving into the area after the spell is cast do not become invisible.

An eye wrapped in tar, clay or the like is the only component used for this spell.

INVISIBILITY TO UNDEAD, Level 1 cleric

CT 1	R touch	D 10 min./lvl.
SV none	SR yes	Comp S, DF

This spell completely shields the recipient from all perception by undead creatures. Nonintelligent undead are automatically affected and act as though the warded creature is not present. Intelligent undead are entitled to an intelligence saving throw. Failure indicates that they cannot perceive the warded creature, but if intelligent undead creatures have reason to believe unseen opponents are present, it can attempt to find or strike it despite failure of the save. If a warded character attempts to turn or command undead, touches an undead, or attacks any creature (even with a spell), the spell ends.



JUMP, Level 1 wizard

CT 1	R touch	D 1 tn./lvl.
SV none	SR yes	Comp V, S, M

One recipient may make astounding leaps and bounds, launching up to 25 feet forward, or 10 feet backward or upwards, although safe landing at the end of such a magnificent jump requires a successful dexterity check. The hind leg of a cricket or other leaping animal or insect is used in the casting of this spell.



KNOCK*, Level 2 wizard

CT 1	R 50 ft.	D permanent
SV none	SR no	Comp V

This spell opens stuck or locked doors, even magically held ones. It slides bolts and lifts latches. It opens secret doors, as well as locked or trick-opening boxes or chests, and also loosens shackles or chains that have been employed to hold closures shut. Knocked doors do not re lock themselves once opened. *Knock* can not raise portcullises or similar impediments, nor can it undo or untangle knots. Each spell can undo up to two means of preventing egress through a portal. If used to open a magically locked closure, *knock* does not remove the spell but simply inhibits its functioning for 10 minutes.

Lock is the reverse of *knock*. It magically locks a single portal, chest or box, preventing it from being opened by any mundane means short of breaking or bypassing the portal itself; any magical means of opening, such as *dispel magic* or *knock* work normally. The caster can freely pass the character's own lock without affecting it.



LEGEND LORE, Level 6 wizard

CT see text	R see text	D see text
SV n/a	SR n/a	Comp V, S, M

Great deeds, events and powers are writ large in legend, and with this spell the caster can draw upon these great tales, bringing to light knowledge about a legendary person, place or thing. If the person or thing is close at hand, or if the caster is in the place in question, the casting time is only 1d4 x 10 minutes. If the caster only possesses detailed information on the person, place or thing, casting time is 1d10 days, and the resulting knowledge gleaned is less complete and specific. If the caster knows little beyond rumor, casting time is 2d6 weeks, and the resulting lore is vague and incomplete, though it may enable the caster

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to locate more detailed information. While casting this spell, the caster cannot engage in anything other than routine activities such as sleeping and eating. Casting the spell requires 250gp of powdered gems, a magic item, incense, blank parchment, ink, quills or silver pens.

When completed, the spell brings the legends, if any exist, about the individual, location or thing to the caster's mind. The tales reveal themselves as long-forgotten and sometimes cryptic memories, riddles or rhymes, regardless of whether the legends are current, long forgotten or obscure. Subjects lacking legendary importance provide no information whatsoever. As a rule of thumb, characters of 10th level and higher are legendary, as are the sorts of creatures they strive against, the major magical items they wield, and the places where they performed their great or nefarious deeds.

LESSER RESTORATION, Level 2 cleric

CT 10 min.	R touch	D permanent
SV n/a	SR yes (h)	Comp V, S, DF

The strength-sapping touch of the ray of enfeeblement, the fiendish attacks of certain foul creatures and the insidious effects of some poisons may sap a character's attributes, reducing strength, inhibiting constitution and so on. Lesser restoration completely dispels any magical effects that have reduced the character's attribute scores, but cannot reverse permanent attribute drain.

LEVITATE, Level 2 wizard

CT 1	R personal/ 50 ft.	D 10 min./lvl.
SV intelligence negates	SR yes (h)	Comp V, S, F

Levitate allows the caster to float up or down through the air at a luxurious pace, moving no more than 20 feet up or down per round. Alternatively, the caster may levitate another creature or object weighing no more than 100 lbs. per level, although an unwilling creature is entitled to a saving throw. Levitation does not enable horizontal movement, although a levitating character could clamber along the face of a cliff or push against a ceiling to move laterally (generally at half base speed). The caster needs a slender gold wire worth 5gp to cast the spell.

LIGHT, all

CT 1	R 150 ft.	D 10 min./lvl.
SV none	SR no	Comp V, F

This spell causes an object to shed light, clearly illuminating the area around it as much as a torch, albeit with clear, white light. Although the effect is immobile, it can be cast on a movable object. Light taken into an area of magical darkness does not function. The caster needs a piece of clear quartz crystal, natural, cut or polished worth 5gp.

LIGHTNING BOLT, Level 3 wizard

CT 1	R see below	D instant
SV dexterity half	SR yes	Comp V, S, M

The caster unleashes a blinding arc of forking electricity that deals 1d6 points of damage per caster level. The caster channels the electricity through a small iron rod (1sp) that has been left out in a thunderstorm. The bolt is 10 feet wide x 50 feet long or 5 feet wide x 100 feet long. The bolt erupts from the caster's fingertips, staff, rod or wand. It strikes creatures and objects along its sinuous path and even a couple of feet to either side, igniting combustibles, sundering wooden doors and melting metals with a low melting point, such as lead, gold, copper, silver or bronze.

If the damage caused to an interposing barrier shatters or breaks through it, the bolt continues beyond the barrier to the extent of its range. If the bolt does not break through or is deflected, it rebounds toward the caster up the full length of the bolt or until it strikes another barrier and rebounds again.

LIMITED WISH, Level 7 wizard

CT 1	R n/a	D see below
SV see text	SR see text	Comp V.

Though the scope of the wish granted by this potent spell may be limited, much can be accomplished by the imaginative caster within its strict bounds. This spell may duplicate the effects of any wizard spell of 6th level or lower, any illusionist spell of 5th level or lower or any cleric or druid spell of 4th level

or lower. It may also grant other effects in line with the power of such spells, although any effects must be approved by the Castle Keeper. The caster must be cautious in phrasing the spell though, for the desires of the greedy often end in disaster, and the spell is very literal in its fulfilment of the caster's wish. Duplicated spells allow saving throws and spell resistance as normal.

LOCATE CREATURE, Level 4 wizard

CT 1	R 450 ft.	D 10 min./lvl
SV n/a	SR n/a	Comp V, S, F

Using this spell, the caster may locate the nearest creature of a known type that they have encountered before (such as a human or unicorn), or a specific individual creature whom the caster has met, provided it is within range. The caster must possess part of the creature type sought (such as a goblin's tooth), or part or all of an item, garment, or part of an individual creature sought (such as a lock of hair, a strip of cloth from an individual's cloak, etc. in order to use the spell. The caster slowly turns on the spot after casting the spell, attempting to sense the direction of the creature. The spell locates the nearest creature of a given type if more than one such creature is within range. Running water blocks the spell, and it can be fooled by *mislead*, *nondetection*, and *polymorph* spells. It cannot detect objects.

LOCATE OBJECT*, Level 2 wizard, 3 cleric

CT 1	R 450 ft.	D 10 min./lvl.
SV n/a	SR n/a	Comp V, S, E, DF

With this spell, the caster need never fear misplacing his tower key again, for it enables the caster to sense the direction of a well-known or clearly visualized object, including apparel, jewelry, furniture, tools, weapons or even such mundane implements as a ladder. All the caster needs is a small 2gp glass lens or opaque crystal. The spell may be used to search for general items such as a stairway, a sword or a jewel, in which case the spell locates the nearest such object within its range, or the spell may be used to find a specific item, such as a particular piece of jewelry. A unique object (such as Gideon Thorne's gold-plated quill) may not be located unless the caster has observed that particular item first-hand. The spell is blocked by lead, fooled by polymorphing, and cannot detect creatures.

Obscure object, the reverse of this spell, may be cast on an object, thereby preventing it from being located by spells of this type, or by divinatory means such as scrying, for the duration of the spell.



MAGE HAND, Level 0 wizard

CT 1	R 25 ft.	D concentration
SV none	SR yes	Comp V, S

The caster points a finger at an object of 5 pounds or less, and can then lift and move it at will from a distance. The caster can move the object up to 15 feet in any direction in a round, though the spell ends if the distance between the caster and the object ever exceeds the spell's range.

MAGIC CIRCLE (against chaos, evil, good or law), Level 3 cleric, 3 wizard

CT 1	R creature touched	D 3 rd./lvl.
SV none	SR no (see text)	Comp V, S, M/DF

This spell creates a magical barrier around the subject, to a distance of 10 feet, that offers protection against one axis of alignment (evil, good, chaos, or law) which is decided at the time of casting. Only one such protective spell can be in effect in one place at the same time, even if each protects against a different alignment.

The barrier moves with the subject and grants a +2 bonus to armor class and saving throws against creatures of the chosen alignment. The spell prevents bodily contact by summoned or conjured creatures of any alignment: the melee attacks of such creatures fail and the creatures recoil from the protective magic. The protection against contact by summoned or conjured creatures ends if the warded creature makes an attack against, or tries to force the barrier against, the blocked creature. Spell resistance can allow a summoned or conjured creature to overcome this protection and touch the warded creature.

The magical circle also blocks any attempt to possess or exercise mental control over the warded creature by foes of any alignment. The protection does not prevent a spell that gains mental control, but it prevents the caster of such a spell from mentally commanding the protected creature. If the protection ends before the mental control does, the enemy caster would then be able to exercise such mental control of the creature. Likewise, the barrier keeps out a possessing life force but does not expel one if it is in place before the spell is cast.

This spell has a special function that the character may choose when casting the spell. A magic circle can be focused inward rather than outward. In this case, it serves as an immobile, temporary magical prison for a summoned creature. The creature cannot cross the circle's boundaries. The caster must beat a creature's SR in order to keep it at bay, but the bonuses and the protection from mental control apply regardless of an enemy's SR. If a creature is too large to fit into the spell's area, the spell succeeds but for that creature only.

MAGIC JAR, Level 5 wizard

CT 1	R 150 ft.	D 1 tn./lvl.
SV charisma save negates	SR yes	Comp V, S, M

By casting magic jar, the caster places their own soul into a gem (which must be of at least 1000gp in value) or large crystal (known as the magic jar), leaving the caster's own body lifeless. The caster may then attempt to take control of a nearby body, forcing the target's soul into the magic jar. Then the caster can attempt to take control of a nearby body, forcing its soul into the magic jar. While in the magic jar, the caster can sense and attack any life force within 10 feet per caster level (on the same plane). The caster, however, cannot determine the exact creature types or positions of these creatures. In a group of life forces, the caster can sense a difference of four or more HD and can determine whether a life force is positive or negative energy. Attempting to possess a body is an attack, and it is blocked by protection from evil or a similar ward. The caster possesses the body and forces the creature's soul into the magic jar unless the subject succeeds at a charisma save. Failure to take over the host leaves the caster's life force in the magic jar, and the target automatically succeeds at further saving throws if the caster attempts to possess its body again.

If successful, the caster's life force occupies the host body, and the host's life force is imprisoned in the magic jar. The caster keeps his or her intelligence, wisdom, charisma, level, class, base attack bonus, prime attributes, alignment, and mental abilities while the host body retains its strength, dexterity, constitution, hit points, natural abilities and extraordinary abilities such as water breathing or regeneration. A body with extra limbs does not allow the caster to make more attacks (or more advantageous two-weapon attacks) than normal. The caster can't choose to activate the body's extraordinary or supernatural abilities. The creature's spells and spell-like abilities do not stay with the body.

The caster may move back to the jar, returning the trapped soul to its body, at any time; and may thereafter attempt to possess another body. The spell ends when the caster chooses to return to the caster's own body (leaving the receptacle empty).

To cast the spell, the magic jar must be within spell range. When the caster's soul transfers to the jar, the caster's original body is, as near as anyone can tell, dead.

If the host body is slain, the caster returns to the magic jar, if within range, and the life force of the host departs (that is, it is dead). If the host body is slain beyond the range of the spell, both the caster and the host die. Any life force with nowhere to go is treated as slain.

If the spell ends while the caster is in the magic jar, the caster returns to the caster's body (or dies if the caster's body is out of range or destroyed). If the spell ends while the caster is in a host, the caster returns to the caster's body (or dies, if it is out of range of the caster's current position), and the soul in the magic jar returns to its body (or dies if it is out of range). Destroying the receptacle ends the spell. A magic jar may also be dispelled by casting a *dispel magic* (or greater) spell on either the receptacle or the host.

MAGIC MISSILE, Level 1 wizard

CT 1	R 150 ft.	D n/a
SV none	SR yes	Comp V, S

A missile of magical energy flies from the caster's hand and unerringly strikes its target. The missile deals 1d4+1 points of damage. As long as the caster can see the target and all the targets are in a 25 foot diameter area, the missile will hit. Specific parts of a creature cannot be singled out.

For every two levels of experience past first level, the caster gains an additional missile. The caster has two at 3rd level, three at 5th level, four at 7th level, and so on. If the caster shoots multiple missiles, the caster can have them strike a single creature or several different creatures. The caster must designate targets before rolling for damage or SR.

MAGIC MOUTH, Level 2 wizard

CT 1	R touch	D permanent
SV n/a	SR yes (object)	Comp V, S

This spell imbues an object with an enchanted mouth that appears and speaks its message when a specified event occurs. The message, which must be twenty-five or fewer words long, can be in any language known by the caster. The mouth cannot cast spells.

The spell activates when specific conditions set by the caster are fulfilled. Commands can be as general or as detailed as desired, although only visual and audible triggers can be used. The spell reacts to what appears to be real: disguises and illusions can fool it. Normal darkness does not defeat a visual trigger, but magical darkness or invisibility does. Silent movement or magical silence defeats audible triggers. Audible triggers can be keyed to general types of noises or to a specific noise or spoken word. Note that actions can serve as triggers if they are visible or audible. A magic mouth cannot distinguish invisible creatures, alignments, level, HD or class (except by external garb). The range limit of a trigger is 5 feet per caster level.

MASS CHARM, Level 8 wizard

CT 1	R 50 ft.	D 1 day/lvl.
SV charisma negates	SR yes	Comp V, S

This charm affects a number of creatures whose combined HD do not exceed twice the caster's level (a minimum of one creature regardless of HD) and are located within a 50 x 50 foot area. If there are more potential targets than the caster can affect, the caster chooses them one at a time until reaching a creature whose HD bring the total above the spell's maximum.

The targets regard the caster as a trusted friend and ally. If the creatures are currently being threatened or attacked by the caster or the caster's allies, they receive a +5 bonus on their saving throw. The spell does not enable the caster to control the charmed creatures like automatons, but the subjects perceive the caster's words and actions in the most favorable way. The caster can try to give a subject orders, but must succeed at a charisma check to convince the subject to do anything it wouldn't ordinarily do. Any act by the caster or the caster's apparent allies that threatens the charmed creature breaks the spell. Note also that the caster must speak the creature's language to communicate commands.

MASS HEAL*, Level 8 cleric

CT 1	R 25 ft.	D n/a
SV none	SR yes (h)	Comp V, S, DF

This powerful curative enables the caster to wipe away disease and injury in several creatures within a 25 square foot area. It completely cures all hit point damage, all diseases, blindness, deafness and all temporary ability damage. It neutralizes poisons in a subject's system, so that no additional damage or effects are suffered. It nullifies a *feblemind* spell. It cures mental disorders caused by nature, spell or injury to the brain. Mass heal does not restore permanently drained levels, or restore permanently drained ability scores. If used against an undead creature, *mass heal* acts like its reverse, *mass harm*. *Mass harm* drains the targets of all but 4 hit points and causes disease (see *remove disease*). If used against an undead creature, *mass harm* acts like *mass heal*.

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MASS INVISIBILITY, Level 7 wizard,

CT 1	R 50 ft.	D n/a
SV Int negates (h)	SR yes (h)	Comp V, S, M

The group of creatures targeted vanish from sight, even from special forms of vision. If the recipients are carrying gear, the gear vanishes too. Individuals in the group cannot see each other, unless they can normally see invisible things or employ magic to do so. Items dropped or put down by an invisible creature become visible; items picked up disappear if tucked into the clothing or pouches worn by the creature. Light, however, never becomes invisible, although a source of light can become so (thus, the effect is that of a light with no visible source). Any part of an item that the subject carries but that extends more than 10 feet from it becomes visible, such as a trailing rope.

The subjects are not magically silenced, and certain other conditions can render the recipients detectable (such as stepping in a puddle). The spell ends if anyone in the group attacks any creature, including casting a spell targeting a foe or whose area or effect includes a foe. Actions directed at unintended objects do not break the spell. Causing harm indirectly is not an attack. If the subject attacks directly it becomes visible immediately along with all its gear. Note that spells specifically affecting allies but not foes are not attacks for this purpose, even when they include foes in their area.

The spell is broken for any individual who moves more than 180 feet from the nearest member of the group. (If only two individuals are affected, the one moving away from the other one loses its invisibility. If both are moving away from each other, they both become visible when the distance between them exceeds 80 feet.)

MASS SUGGESTION, Level 6 wizard,

CT 1	R 50 ft.	D 1 hr./vl.
SV charisma negates	SR yes	Comp V, M

The spell is the same as *suggestion* except that this spell can affect more creatures. The caster influences the actions of the creatures by suggesting a course of activity (limited to a sentence or two). The number of creatures affected is equal to one per level of the caster and all must be within a 25 foot area. The suggestion must be worded in such a manner as to make the activity sound reasonable. The victim must understand the language of the caster making the suggestion. Any attempt to suggest an act that would be harmful to the victim or something severely at odds with their behavior will allow the affected creature to automatically break the enchantment. The Castle Keeper is free to factor in penalties to the victim's saving throw for quite reasonable suggestions as well as give the target bonuses to their saves for unreasonable or harmful suggestions.

The suggested course of activity can continue for the entire duration. If the suggested activity can be completed in a shorter time, the spell ends when the subject finishes what he was asked to do. The caster can instead specify conditions that will trigger a special activity during the duration. If the condition is not met before the spell expires, the activity is not performed. A small piece of wool is needed to cast the spell.

MAZE, Level 8 wizard,

CT 1	R 25 ft.	D see text
SV none	SR yes	Comp V, S

The caster conjures up an extradimensional labyrinth, and the subject vanishes into it. The subject's intelligence score determines the time it takes to find a way out of the maze: under 3 takes 2d4 days; 3-5 takes 1d4 days; 6-8 takes 5d4 hours; 9-12 takes 4d4 turns; 13-15 takes 3d4 rounds; 16-17 takes 2d4 rounds; 18 takes 1d4 rounds.

If the subject doesn't attempt to escape, the maze disappears in 10 minutes, forcing the subject to leave. On leaving the maze, the subject reappears in the spot it had been in when the maze spell was cast. If this spot is filled with a solid object, the subject appears nearby. Spells and abilities that move a creature within a plane do not help a creature escape a maze spell, although the character can escape by using spells to a different plane. Minotaurs and the like are not affected by this spell.

MENDING, Level 0 wizard

CT 1	R 25 ft.	D n/a
SV n/a	SP n/a	Comp V, S

This spell repairs small breaks or tears in objects of no more than 5 pounds in weight. In metallic objects, it will weld a broken ring, a chain link, a medallion or a slender dagger, providing but one break exists. Ceramic or wooden objects with multiple breaks can be invisibly rejoined to be as strong as new. A hole in a leather sack or wineskin is completely fixed over by mending. The spell cannot repair a magic item.

MESSAGE, Level 0 wizard

CT 1	R 450 ft.	D 1 rd./vl.
SV n/a	SR n/a	Comp V, S

The caster can whisper messages and receive a reply with little chance of being overheard. The caster points a finger at one creature to be included in the spell effect and must mouth the words and whisper, possibly allowing the opportunity to read lips. Magical silence blocks the spell, but otherwise, as long as the caster can see the targeted creature, the message is heard. The creature who receives the message can whisper a reply that the caster hears. The spell doesn't transcend language barriers.

METEOR SWARM, Level 9 wizard

CT 1	R 450 ft.	D instant
SV see text	SR yes	Comp V, S.

Meteor like fireballs, spewing sparks and leaving a fiery trail, streak in a straight line from the caster toward a chosen spot. The caster may choose either four large spheres (2 foot diameter) or eight small spheres (1 foot diameter). Any creature in the straight line path of these spheres takes 9d6 points of fire damage with no save allowed. The large spheres follow a path 10 feet wide, and the small spheres follow a path 5 feet wide.

If the spheres reach their destination, each bursts in a spread. Each spread indicated below creates overlapping areas of effect, and creatures in an overlap area must save against each sphere separately or suffer damage. A successful dexterity save reduces damage by half for the burst damage indicated below.

The four large spheres explode with their points of origin forming a diamond or box pattern around the spell's target designated upon casting. Each large sphere has a 30-foot-diameter spread, and each blast is 20 feet apart along the sides of the pattern, creating overlapping areas of the spell's effect and exposing the center to all four blasts. Each sphere deals 1d4 x 10 fire damage.

The smaller spheres have a 15 foot diameter spread, and each deals 1d4 x 5 fire damage. They explode with their target forming a pattern around the spell's central point of origin (which the wizard designated upon casting) of a box within a diamond or vice versa, with each of the outer sides measuring 20 feet long. The center has four areas of overlapping effect, and numerous peripheral areas have two or three overlapping areas of the spell's effect.

MIND BLANK, Level 9 cleric, 8 wizard

CT 1	R 25 ft.	D 1 day
SV charisma negates (h)	SR yes (h)	Comp V, S.

The subject is protected from all devices and spells that detect, influence, or read emotions or thoughts, and is immune against all mind-affecting spells and effects as well as information gathering by divination spells or effects. *Mind blank* even foils *limited wish* and *wish*, when they are used in such a way as to affect a subject's mind or to gain information about him. In the case of scrying that scans an area the spells' subject is in, the spell works but the spell's subject simply isn't detected. Scrying attempts targeted specifically at the subject do not work at all.

MINOR GLOBE OF INVULNERABILITY, Level 4 wizard

CT 1	R personal	D 1 rd./vl.
SV none	SR no	Comp V, S, M

When this spell is cast, a faintly shimmering 10 foot diameter sphere of arcane energy surrounds and is centered on the caster. The globe acts as an impenetrable field against any 1st, 2nd, or 3rd level spell, spell-like ability or spell-like effect, even if the globe is located within the areas affected by such spells. Spells and effects targeting or encompassing the globe are not dispelled, but wash harmlessly against and over it. Anyone in the globe, however, may

cast spells in, through or outside of the globe. Spells of 4th level and higher are not affected by the globe itself, but can be brought down by *dispel magic*. The globe moves with the caster. The material component is a small clear 1gp bead or sphere.

MIRROR IMAGE, Level 3 wizard

CT 1	R see below	D 3 rd./lvl.
SV none	SR no	Comp V, S

Illusory duplicates of the caster pop into being and mimic the caster's actions, making it difficult for enemies to know which target to attack. The spell creates 1d4+1 images. The images stay near the caster and disappear when struck. The images remain in a cluster or form a line, each within 5 feet of at least one other figment or the caster. Observers can't use vision or hearing to tell which one is the caster and which the image. Enemies attempting to attack the caster or cast spells at the caster must select from among indistinguishable targets. Generally, roll randomly to see whether the selected target is real or a figment. Any successful attack roll against a figment destroys it. A figment's armor class is equal to the caster's. An attacker must be able to see the images to be fooled.

MNEMONIC ENHANCER, Level 4 wizard

CT 10 min.	R n/a	D see below
SV n/a	SR n/a	Comp V, S, M, F

The caster prepares or retains additional spells. The additional spell or spells prepared or retained fade after 24 hours (if not cast). The caster requires a 50gp item that has a flat surface, such as a mirror, and a special ink worth 50gp. There are two versions of the spell.

Prepare: The caster prepares up to three additional levels of spells. A 0 level spell counts as one-half level for these purposes. The character prepares and casts these spells normally.

Retain: The caster retains any spell up to 3rd level that the caster had cast up to 1 day before casting the mnemonic enhancer. This version restores the previously cast spell to the caster's mind.

MOVE EARTH, Level 6 wizard

CT see text	R 450 ft.	
SV none	SR no	Comp V, S, M

This spell moves dirt, possibly collapsing embankments, moving hillocks, shifting dunes, etc. Rock formations cannot be collapsed or moved. The area to be affected determines the casting time. For every 10 foot x 10 foot area, casting takes 3 minutes. The maximum area, 800 feet by 800 feet, takes 4 hours to move. The earth moved cannot exceed 10 feet. Casting the spell requires a handful of earth and a wand, rod or staff.

This spell does not violently break the surface of the ground. Instead, it creates wavelike crests and troughs, the earth reacting with glacier-like fluidity until the desired result is achieved. Trees, structures, rock formations and such are mostly unaffected except for changes in elevation and relative topography. The spell cannot be used for tunnelling and is generally too slow to trap or bury creatures. Its primary use is for digging or filling moats or for adjusting terrain contours before a battle.



NEUTRALIZE POISON, Level 4 cleric

CT 1	R touch	D permanent
SV constitution negates (h)	SR yes (h)	Comp V, S, DF

The caster detoxifies any sort of venom in one creature or in one object touched. A poisoned creature suffers no additional damage or effects from the poison, and any temporary effects are ended. But the spell does not reverse effects the poison may have already inflicted, such as hit point damage, temporary ability damage, or effects that don't go away on their own.

This spell also neutralizes the poison in a poisonous creature or object. A poisonous creature replenishes its poison at its normal rate.

NONDETECTION, Level 3 wizard

CT 1	R 25 ft.	D 1 hr./lvl.
SV see text	SR yes (h)	Comp V, S, M

The warded creature or item becomes difficult to detect by a divination spell or device. If a divination is attempted against the warded creature or item, the caster of the divination must make a wisdom saving throw, with the challenge level being equal to the level of the spellcaster who cast *nondetection*. If cast on a creature, *nondetection* wards the creature's gear as well as the creature itself. *Nondetection* can only be cast on one creature or item and requires a reflective device worth at least 50gp to cast.



OPEN/ CLOSE, Level 0 wizard

CT 1	R 25 ft.	D n/a
SV n/a	SR n/a	Comp V, S

The caster can open or close a normal latched door, chest, box, window, bag, pouch, bottle, or other container. If anything resists this activity the spell fails. The spell can only open and close things that are of standard weight.



PASSWALL, Level 5 wizard

CT 1	R 50 ft.	D 1 hr./lvl.
SV n/a	SR n/a	Comp V, S, M

The caster creates a temporary passage through a wall that is 5 feet wide, 8 feet tall and 10 feet deep. Several passwall spells can form a continuing passage to breach very thick walls, when one spell is insufficient. When *passwall* ends, creatures within the passage are ejected to the nearest corridor or other exit. The material component for this spell is a ball of hardened candle wax which the caster pierces at the time of casting.

PERMANENCY, Level 5 wizard

CT 2 + spell made permanent	R n/a	D permanent
SV none	SR no	Comp V, S

This powerful spell makes certain other spells permanent, assuming that the caster has attained a required level of experience and is otherwise able to cast the spell to be made permanent. Making spells permanent results in the temporary loss of 1 point of constitution for 1 month, with the caster needing to make a constitution saving throw to prevent the loss from remaining permanent.

The caster can make any of these spells permanent in regard to the character's person: *comprehend languages*, *detect magic*, *detect poison*, *endure elements*, *protection from arrows*, *read magic*, *see invisibility*, *tongues*, and *water breathing*. This application of permanency can be dispelled only by a caster of greater level than the caster was when he or she cast the spell.

In addition to personal use, permanency can be used to make the following spells permanent on the caster, another creature, an object, or an area (as appropriate): *alarm*, *confusion*, *dancing lights*, *enlarge*, *ghost sound*, *gust of wind*, *invisibility*, *magic mouth*, *phase door*, *prismatic sphere*, *scare*, *stinking cloud*, *symbol*, *teleportation circle*, *wall of fire*, *wall of force*, and *web*. Spells cast on other creatures, objects or locations (not on the caster) are vulnerable to *dispel magic* as normal.

The Castle Keeper may allow other selected spells to be made permanent, based on an appropriate amount of time and money spent researching this application of a given spell. If the Castle Keeper has already determined that the application is not possible, the research automatically fails.

PHASE DOOR, Level 7 wizard

CT 1	R touch	D one use/ 2 lvls.
SV n/a	SR n/a	Comp V

The spell creates an ethereal passage and space through a wall that only the caster can see and use. The caster disappears when entering the phase door and appears again upon exiting. The caster can enter the passage once for

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every two levels of experience, and it is permanent until the caster has done so. The caster may take additional creatures through the door, but each one counts as one use of the spell. The door does not allow light, sound or spell effects through it, nor can the caster see through it without exiting or entering it. Gems of true seeing and similar magic reveal the presence of a phase door but do not allow its use. A phase door is subject to *dispel magic*. Anyone inside a phase door when it is dispelled is killed instantly. The area of effect for this spell is a 5 x 8 x 10 feet.

PLANE SHIFT, Level 5 cleric

CT 1	R touch	D n/a
SV see text	SR yes (h)	Comp V, S, DF

The caster and others (up to 8 creatures) are transported to another plane of existence or alternate dimension. If several willing persons link hands in a circle, up to eight creatures, including the caster, can be affected by the spell. The spell transports the creatures to the designated plane or dimension only. The subject of the spell must creatures need to find other means to travel back to the originating plane. Unwilling recipients of the plane shift can resist the effect with a successful wisdom save. The Castle Keeper determines whether the caster reaches a specific destination and all other matter related to the travel and arrival on the other plane.

POLYMORPH ANY OBJECT, Level 8 wizard

CT 1	R 50 ft.	D see text
SV wisdom save negates	SR yes (h)	Comp V, S, M

While this spell can operate as a more powerful version of *polymorph other*, it is not restricted to transforming creatures. Objects and creatures targeted by this spell can be transformed into any other creature or object the caster desires. For example, this spell could be used to change a needle into a sword, a beetle into a dragon, a chair into a dwarf or a kobold into a horseshoe. The duration of the spell is determined by the degree of change enacted. This spell cannot be used to create magic items.

An unwilling living target is entitled to a wisdom saving throw to resist the effects of the spell. If the form assumed is inanimate, creatures are placed in a state of suspended animation until either the spell expires or until *dispel magic* is cast.

A living creature polymorphed into the form of another living creature risks assuming the consciousness of the new form as detailed in *polymorph other*, and the other details of that spell apply as well. Use of the spell in that manner has a permanent duration, unless the size changed into is more than double the creature's normal height. If more than double, the spell lasts 12 hours. Upon changing, the creature regains 1d4 hit points. If slain, the creature reverts to his or her original form, but remains dead.

The change is permanent for inanimate objects changed into other inanimate objects as long as the general size and volume remains the same or less. Changing an object into a larger size results in the spell lasting 12 hours.

Changing a creature into an object, or vice-versa, results in the spell lasting 1d4 hours if the size and volume remains the same or less. Changing creatures into larger sizes results in the spell lasting only 1d4 x 10 minutes.

This spell can also be used to duplicate the effects of *polymorph other*, *transmute flesh and stone*, *transmute mud and rock*, and *transmute metal and wood*. The material components of this spell are butterfly wings and a bit of clay.

POLYMORPH Self/ Other, Level 4 wizard

CT 1	R n/a	D 10min./lvl.
SV n/a	SR n/a	Comp V

The caster takes the form of another creature. The new form can range in size from as small as a hummingbird to a size up to twice the caster's normal height. A polymorphed character can be changed into a member of his or her own species. The caster can change his or her form as often as desired during the spell's duration. Each transformation takes one round.

The polymorphed caster acquires the physical and natural abilities of the new form while retaining his or her own mental abilities and limitations. Physical and natural abilities include the natural size, armor class, natural weapon attack types and damage and similar physical qualities such as mundane movement capabilities (like flying or swimming), and vision capabilities. Physical and

natural abilities do not include magical flight and other magical forms of travel, spell-like abilities, supernatural abilities or other extraordinary abilities.

Moreover, a caster does not gain the ability to make more attacks than is normal for the character just because the creature type transformed and naturally has extra limbs, wings, or a tail. For example, a caster capable of one attack per round might polymorph into a lion. A lion can make three attacks per round – bite, and two claws. The caster polymorphed into a lion, however, may make only one attack although the caster may choose either a bite or a claw attack. If the attack succeeds, the damage inflicted is normal for a lion.

The caster can freely designate the new form's minor physical qualities such as hair color, hair texture and skin color within the normal ranges for a creature of that type. The new form's significant physical qualities such as height, weight and gender are also under the caster's control, but must fall within the norms for the new form's species.

Unlike physical abilities, the caster retains his own mental abilities, prime attribute designations when applicable to the new form, level and class, hit points, alignment and class to hit bonus. If the new form possesses strength, dexterity and/ or constitution attributes, the new scores are applied and thus may affect attack bonuses and attribute checks. The character retains his or her own type, extraordinary abilities, spells and spell-like abilities. A character that can cast spells needs a humanlike voice for verbal components and humanlike hands for somatic components.

When the polymorph occurs, the caster's equipment, if any, transforms to match the new form. If the new form is a creature that does not use equipment, the equipment melds into the new form and becomes nonfunctional. Components and foci melded in this way cannot be used to cast spells. If the new form uses equipment, the caster's equipment changes to match the new form and retains its properties. Incorporeal and gaseous forms cannot be assumed.

Upon changing back to his original form, the caster regains 1d4 hit points. If slain, the character reverts to his or her original form, but remains dead.

Common sense must be applied when a polymorph spell comes into play. The above description adequately will address most uses of the polymorph spell. In those other unique instances, the Castle Keeper should utilize the above as a guideline for issuing rulings on the spell's effect to the players.

Polymorph Other, Level 4 wizard

CT 1	R 50 ft.	D permanent
SV wisdom negates (h)	SR yes	Comp V, S, M

The caster causes another creature to assume the body, abilities and potentially the consciousness of another form of another creature. An unwilling target gets a wisdom save to resist the spell. Additionally, a creature polymorphed into the form of another risks assuming the consciousness of the new form. For every 12 hours spent in the new form, the creature must succeed at a wisdom save or become a member of the species in question in both form and consciousness, forgetting everything associated with the prior form, including friends, family, experiences and training. If the magic is dispelled, the target regains its former memories and personality.

In all other regards, this spell acts like *polymorph self*. Size can be no larger than twice the creature's normal height. The caster retains control over minor physical qualities and significant physical qualities. Upon changing back to an original form, the polymorphed creature regains 1d4 hit points. If slain, the creature reverts to his or her original form, but remains dead. The material components of this spell are butterfly wings.

POWER WORD BLIND, Level 8 wizard

CT 1	R 50 ft.	D see text
SV none	SR yes	Comp V

This one-word spell unleashes a torrent of power that blinds one or more creatures within the area of effect to a maximum of 100 HD. It affects creatures with the lowest hit point totals first, one at a time until the next target would put the spell over the limit of 100. Creatures with over 100 hit points are not affected. The duration of the spell depends on the total hit points of affected creatures. A creature with up to 50 hit points is blinded for 1d4 minutes, while a creature with 51 to 100 hit points is blinded for 1d4+1 rounds. The area of effect for this spell is 25 x 25 feet.

POWER WORD KILL, Level 9 wizard

CT 1	R 50 ft.	D n/a
Sv none	SR yes	Comp V

This one-word spell can blast the life out of either a single creature or a group of creatures within the area of effect. The caster must decide whether to target an individual creature or a group before the spell is cast. If targeted at a single creature, that creature dies if it has 70 or fewer hit points. If cast as an area spell effect, it kills all creatures in the area of effect that have 15 or fewer hit points, up to a total of 140 hit points of such creatures. The spell affects creatures with the lowest hit point totals first, until the next creature would put the total over the limit of 130. The area of effect for this spell is 25 x 25 feet.

POWER WORD STUN, Level 7 wizard

CT 1	R 50 ft.	D see text
SV none	SR yes	Comp V

This one-word spell stuns one creature of the caster's choice, regardless of whether the creature can hear the word or not. A creature with 40 or fewer hit points remains stunned for 4d4 rounds; one with 41 to 80 hit points is stunned for 2d4 rounds; one with 81 to 120 hit points is stunned for 1d4 rounds; and a creature with 121 hit points or more is not affected. A stunned creature cannot act for the duration of the spell. The area of effect for this spell is 25 x 25 feet.

PRAYER, Level 3 cleric

CT 1	R see below	Dur 1 rd./lvl.
SV none	SR yes	Comp V, S, DF

The caster and the caster's allies gain a +1 bonus on attack rolls, weapon damage rolls and saving throws while their foes suffer a -1 penalty on such rolls. The area of effect for this spell is 50 feet. Everyone in this area is effected.

PRESTIDIGITATION, Level 0 wizard

CT 1	R 10 ft.	D 1 tn./lvl.
SV n/a	SR yes	Comp V, S

The rudimentary *prestidigitation* spell is a building block for arcane study, and enables the caster to perform a variety of simple magical effects. This spell can clean, soil, or alter the color of items in a 1-foot cube. It can chill, warm or flavor 1 pound of non living material. It can move up to 1 pound of matter. It can create effects like a puff of smoke, very minor illusions, sound effects or temporary change in color. This spell can never inflict damage or disrupt the casting of other spellcasters. *Prestidigitation* lacks the power to duplicate any other spell effects. Any actual change to an object (beyond just moving, cleaning or soiling it) persists for only 1 hour.

PRISMATIC SPHERE, Level 9 wizard

CT 1	R n/a	D 10 min./lvl.
SV see text	SR see text	Comp V

This powerful spell conjures up an immobile, opaque globe of shimmering, multicolored light that surrounds and protects the caster from all forms of attack. The sphere flashes in seven colors, each of which has a distinct power and purpose. The caster can pass in and out of the sphere without harm. Typically, only the upper hemisphere of the globe is seen because the caster is at the center of the sphere, so the lower half is beneath ground level.

The sphere blocks any attempt to project something through it, including spells. Other creatures, who may attempt to attack the caster through the sphere or pass through it, suffer the effects of each color, one at a time.

Any creature with fewer than 8 HD within 20 feet of the sphere that gazes directly upon it is blinded for 2d4 minutes by the colors. The accompanying table shows the seven colors of the sphere, the order in which they appear, their effects on creatures trying to attack the caster or pass through the sphere and the magic needed to negate each color.

The sphere can be destroyed, color by color, in consecutive order, by various magical effects; however, the first must be brought down before the second can be affected, and so on. A rod of cancellation or a *disjunction* spell destroys a prismatic sphere, but *dispel magic* can only work against the violet globe. Spell resistance is effective against a prismatic sphere, but the check must be repeated for each color present. The area of effect for this spell is a 20 foot diameter sphere.

Order	Color	Effects of Globe	Negated by
1st	Red	Stops nonmagical ranged weapons; causes 10 HP damage	Cone of Cold
2nd	Orange	Stops magical ranged weapons; causes 20 HP damage	Gust of Wind
3rd	Yellow	Stops poisons, gasses, and petrification; causes 40 HP damage	Disintegrate
4th	Green	Stops breath weapons; Con save vs. Poison or die	Passwall
5th	Blue	Stops divination and mental attacks; Wis save or turn to stone	Magic Missile
6th	Indigo	Stops all spells; Wis save or become insane	Continual Flame
7th	Violet	Energy field; Int save or banished to another plane	Dispel Magic

PROJECT IMAGE, Level 6 wizard

CT 1	R 50 ft.	D 1 rd./lvl.
SV n/a	SR no	Comp V, S, M

Upon casting this spell, the caster weaves a shadow duplicate of himself. The image is intangible, but looks, sounds and smells like the caster. The shadow mimics the caster's actions (including speech) unless the caster concentrates on making the duplicate act differently. The caster can use the duplicate's senses, and during the caster's turn in a round, the caster can switch from seeing through its eyes to seeing normally, or back again. Any spell the caster casts originates from the shadow instead of from the caster. The caster must maintain a line of sight to the shadow at all times. If the caster's line of sight is obstructed, the spell ends. The material component of this spell is a doll crudely resembling the caster.

PROTECTION FROM ARROWS, Level 2 wizard

CT 1	R touch	D 10 min./lvl.
SV none	SR yes	Comp V, S, F

This spell shields the recipient against attacks from normal missiles and ranged weapons for the duration of the spell. This protection also shields the recipient from one attack by a large missile such as a catapult or hurled boulder, though such a powerful attack causes the magic of the spell to be consumed after the first deflected strike. The material component of this spell is a pendant shaped like a shield.

PROTECTION Chaos, Evil, Good, Law, Level 1 cleric, 1 wizard

CT 1	R touch	D 3 rd./lvl.
SV none	SR no (see text)	Comp V, S, M/DF

This spell creates a magical barrier around the subject at a distance of 1 foot offering protection against one axis of alignment; evil, good, chaos, or law. Only one protection spell can be in effect at a time, even if each would protect against a different alignment.

The barrier moves with the subject and grants a +2 bonus to AC and saving throws against creatures of the alignment chosen. The spell prevents bodily contact by all summoned or conjured creatures of any alignment: the melee attacks of such creatures fail and the creatures recoil from the protective magic. The protection against contact by summoned or conjured creatures ends if the warding creature makes an attack against, or tries to force the barrier against, the blocked creature. Spell resistance can allow a summoned or conjured creature to overcome this protection and touch the warding creature.

The spell can also block any attempt to possess the warding creature or to exercise mental control over the creature by creatures of any alignment. The protection does not prevent a spell that gains mental control, but it prevents the caster of such a spell from mentally commanding the protected creature. If the protection ends before the mental control does, the caster would then be able to mentally command the controlled creature. Likewise, the barrier keeps out a possessing life force but does not expel one if it is in place before the spell is cast.

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PURIFY FOOD AND DRINK, Level 0 cleric

CT 1	R 10 ft.	D permanent
SV none	SR no	Comp V, S

This spell makes spoiled, rotten, poisonous or otherwise contaminated food and water pure and suitable for eating and drinking. It does not prevent subsequent natural decay or spoilage. Unholy water and similar food and drink of significance is spoiled by *purify food and drink*, but the spell has no effect on creatures of any type, nor upon magic potions. The caster can purify 1 cubic foot per level. Note: one cubic foot of water contains roughly 8 gallons and weighs about 60 pounds.

PYROTECHNICS, Level 2 wizard

CT 1	R 150 ft.	D see text
SV see below	SR yes	Comp V, S, M

Casting this spell transforms a fire into either a burst of blinding fireworks or a thick cloud of choking smoke, as chosen by the caster. The fireworks are a flashing, fiery, momentary burst of glowing and colored aerial lights. This effect blinds creatures within 100 feet of the fire source for 1d4 rounds (dexterity negates). Creatures must have line of sight to the fire in order to be affected. Spell resistance can prevent blindness. The smoke cloud is a writhing stream of choking smoke, billowing out from the source. The cloud spreads 20 feet in all directions and lasts for 1 round per caster level. All forms of natural sight (including special vision) are ineffective in or through the cloud. The spell consumes one fire source, which is immediately extinguished. Magical fires are not effected.



RAISE DEAD, Level 5 cleric

CT 1 tn.	R touch	D permanent
SV none	SR no	Comp V, S, DF

This spell restores life to a deceased human or humanoid. This includes all of the player character races, monstrous humanoid creatures like orcs or giants, or creatures that are partially human, such as centaurs or sphinxes. The spell can raise creatures who have been dead longer than 1 day per caster level. The subject loses 1 point of constitution permanently when raised. If constitution is reduced to zero by this loss, the creature is permanently dead and cannot be brought back to life.

Creatures that are raised from the dead are considerably weakened by the process, and require 12 hours of complete rest for each day the creature was dead. During this time the creature is considered to have 1 HP and no mortal wounds. Normal poison and normal disease are cured in the process of raising the subject, but magical diseases and curses are not undone. Missing appendages and parts are not regenerated upon return from the dead. Raise dead will not work on creatures that died from old age.

RAY OF ENFEEBLEMENT, Level 2 wizard

CT 1	R 50 ft.	D 1 rd./lvl.
SV constitution negates	SR yes	Comp V, S

This hideously brown-colored, undulating ray strikes its intended target, who is entitled to a constitution save to resist the effects of the ray.

1. The spell temporarily changes all physical prime attributes (strength, dexterity, constitution) into non-prime attributes for the duration of the spell.
2. The victim suffers a -1 to hit and -1 to damage rolls for every four levels of the caster (-1 at 1st to 4th; -2 at 5th to 8th; -3 at 9th to 12th; etc.) for the duration of the spell.

READ MAGIC, Level 1 wizard

CT 1	R personal	D 10 min./lvl.
SV n/a	SR n/a	Comp V, S, F

This spell allows the caster to read magical inscriptions. This deciphering does not normally invoke the magic contained in the writing, although it may do so in the case of a cursed scroll. Furthermore, once the caster has read the magical inscription, that writing can be read without recourse to the use of read magic.

REFUGE, Level 7 cleric, Level 9 wizard

CT 1	R touch	D until discharge
SV none	SR none	Comp V, S, M

This spell imbues an object, worth at least 1,000gp, with teleportation magic, giving it the power to instantaneously transport its possessor to the caster's abode. . This travel can occur across any distance, but must be within the same plane. Once the item is imbued with the spell's power, the caster must give it willingly to an individual and inform him or her of a command word to be spoken when the item is to be used. To make use of the item, the subject speaks the command word while rending or breaking the item. When this is done, the individual and all that he or she is wearing and carrying (up to a maximum of 50 lbs./level) are instantaneously transported to the caster's residence. No other creatures are affected (aside from a familiar, if it is touching the subject).

REGENERATE, Level 7 cleric

CT 3	R touch	D
SV none	SR yes (h)	Comp V, S, DF

This spell causes the subject's severed body parts, broken bones, and ruined organs to grow back. After the spell is cast, the physical regeneration will be completed in 1 round if the severed members are present and touching the creature, otherwise the process takes 2d10 rounds to complete. *Regenerate* also cures 1d8 points of damage + 1 point per caster level. It can only be used on one creature.

REMOVE BLINDNESS OR DEAFNESS*, Level 3 cleric

CT 1	R touch	D permanent
SV constitution negates	SR yes (h)	Comp V, DF

This spell cures either blindness or deafness whether normal or magical in origin in one target. The spell does not restore ears or eyes that have been lost, but it repairs them if they are damaged.

The reverse of this spell causes the creature touched to become blinded or deafened, as chosen by the caster. In addition to the obvious effects, a blinded creature suffers -10 to attack rolls, loses any dexterity bonus to armor class, suffers a -2 to armor class, moves at half speed, and suffers a -4 penalty on strength and dexterity checks. A deafened character, in addition to the obvious effects, suffers a -4 penalty on initiative and has a 25% chance to miscast and lose any spell with a verbal (V) component that he tries to cast. Remove blindness or deafness counters and dispels the reverse of the spell.

REMOVE CURSE*, Level 3 cleric, 4 wizard

CT 1	R touch	D permanent
SV charisma (bestow only)	SR yes (bestow only)	Comp V, S

This spell allows the caster to remove the effects of a curse from an object or creature. *Remove curse* does not remove the curse from a cursed shield, weapon, or suit of armor, although the spell typically enables the person afflicted with any such cursed item to remove it and get rid of it. Certain special curses may not be countered by this spell, or may be countered only by a caster of a certain level or higher.

Bestow Curse: The reverse of this spell allows the caster to place a curse on a creature. The caster can choose one of the following effects: -6 to one ability score (which cannot reduce the score below 1), or a -4 penalty on attack rolls, saving throws and checks. Subject to the Castle Keeper's approval, the caster may invent a new curse, but it must be no more powerful than the standard curses. The Castle Keeper has final say on a curse's effect. A curse cannot be dispelled with *dispel magic*, but it can be nullified by *limited wish*, *remove curse*, or *wish* spell.

REMOVE DISEASE*, Level 3 cleric

CT 1	R touch	D permanent
SV constitution negates cause	SR yes (h)	Comp V, DF

This spell cures all diseases that the subject is suffering from, whether the source was normal or magical. It can only be applied to one creature. The reverse of this spell, *cause disease*, causes a random disease in the creature touched, although the severity of the disease is often tied to the level of the caster. The exact effect is determined by the Castle Keeper. *Remove disease* counters and dispels the reverse of the spell, and vice-versa.

REMOVE FEAR*, Level 1 cleric

CT 1	R touch	D see text
SV none	SR yes (h)	Comp V, S, DF

The caster instills courage in one creature, granting the creature a +4 bonus against fear effects for 10 minutes. If the subject is suffering from a fear effect when the spell is cast, it gets a new save with a +1 bonus per caster level. Remove fear counters and dispels *cause fear*.

The reverse of the spell, *cause fear*, frightens the affected subject. It suffers a -2 penalty on attack rolls, weapon damage rolls, and saving throws. It flees from the character as well and as fast as it can. If unable to flee, the creature may fight. Creatures with 6 or more HD are immune the *cause fear* spell. Cause fear counters remove fear.

REMOVE PARALYSIS, Level 2 cleric

CT 1	R touch	D permanent
SV constitution negates	SR yes	Comp V, DF

This spell frees one creature from the effects of any temporary paralysis or related magic, including a ghoul's touch, a hold spell, or a *slow* spell.

REPULSION, Level 7 cleric

CT 1	R see below	D 1 rd./lvl.
SV strength negates	SR yes	Comp V, S, DE

This spell causes an invisible, mobile field to spring into being around the caster. The sphere is 10 feet in diameter per level of the caster. The field physically prevents creatures from approaching the caster. Creatures within or entering the field must attempt strength saves, or they become unable to move toward the caster for the duration of the spell. Repelled creatures' actions are not otherwise restricted. If the caster moves closer to an affected creature, the creature is not forced back and is free to make melee attacks against the caster if the caster comes within reach. If a repelled creature moves away from the caster and then tries to turn back, it cannot move any closer toward the caster if it is still within the spell's area.

RESILIENT SPHERE, Level 4 wizard

CT 1	R 50 ft.	D
SV dexterity negates (h)	SR yes (h)	Comp V, S.

This spell causes a globe of force, to completely encase one creature, provided the creature is small enough to fit within the sphere. The spell's area of effect is a sphere with a diameter of 1 foot per caster level. The sphere is not subject to damage of any sort except from a rod of cancellation, a wand of negation, disintegrate, or dispel magic, all of which destroy the sphere without harm to the subject. Nothing can pass through the sphere, inside or out, though the subject can breathe normally. The subject may struggle, but that action will simply move the sphere slightly, and nothing more. The globe can be physically moved by people outside, or by the struggles of those within.

RESIST ELEMENTS, Level 1 cleric

CT 1	R touch	D 1 tn./lvl.
SV none	SR yes	Comp V, S, DF

The target becomes suffuse with protective magical energies providing some measure of protection against one element: acid, cold/ice, heat/fire, electricity/lightning or sonic/air. The dweomer grants a +2 saving throw bonus against the specified energy type, regardless of whether the source of damage is natural or magical. The spell protects the recipient's equipment as well.

Resist elements absorbs only damage: The caster could still suffer unfortunate side effects. *Resist Elements* overlaps *Endure Elements* and *Protection from Elements*.

RESTORATION*, Level 4 cleric

CT 1 hour	R touch	D permanent
SV see text	SR yes (h)	Comp V, S, DF

The caster repairs the life energy of a single creature. Restoration dispels any magical effects that reduce the subject's attribute scores temporarily. Restoration will not restore permanent attribute score loss. The spell also restores one experience level to a creature who has had a level drained. The drained level is restored only if the time since the creature lost the level is

equal to or less than 1 day per caster level. It does not restore levels or Con points lost as a result of death.

The evil reverse of this spell, *life drain*, sucks one level from a creature. This version allows a Con saving throw to avoid the spell's effect.

RESURRECTION, Level 7 cleric

CT 1 hour	R touch	D permanent
SV none	SR yes (h)	Comp V, S, M, DF

The caster restores life and health to one deceased creature. The caster can resurrect creatures who have been dead up to 10 years per caster level. The condition of the remains is not a factor, but some small portion of the creature's body must exist and be present before the creature can be resurrected. The remains of a creature hit by a disintegrate spell or the like count as a small portion of body. The subject loses 1 point of constitution permanently when raised. If constitution is reduced to zero by this loss, the creature is permanently dead and cannot be brought back to life.

Should resurrection be successful in restoring life, the subject is healed of all hit point damage, missing appendages are restored, diseases are cured, poisons are neutralized, insanity is cured and all curses are removed. The character's attributes remain the same as at the time of death, but with a -1 to constitution. Spells prepared before death are lost. None of the dead creature's equipment or possessions are affected in any way by this spell.

Resurrection will work on undead creatures, returning them to their living state. It will also work on creatures slain by death spells or gazes. However, resurrection will not work on creatures that died from old age. The caster needs a small ornate urn filled with 1,000gp worth of diamond dust.

ROPE TRICK, Level 2 wizard

CT 1	R touch	D 1 hr./lvl.
SV none	SR no	Comp V, S, F

This spell attaches a section of rope at least 5 feet long to an extradimensional space large enough to hold up to eight medium-size or smaller creatures. The end of the rope rises into the air until the whole rope hangs perpendicular to the ground, as if affixed at the upper end. Creatures can climb the rope into the space and can pull the rope up behind them, making the rope disappear. If the rope is pulled up into the space, it counts as one of the eight creatures.

The extra-dimensional space is invisible from the outside, and those inside it cannot see outside. Those within cannot be targeted by spells or affected by area effects, but they cannot target spells or area effects outside of the space.

The rope is subject to its normal ability to support weight and withstand punishment. If the rope is not pulled in, a creature outside the extra-dimensional space can pull or break the rope free, ending the spell instantly. Anything inside the extra-dimensional space drops out when the spell ends, suffering damage from any fall. The rope can be used for normal climbing provided the climber does not climb all the way into the extradimensional space.



SANCTUARY, Level 1 cleric

CT 1	R touch	D 1 rd./lvl.
SV charisma negates	SR no	Comp V, DF

This spell prevents creatures from attacking the caster or the spell's recipient. Any creature attempting to attack a character with sanctuary must make a charisma saving throw in order to make the attack. A failed save means that the attacker ignores the person under the spell (it does not lose its attack, but must choose another target). If the warded character attacks or casts offensive spells then the *sanctuary* spell is negated. This spell does not prevent the warded creature from being affected by area of effect spells.

SCARE, Level 2 wizard

CT 1	R 50 ft.	D 1 rd./lvl.
SV charisma negates	SR yes	Comp V, S, M

This spell causes creatures with fewer than 6 hit dice/levels to make a charisma saving throw or be overwhelmed by a wave of terror. Success allows

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the target to control its fear and react normally, while failure causes it to flee in panic. If cornered, the target fights but with a -1 penalty to attacks and damage. Monsters with more than 6 hit dice/levels are immune to this spell. Clerics, elves, undead and planar creatures are unaffected. The spell requires the flesh or bone of an undead monster to cast.

SCRYING, Level 4 wizard, 5 cleric

CT 10 min.	R see below	D 1 rd./lvl.
SV none	SR no	Comp V, S, M, F

Focusing on a mental image of a particular creature, the caster's mind's eye may gaze upon the target, watching and listening, regardless of distance. An astute character (intelligence 13+) may get the feeling they are being watched upon a successful Int check. Successfully focusing the mind's eye in this manner is difficult. It requires a gem worth at least 100gp to channel the spell and an intelligence attribute check with the roll adjusted by the following cumulative modifiers:

Caster knows the target well	+5
Caster has only met the target	+5
Caster has only heard of the target	+10
Caster has no knowledge of character	+15
Caster has likeness or picture of the target	+5
Caster has garment or possession of the target	+5
Caster has character body part, nail clippings, etc.	+5
Character is on another plane	+15

If the scrying is successful, the caster may cast the following spells through the scrying without a chance of failure: *comprehend languages*, *read magic*, *tongues*; the following spells have a 5% chance per caster level of operating correctly: *detect chaos*, *detect evil*, *detect good*, *detect law*, *detect magic* and *message*.

SECRET CHEST, Level 5 wizard

CT 1 hr.	R see below	D 60 days
SV n/a	SR n/a	Comp V, S, F

This spell allows the caster to hide a chest in the ethereal plane and retrieve it as needed for up to 60 days. The chest can contain up to 1 cubic foot of material per caster level, regardless of the chest's actual size. To prepare the spell, the caster must have a chest created by master craftsmen from rare and expensive materials costing at least 5,000gp, as well as a perfect miniature replica of said chest, costing 50gp. Once the chests are complete, the caster invokes the spell – with the result that the larger chest and any contents are sent to the ethereal plane.

The caster uses the smaller chest to retrieve the larger chest at will until the 60 days expiration. After 60 days, the chest begins to deteriorate rapidly. There is a 5% cumulative chance per day it will be forever lost. If the small chest is lost or destroyed, then the larger chest and its contents will be irretrievable, absent a wish. Any living creatures in the chest must eat, and will age normally. Only one set of chests can be owned at a single time.

SEE INVISIBILITY, Level 2 wizard

CT 1	R as normal vision	D 10 min./lvl.
SV none	SR n/a	Comp V, S, M

This spell allows the recipient to see any invisible, ethereal or astral beings as if they were normally visible. The dweomer does not allow the caster to recognize illusions nor detect things hidden by means other than invisibility. The spell requires a small pinch of dust, flour or powder.

SENDING, Level 4 cleric

CT 10 min.	R unlimited	D see below
SV n/a	SR n/a	Comp V, S, M, DF

This dweomer allows the caster to contact a single creature with whom the caster is familiar. The message may be up to 25 words long and can even be sent to those with animal intelligence and the creature will understand the message. The message, however, does not create any compulsion to perform any act, and the creature's reaction will depend on its relation to the caster, its intelligence, alignment, etc. If the target and the caster are not on the same plane of existence, the caster must make a successful charisma saving throw, or the sending will not be transmitted.

SEQUESTER, Level 7 wizard

CT 3	R touch	D 1 day/lvl.
SV see text	SR no	Comp V, S, M

This spell provides complete protection from divination spells for one creature or object for the duration of the illusion, and renders the affected creature or object invisible to any form of sight, divination or scrying. The spell does not prevent the subject from being discovered by touch or through the use of magic devices. Living creatures (and even undead creatures) affected by *sequester* become comatose, and are effectively in a state of suspended animation until the spell wears off or is dispelled. If the spell is cast upon an unwilling creature, the target may resist the spell on a successful charisma save. There is no save to see the sequestered creature or object, or to detect it with a divination spell. The spell requires a rare eye or eyestalk costing 500gp or more.

SHAPECHANGE, Level 9 wizard

CT 1	R see below	D 10 min./lvl.
SV n/a	SR n/a	Comp V, S, M

The caster assumes the form of any creature known to the caster. The caster can change forms throughout the duration of the spell. Each change takes one round. The form is quite real, and grants the caster most of the abilities of the creature formed. The caster retains his own mind and intelligence, as well as wisdom scores and hit points. Other attributes might change as a result of the new form. The character retains his or her extraordinary abilities, spells and spell-like abilities. The character can cast spells for which he or she has components. The character needs a humanlike voice for verbal components and humanlike hands for somatic components. The caster does not gain the spell-like or supernatural abilities of the new form, but does gain the extraordinary abilities of the new form.

The size of the form being taken can range from a gnat to any creature not more than 200 feet in length. Even amorphous or gaseous states may be assumed by casting this spell. Upon changing, the caster regains 1d4 hit points. If slain, the caster reverts to his or her original form, but remains dead.

The spell requires a 2,500 gp wand created from a shapechanging creature's arm or leg bone, gilded with silver and mystic carvings.

SHATTER, Level 2 wizard

CT 1	R 50 ft.	D instant
SV see text	SR yes (object)	Comp V, S, M

This spell creates a sonic force that shatters any crystal or brittle substance within a 25 foot x 25 foot area into dozens of pieces. Such things as potion bottles, windows, mirrors, etc. are vulnerable to this spell so long as the weight is no greater than 1 pound per caster level. If the spell is concentrated upon one item, the item can be up to 10 pounds per caster level and be affected regardless of the composition the item has. All items get a constitution saving throw. Any beings of brittle fabrication as determined by the Castle Keeper (such as crystal golems) take 1d6 damage per level of the caster with a successful constitution save meaning only half damage. Casting the spell requires something the caster can crush in their hand.

SHIELD, Level 1 wizard

CT 1	R see below	D 1 tn./lvl.
SV n/a	SR no	Comp V, S

Upon the incantation of this spell, a transparent, mobile wall of force appears in front of the caster, protecting him from frontal attacks and magic missiles. Against melee and ranged attacks, the spell grants the caster a specified armor class as follows: melee attacks and siege-weapon type missiles, AC 16; device-propelled missiles such as arrows, sling bullets and bolts, AC 17; hand-hurled missiles such as spears, axes and darts, AC 18. The caster's dexterity bonus to armor class is added to the armor class score granted by the spell. Attacks from the side or rear are unaffected. The spell blocks and provides complete immunity against magic missiles. The spell also grants a +1 bonus on all saving throws.

SHIELD OF FAITH, Level 1 cleric

CT 1	R touch	D 1 tn./lvl.
SV none	SR yes (h)	Comp V, S, M, DF

This spell creates a protective shield of divine energy around its subject granting a +2 to armor class and to saving throws. The caster must have a drop of holy/ unholy water to cast the spell.

SHOCKING GRASP, Level 1 wizard

CT 1	R touch	D until discharged
SV none	SR yes	Comp V, S

The caster generates a potent charge of electricity within the caster's hands. The caster who then touches a target will inflict 1d8 damage +1 damage per level (e.g. a 3rd level caster inflicts 1d8 +3 damage). A target actively defending against a touch attack requires the caster to make an attack roll. The spell ends after one successful hit on a target, though not when the target attacks the wizard. The charge can be transmitted by touching a conducting material that the target holds, such as a sword blade or length of metal wire.

SHOUT, Level 4 wizard

CT 1	R see below	D instant
SV see text	SR yes	Comp V

This spell enchants the caster's vocal cords with mighty power. The caster can then release a concentrated sonic blast in a cone up to 10 feet wide and 50 feet long; the sound deals 2d6 damage to any creature in the area of effect. Additionally, those that fail a Con save are deafened for a number of rounds equal to the damage they suffered. Any brittle substances in the path of this cone are treated as if subjected to a shatter spell. A shout spell will cancel a silence spell, but the cancellation also negates any damage or deafening effect.

SILENCE, Level 2 cleric

CT 1	R 450 ft.	D 1 tn./lvl.
SV see text	SR no	Comp V, S

The caster invokes silence in a 15 foot radius around the target. Within this silent area, no conversations can be made and no verbal spells cast. No one moving within the area can be heard. The *dweomer* can be cast at a target location or even at a point in the air. When cast on a creature, the area of silence moves with it. Anyone having the spell cast directly upon them may avoid it with a successful dexterity save, in which case the spell is cast upon a point immediately next to the target.

SLEEP, Level 1 wizard

CT 1	R 150 ft.	D 1 tn./lvl.
SV none	SR yes	Comp V, S, M

All creatures within range and within a 30 foot diameter circle that are capable of sleep will fall into a comatose slumber, with weaker ones being felled prior to stronger ones. The spell will affect 2d4 HD of creatures. For creatures with equal HD, those who are closest to the spell's point of origin are affected first. No creature with 5 or more HD is affected, and HD that are not sufficient to affect a creature are wasted. The spell is centered on a location determined by the caster. Sleeping creatures are helpless. Slapping or wounding will awaken affected creatures, but normal noise does not. Sleep does not affect unconscious creatures, constructs or undead creatures. Sand or a pillow feather are the material components of this spell.

SOUL BIND, Level 9 cleric

CT 1	R touch	D permanent
SV none	SR no	Comp V, S, M, DF

This spell draws the soul from a dead body and places it into a gem (of at least 500gp value). The victim must have been deceased for no longer than 1 round per caster level. Once the soul is contained in the gem, it cannot be returned to life via *clone*, *raise dead*, *reincarnation*, *resurrection*, *true resurrection*, or even a *miracle* or a *wish*. Only destroying the gem can free the soul.

SOUND BURST, Level 1 cleric

CT 1	R 50 ft.	D n/a
SV see text	SR yes	Comp V, S, DF

The caster evokes a thunderclap of sound, emanating from any point up to 50 feet away and in a 20 foot diameter circle. Any creature within the area of effect takes 1d8 damage and must make a successful wisdom saving throw to avoid being stunned for 1 round.

SPEAK WITH DEAD, Level 2 cleric

CT 10 min.	R touch	D 1 tn./lvl.
SV n/a	SR n/a	Comp V, S, DF

This spell allows the caster to ask several questions of a corpse. The corpse can answer questions that the creature knew in life. It will answer in its own language. Answers are usually brief, cryptic or repetitive. If the alignment of the caster is opposed to that of the corpse, it resists answering and the caster must make a check as if against spell resistance of 12. Only one *speak with dead* spell per week can be used on a corpse.

SPIDER CLIMB, Level 1 wizard

CT 1	R n/a	D 2 rd./lvl.
SV intelligence negates (h)	SR yes (h)	Comp V, S, M

This spell grants the power of movement along walls and ceilings to the recipient just as if they were a spider. The recipient of the spell moves at one-half base movement on vertical and inverted surfaces. Hands and feet must be uncovered in order to make direct contact with the surface being climbed. A small spider is needed to enact this spell.

SPIRITUAL WEAPON, Level 2 cleric

CT 1	R 50 ft.	D 1 rd./lvl.
SV none	SR no	Comp V, S, DF

By invoking a prayer, the caster creates a magical weapon out of divine energy which moves by telepathic command. It will move to attack foes in melee with or at a distance from the caster. The weapon will usually take the form of the favored weapon of the caster's patron deity or that of the caster's chosen weapon if the deity has no preferred weapon. The weapon is guided by the caster, and strikes as if the caster were wielding it in melee (at caster's level with strength bonuses). It does not have any special bonus to hit, and it deals 1d8 damage. The weapon can strike creatures only hit by magic weapons (+1 for every 3 caster levels) as well as incorporeal creatures.

STINKING CLOUD, Level 3 wizard

CT 1	R 30 ft.	D 1 rd./lvl.
SV constitution negates	SR no	Comp V, S, M

This spell invokes a 20 x 20 x 20 foot cloud of billowing, nauseous gas that is impenetrable to sight or special visions. Anyone caught within it must make a successful constitution save every round while within the cloud or become nauseated and helpless for 1d4+1 rounds. Helpless characters can only move out of the cloud in a random direction. A strong wind disperses the fog in 4 rounds, a greater wind dispersing it in 1 round. The material component is a bit of rotting food, baby poo or other foul smelling item.

SUGGESTION, Level 3 wizard

CT 1	R 50 ft.	D 1 hr./lvl.
SV charisma negates	SR yes	Comp V, M

The caster influences one creature by suggesting a particular course of action (limited to a sentence or two). The suggestion must be worded in such a manner as to make the activity sound reasonable. A small piece of wool must also be rubbed between the fingers as the suggestion is being made for the spell to work. The victim must understand the language of the caster making the suggestion. Any attempt to suggest an act that would be harmful to the victim, or something severely at odds with its behavior, will allow the affected creature to automatically break the enchantment. The Castle Keeper is free to factor in penalties to the victim's saving throw for quite reasonable suggestions, as well as to give the target bonuses to its save for unreasonable or harmful suggestions.

The suggested course of activity can continue for the entire duration. If the suggested activity can be completed in a shorter time, the spell ends when the subject finishes what it was asked to do. The caster can instead specify conditions that will trigger a special activity during the duration. If the condition is not met before the spell expires, the activity is not performed.

CASTLES & CRUSADES

SUMMON FAMILIAR, Level 1 wizard

CT 1 day	R n/a	D n/a
SV no	SR yes	Comp V, S, M

This spell calls a familiar, a unique companion and servant, and binds it to the caster. Doing so takes a day and uses up materials costing at least 100gp. A familiar is a magical, unusually tough and very intelligent version of a small animal or magical beast. The creature serves willingly. A character may have only one familiar at a time.

An empathic link forms between the master and familiar, granting special abilities to the master as detailed below. The empathic link functions only if the familiar is within one mile of its master.

Familiars do not involve themselves in combat. A familiar may fight if its master faces a life-and-death situation, but magical beast familiars, especially those of an evil alignment, might not do so if the familiar feels its own life would be jeopardized. If a familiar dies, or the master chooses to dismiss it, the master loses a level in the class that allowed the spell to be cast and permanently loses the number of hit points the familiar granted the master. A master's experience point total can never go below zero as the result of a familiar's demise. A slain or dismissed familiar cannot be replaced for a year and a day. Slain familiars can be raised from the dead just as characters can be, but do not lose a level or a constitution point when this occurs. If a familiar is raised from the dead, the caster will recover the experience points and hit points lost as a result of the familiar's death.

The type of familiar that responds to the spell is randomly determined, or, some say, is directed by the deities. The Castle Keeper might apply modifiers to the roll to determine the familiar, especially if more than the usual special materials are used in casting the spell. Or, the Castle Keeper may allow the character to choose if certain unusual circumstances are met or are part of the story of the game. The caster may refuse to accept the familiar that is summoned, but the caster will be unable to successfully cast the spell again for one year and a day. Some magical beast familiars serve only a master of a certain alignment. If such a magical beast is summoned by the spell and it refuses to serve the caster, the caster can attempt the spell again after one month and a day has passed.

SUMMONED FAMILIAR TABLE

d20	Familiar	Notes
1-3	Cat	Night vision, superior hearing, move silently, hide
4-6	Hawk	Enhanced vision, distance vision
7-9	Owl	Night vision, superior hearing
10-12	Raven	Enhanced vision, speaks common
13-15	Toad	Wide angle vision
16-18	Weasel	Superior hearing and smell, move silently, hide
19	CK choice	One of the above, or another small animal such as a bat, rat, small snake
20	Magical Beast	Roll on magical beast sub-table, or CK chooses.

Some sample stats for the various creatures are included as a basis for the Castle Keeper to build upon.

Cat (These neutral animal vital stats are HD 2d2, AC14, move 30 feet. Their primary attributes are physical and mental (see below). Cats threaten in combat but the damage of their attack is negligible. See the chart above for special abilities.)

Hawk (These neutral animal vital stats are HD 2d6, AC 14/15, move 5 feet or 60 feet in flight. Their primary attributes are physical and mental (see below). They attack with their talons for one point of damage or beak for 1d2. See the chart above for special abilities.)

Owl (These neutral animal vital stats are HD 2d6, AC 14, move 5 feet or 60 feet in flight. Their primary attributes are physical and mental (see below). They attack with their talons for one point of damage or beak for 1d2. See the chart above for special abilities.)

Raven (These normal animal vital stats are HD 2d2, AC 14, move 5 feet or 60 feet in flight. Their primary attributes are physical and mental (see below). They do not participate in combat and flee when danger threatens. See the chart above for special abilities.)

Toad (These small amphibian vital stats are HD 2d8, AC 16, move 10 feet or 20 foot jump. Their primary attributes are physical and mental (see below). They prefer to hide and use their natural coloration for camouflage. Contact with their skin necessitates a constitution save or suffer seizures resulting in death after several days. See the chart above for special abilities.)

Weasel (These small rodent vital stats are HD 2d4, AC13, move 30 feet or climb 20 feet. Their primary attributes are physical and mental (see below). Weasels avoid combat. Their stealthy abilities (see chart above) make them ideal scouts.)

FAMILIAR BASICS

Use the basic statistics for a creature of its type, as appearing in *Monsters & Treasures*, except for the following changes:

Hit Dice: Double the hit dice for a normal animal of the type.

Hit Points: The familiar's hit point total is added to the master's own hit points, as long as the familiar is within one mile.

Saving Throws: The familiar uses the master's base saving throw bonuses if they're better than the familiar's bonuses.

Intelligence: Animal familiars are unusually intelligent, and will have an effective intelligence of 1d4+8 (9-12). Magical beast familiars have an effective intelligence of 1d4+10 (11-14), unless a typical creature of its type has a higher intelligence.

Special Abilities: Each familiar has its own special abilities, or enhanced senses, as noted in the table. In addition, the familiar can communicate with animals of approximately the same type as itself, and the communication is limited by the intelligence of the conversing creatures.

Empathic Link: The empathic link allows the master to communicate telepathically with the familiar for up to one mile. Although some familiars may be able to communicate verbally with their master, telepathic communication is typically better in conveying meaning and intent.

Additionally, the empathic link allows the master to share the familiar's senses as long as the master concentrates on doing so (just like spell concentration). When concentrating, the master shares the familiar's five senses (sight, hearing, smell, taste, and touch). Thus, for example, the master can see through the familiar's eyes. If a familiar has an enhanced sense, like superior hearing, the master gains the benefit of the enhanced sense as well, but only as to what the familiar can sense. In other words, an owl familiar does not grant its master the special ability of superior hearing, the master simply shares and listens through the owl when concentrating on doing so. Sharing the familiar's senses is a somewhat alien process, as a familiar does not always sense in the same way a person does. Some familiars may have a deficiency in one sense, or lack certain body parts, such as ears, that are normally associated with a sense.

The empathic link also allows the master to cast a spell on a familiar that normally can only be cast on the caster alone, without having to touch the familiar (range is up to one mile). At the master's option, the master may cast any spell on himself and it will also affect a familiar (such as shield). If the spell has a duration other than instantaneous, the spell stops affecting the familiar if it moves farther than one mile away. The spell's effect will not be restored even if the familiar returns to the master before the duration would otherwise have ended. The master and familiar can share spells in this way, even if the spells normally would not affect creatures of the familiar's type.

MAGICAL BEAST SUB-TABLE

d20	Familiar	Special Abilities
1-12	Magical	Spell resistance equal to magical animal double the familiar's hit dice.
13-14	Demon	See text
15-16	Devil	See text
17-19	Faerie	See text
20	Familiar Dragon	See text

MAGICAL BEASTS

Magical beast familiars are more independent than a normal familiar. Each has its own unique special abilities. The master does not gain the special abilities of a magical beast unless otherwise indicated.

Celestial and Fiendish Animals: A celestial (good or holy) or fiendish (evil or unholy) version of an animal. The Castle Keeper should pick a type on the summoned familiar table, or roll again on it to determine the type of celestial animal. A celestial familiar serves only good-aligned characters, and a fiendish familiar serves only evil-aligned characters. A celestial or fiendish animal shares its spell resistance with its master as long as the master is within 150 ft.

Demon: A small demon such as a quasit, or other demon of the Castle Keeper's creation. A demon familiar is one of the most independent types, and it will only serve a chaotic evil or chaotic neutral master. A demon's special abilities are determined by the Castle Keeper or are indicated in the demon's entry in *Gods and Demons*. They do not share their unique special abilities with their master, and are highly unlikely to fight to save their master's life.

Quasit (These minor demon vital stats are HD 2d8, AC 14, move 40 feet or fly 60 feet. Their primary attributes are physical. They attack with either their claws (1d2) or bite (1d2). They are able to cast the following spells once per day at the 3rd level of ability; protection from good, darkness and pyrotechnics.)

Devil: A small devil such as an imp or other devil of the Castle Keeper's creation. A devil familiar is more independent than normal, for its lawful nature creates loyalty. A devil familiar will only serve a lawful evil or neutral evil master. A devil's special abilities are determined by the Castle Keeper or are indicated in the devil's entry for them in *Gods and Demons*. They do not share their unique special abilities with their master, and are highly unlikely to fight to save their master's life.

Imp (These minor devil vital stats are HD 2d8, AC 15, move 20 feet or fly 40 feet. Their primary attributes are physical. They attack with either their bite (1d4) or stinger which causes one point of damage. The stinger administers poison and if a constitution check is not made, the victim suffers 2 points per round for 4 rounds. Imps regenerate one point per round.)

Faerie: A small faerie (sprite) such as a pixie, brownie or any other such creature of myth, or one of the Castle Keeper's creation. Faerie familiars have all the qualities of the fey, and they can be independent but loyal, annoying but playful. A faerie familiar will serve a master of any alignment, if reasonable for a creature of its type, but most prefer chaotic good, chaotic neutral, neutral good, neutral or neutral evil masters. Most of their special abilities cannot be shared with the master, but those with spell resistance will normally share it with their master.

Pixie (These faerie being vital stats are HD 2d4 AC 15, move 20 feet or fly 60 feet. Their primary attributes are physical. They attack with small arrows which do 2-5 points of damage, or another variety that causes sleep for 1d6 turns, or yet another which causes memory loss, unless an intelligence save is made. All arrows have a +4 effective bonus to attack rolls.)

Familiar Dragon: A familiar dragon is a very small dragon about 2 to 3 feet in length. Some look like a miniature version of a larger, true dragon, while others have no true draconic counterpart. Their special abilities may mimic a true dragon's, or may more resemble those of a pseudodragon's. Each familiar dragon is unique; and the Castle Keeper determines its details and special abilities, and which of those abilities are shared with the master (if any). They are extremely loyal. A familiar dragon responding to the summons will always be the same alignment as the caster.

SUMMON GREATER MONSTER, Level 7 wizard

CT 1	R 50 ft.	D 1 rd./lvl.
SV none	SR no	Comp V, S, DF

This spell is like *summon monster*, save that it summons more powerful monsters to aid the caster. The spell conjures one or more monsters with total HD equal to the caster's level, but no monster can have HD greater than 9. Thus, a 15th level caster can summon one 9 HD monster plus one 6 HD monster, or fifteen 1 HD monsters. For purposes of this spell, monsters include only aberrations, animals (including giant varieties), beasts, dragons, fey, giants, humanoids, magical beasts, monstrous humanoids, oozes, outsiders, plants, shapechangers and vermin.

The caster cannot choose the specific type of monster summoned, although a request can be worked into the spell's casting. More general requests, such as monsters that fly, magical monsters, or fierce monsters are more likely to be answered. The monsters summoned will come from the region where the spell is cast, and are always determined by the Castle Keeper.

SUMMON LESSER MONSTER, Level 3 wizard

CT 1	R 50 ft.	D 1 rd./lvl.
SV none	SR no	Comp V, S, DF

This spell summons monsters to aid the caster. The monsters appear where the caster designates, within range, and act immediately on the caster's turn in the initiative order thereafter. If the caster can communicate with the monsters, the caster can direct them not to attack, to attack particular enemies or to perform other actions. If communication is not possible, the monsters will attack any apparent enemies of the caster. Monsters attack opponents to the best of their ability. Summoned creatures disappear at the end of the spell's duration.

The spell conjures one or more monsters with total HD equal to the caster's level, but no monster can have a HD greater than 3. Thus, a 7th level caster can summon two 3HD monsters plus one 1 HD monster, or seven 1 HD monsters. The caster chooses the HD distribution desired, and the spell attempts to accommodate the request. For purposes of this spell, monsters include only aberrations, animals (including the giant variety), beasts, fey, humanoids and vermin.

The caster does not choose the specific type of monster to be summoned, although a request can be worked into the spell's casting. More general requests, such as "monsters that fly" or "magical monsters" or "fierce monsters", are more likely to be answered. The monsters summoned comes from the region where the spell is cast, and are always determined by the Castle Keeper.

SUMMON MONSTER, Level 5 wizard

CT 1	R 50 ft.	D 1 rd./lvl.
SV none	SR no	Comp V, S, DF

This spell is much like *summon lesser monster*, but the monsters are considerably more powerful. The spell conjures one or more monsters with total HD equal to the caster's level, but no monster can have a HD greater than 6. Thus, a 12th level caster can summon two 6 HD monsters, or two 5 HD monsters plus one 2 HD monster. For purposes of this spell, monsters include only aberrations, animals (including giant varieties), beasts, fey, humanoids, magical beasts, monstrous humanoids, oozes, outsiders, plants, shapechangers and vermin.

The caster does not choose the specific type of monster summoned, although a request can be worked into the spell's casting. More general requests, such as monsters that fly, magical monsters or fierce monsters are more likely to be answered. The summoned monsters come from the region where the spell is cast, and are always determined by the Castle Keeper.

SUMMON PLANAR ALLY, Level 8 cleric

CT 1 tn.	R 50 ft.	D see text
SV see below	SR see below	Comp V, S, DF

Beseeching their deity, the caster pleads for aid, prompting the deity to select and send assistance in the form of a number of appropriate elementals or extraplanar creatures totalling no more than 16 HD. The caster may request a known individual creature beholden to the deity, but the deity can ignore this request and send a different creature. If the character serves no particular deity, the spell is a general plea answered by a creature sharing the character's philosophical alignment.

The caster may ask the summoned creature or creatures to perform one task, and a summoned creature may request some service in return (as befits the creature's outlook, alignment, deity and the magnitude of favor asked). If the caster agrees to these requests, the creature performs the task asked of them, reporting back to the character afterward if possible, then returning to their home plane. The caster is honor-bound to perform the return favor, and may lose any or all clerical abilities if they fail to do so. This will last until such a point as the caster properly atones, in whatever manner their deity sees fit, for the breach of promise. A creature might accept some form of payment, such as a magic item, in return for its service. The creature might keep it or may

deliver the item to another member of the character's religion somewhere else where the item can help the religion's cause.



SYMBOL, Level 8 cleric, 8 wizard

CT 10 min. R touch D see text
SV see text SR yes Comp V, S, M

This spell allows the caster to scribe, either in the air or on a surface, a variety of mystic sigils and runes. The effects depend on the caster's choice of symbols, but some common symbols are described below. The Castle Keeper is free to add to this list. The material components for this spell are a diamond tipped pen and ink made from some unusual creature. The total value of these items should cost no less than 5000gp.

All symbols are inactive after being traced, and are programmed to activate on a circumstance given to it by the caster. As a guidance, most symbols are triggered whenever a creature does one or more of the following, as the caster selects: reads, touches or passes over the rune; looks at the rune; or passes through a portal bearing the rune.

In this case, reading the rune means any attempt to study it, identify it or fathom its meaning. Throwing a cover over a symbol to render it inoperative triggers it if it reacts to touch. To trigger a symbol, a creature must be within 30 feet of the rune. The caster can also create a command word that can be spoken prior to any of the above actions, so that the symbol will not activate. Creatures who subsequently meet an active symbol's triggering conditions suffer its effects.

Death: One or more creatures within 30 feet whose combined total hit points do not exceed 100 must succeed at constitution save or die. The symbol affects the closest creatures first, skipping creatures with too many hit points to affect. This symbol must be carefully engraved on a surface. Once triggered, the symbol lasts until it has affected 100 hit points worth of creatures.

Discord: All creatures with an intelligence score of 3 or higher within 30 feet who fail an intelligence save immediately fall into loud bickering and arguing. Meaningful communication is impossible. If the affected creatures have different alignments, there is a 50% chance that they will attack each other. Bickering lasts 5d4 rounds. Fighting begins 1d4 rounds into the bickering, and lasts 2d4 rounds. This symbol must be carefully engraved on a surface. Once triggered, the symbol lasts 10 minutes per caster level.

Fear: Living creatures within 30 feet become panicked unless they save versus charisma at -4. Those that fail suffer a -2 penalty on charisma saving throws

for 10 minutes per caster level, and they flee from the area. A panicked creature has a 50% chance to drop what it's holding, chooses its path randomly (as long as it is getting away from immediate danger) and flees any other dangers that confront it. If cornered, a panicked creature cowers. Once triggered, the symbol lasts 10 minutes per level.

Hopelessness: All creatures within 30 feet radius must attempt charisma saves at a -4 penalty. If the save fails, the creature suffers from hopelessness for 3d4x10 minutes and submits to simple demands from foes, such as to surrender or get out. If no foes are present to make demands, there is a 25% chance that a hopeless creature proves unable to take any action except hold its ground. If the creature remains free to act, there is a 25% chance it will retreat from the rune at normal speed. In either case, the creature can defend itself normally if attacked. Once triggered, the symbol lasts 10 minutes per caster level.

Insanity: One or more creatures within 30 feet, whose combined total hit points do not exceed 150, become insane unless they make an intelligence saving throw. Insane creatures behave randomly, either wandering away for 1 minute (unless prevented), doing nothing for 1 round, attacking the nearest creature for 1 round, or acting normally for 1 round until the spell ends. The spell lasts until a *restoration*, *greater restoration*, *heal*, *limited wish* or *wish* is cast on the creature. The symbol affects the closest creatures first, skipping creatures with too many hit points to affect. Once triggered, the symbol lasts until it has affected 150 hit points worth of creatures.

Pain: Creatures within 30 feet suffer wracking pains that temporarily reduce dexterity scores by 2 and impose a -4 penalty on attack rolls, dexterity saves and ability checks. A successful constitution save at -4 negates these effects. The pain lasts 2d10x10 minutes. Once triggered, the symbol lasts 10 minutes per caster level.

Persuasion: All creatures within 30 feet must succeed at a charisma save at -4 to resist. If the save fails, the creature becomes the same alignment as the caster for 1d20 x 10 minutes. During this time, affected creatures become friendly to the caster. The spell does not enable the character to control the creatures as if they were automatons, but the creatures perceive the character's words and actions in the most favorable way. The caster can try to give the creatures orders, but must succeed at a charisma check (difficulty determined by the Castle Keeper) to convince the creatures to do anything they wouldn't ordinarily do. The creatures never obey suicidal or obviously harmful orders. Any act by the character or the character's apparent allies that threatens the creatures breaks the spell. Note also that the caster must speak the creatures' language to communicate the character's commands, or else be good at pantomime.

Sleep: Creatures within 30 feet fall into a catatonic slumber if they have 8 or fewer HD (intelligence save negates). Sleeping creatures cannot be awakened for 3d6 x 10 minutes. Once triggered, the symbol lasts 10 minutes per caster level.

Stunning: One or more creatures within 30 feet whose total hit points do not exceed 200 become stunned (constitution save negates). The symbol affects the closest creatures first, skipping creatures with too many hit points to affect. A stunned creature can't act, and loses any dexterity bonus to AC. Attackers gain a +2 bonus while attacking stunned creatures. In addition, stunned creatures will drop what they are holding.



TELEKINESIS, Level 5 wizard

CT 1 R 100 ft. D 1 rd./lvl.
SV see text SR yes Comp V, S

By concentrating, the caster can move an object or creature weighing 25 pound per level of the caster by mental command. *Telekinesis* can move a creature or object weighing up to 25 pounds per caster level up to 20 feet per round. A creature can negate the effect against itself with a successful charisma save at -4, and against an object it possesses with a successful strength save, or with SR.

The spell lasts up to 1 round per caster level, but it ends if the caster ceases concentrating. The weight can be moved in any direction, but not beyond the spell's range. The spell ends if an object is forced beyond the range.

Alternatively, if the caster chooses, the spell energy can be expended in a single round. The caster can hurl, with massive force, one object or creature (within range toward any target also within range). The caster can hurl up to a total weight of 25 pounds per caster level. To hit a target with a hurled item, caster must succeed at an attack roll using the caster's base attack bonus + the caster's intelligence modifier. Weapons hurled by the spell cause double standard damage (with no strength bonus). Other objects cause 1d6 points of damage per 25 pounds of weight. Creatures who fall within the weight capacity of the spell can be hurled, but they are allowed a charisma save to negate the effect, as are creatures that hold targeted possessions. If a creature is hurled against a solid surface, it takes damage as if it had fallen 30 feet.

TELEPATHIC BOND, Level 5 wizard

CT 1 **R see below** **D 1 hr.**
SV none **SR no** **Comp V, S**

The caster forges a telepathic bond among intelligent creatures. Only one creature per three levels of caster can be effected and they must all be within 30 feet of the caster. All the targets must have an intelligence score of 6 or higher. Each creature targeted is linked to all the others. The bond can be established only among willing subjects. All subjects can communicate telepathically through the bond, regardless of language. Once the bond is formed, it works over any distance, but not between planes of existence.

TELEPORT, Level 5 wizard

CT 1 **R touch** **D instant**
SV none **SR yes (h)** **Comp V**

This spell instantly transports the caster, and a certain amount of additional weight, to any designated destination on the same plane of existence. The caster can transport his body and gear, and bring along objects (not held by other creatures) and willing creatures, all of which must not total more than 50 pounds per caster level. The character must have some clear idea of the location and layout of the destination. The clearer the character's mental image, the more likely the teleportation works (see table). Areas of strong physical or magical energies may make teleportation more hazardous or even impossible. Teleportation is instantaneous travel through the astral plane; anything that blocks astral travel also blocks teleportation. To see how well the teleportation works, roll d% and consult the teleport table below. Refer to the following information for definitions of the terms on the table:

TELEPORTATION LOCATION FAMILIARITY

Familiarity	On Target	Off Target	Similar Area	Mishap
Very familiar	01-97	98-99	100	—
Studied carefully	01-94	95-97	98-99	100
Seen casually	01-88	89-94	95-98	99-100
Viewed once	01-76	77-88	89-96	97-100
Description	01-52	53-76	77-92	93-100
False destination (1d20+80)	—	81-92	93-100	

Very Familiar: A place where the caster has been very often and feels at home.

Studied Carefully: A place the caster knows well, either because they have been there often or have used other means to study the place.

Seen Casually: A place that the caster has seen more than once, but with which the character is not very familiar.

Viewed Once: A place that the caster has seen once.

Description: A place whose location and appearance the caster knows only through someone else's description, perhaps even from a precise map.

False Destination: A place that does not exist. When travelling to a false destination, roll 1d20+80 to obtain results on the table, rather than rolling d%, since there is no real destination for the character to hope to arrive at, or even be off target from.

On Target: The caster appears at the desired location.

Off Target: The character appears safely a random distance away from the destination in a random direction. Distance off target is 1d10 x 1d10% of the distance that was to be travelled. The Castle Keeper determines the direction off target randomly.

Similar Area: The caster winds up in an area that's visually or thematically similar to the target area. Generally, the caster appears in the closest similar place, but since the spell has no range limit, they could conceivably wind up somewhere else across the globe.

Mishap: The caster and those teleporting with the caster suffer one of the following: 1-3 scrambled; 4-5 appear above; 6 appear below the intended destination. Scrambled travellers each take 1d10 points of damage, and the Castle Keeper re rolls on the chart to see where the travellers wind up. For these re rolls, roll 1d20+80 and each time *mishap* comes up, the characters take more damage and must re roll. Characters appearing above do so 1d6 x 10 feet above the intended destination and suffer appropriate damage if they fall. Characters appearing below do so 1d6 x 10 feet below the intended destination and either instantly die from teleporting into a solid surface or appear in whatever open space exists underground.

TELEPORTATION CIRCLE, Level 8 wizard

CT 1 **R see below** **D 1 tn./lvl.**
SV none **SR yes (h)** **Comp V, M**

By casting this spell, the caster creates a 10 foot diameter circle on any horizontal surface that teleports any creature on it to a designated location. Once the caster chooses the destination, it cannot be changed. The spell fails if the caster attempts to set the circle to teleport creatures into a solid object, to a place with which the caster is not familiar and has no clear description or to another plane. The circle itself is nearly impossible to notice. If the caster intends to keep creatures from activating it accidentally, the circle must be marked in some way. Teleportation is instantaneous travel through the astral plane; anything that blocks astral travel also blocks teleportation. To cast this spell requires a 100gp loop of golden thread.

TELEPORT WITHOUT ERROR, Level 7 wizard

CT 1 **R touch** **D instant**
SV none **SR yes (h)** **Comp V**

This spell acts just like teleport, except there is no chance the travellers will not arrive at the designated destination. If the caster attempts to teleport with insufficient or misleading information, the spell fails. Areas of strong physical or magical energies may still make teleportation impossible.

TEMPORAL STASIS, Level 9 wizard

CT 1 **R 10 ft.** **D permanent**
SV none **SR yes** **Comp V, S, M**

The caster places the target into a state of suspended animation. For the creature, time ceases to flow and it does not grow older. Its body functions virtually cease, and no force or effect can harm it. The onset of poisons and disease halt, and bleeding from mortal wounds ceases. This state persists until the magic is removed by a successful *dispel magic* spell, or until the caster releases the spell. The caster can release the spell at any time, with a single word of command. To cast this spell requires the use of a 5,000gp diamond.

TIME STOP, Level 9 wizard

CT 1 **R see below** **D 1d4+1 rd.**
SV none **SR see text** **Comp V**

This spell causes time to cease flowing for everyone but the caster. The caster is free to act in any manner for the spell's duration, including attacking, casting spells or manipulating objects. All other creatures are frozen in place, unable to act. Creatures with SR can resist the effect. Energy and effects present in the area can still affect the caster. The caster cannot enter an area protected by an antimagic field, or by protection from chaos/ evil/ good/ law, or by a *magic circle* spell, while under the effects of *time stop*. Spells cast or damage inflicted by the caster on another target during a *time stop* has no effect until the *time stop* ends. At that time, targets of spells receive a saving throw to avoid or mitigate effects if one is normally allowed. Physical damage, by weapon or spell, also accrues after the *time stop* ends. Spells cast upon the

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caster during a *time stop* take effect immediately upon casting. Durations of spells cast in this way should include the time spent in effect during the *time stop*. For example, a wizard casts shield during the first round of a *time stop*; the duration of his shield should include the one remaining round of the *time stop* for the purpose of determining when the spell dissipates.

TINY HUT, Level 3 wizard

CT 1	R n/a	D 1 hr./lvl.
SV none	SR no	Comp V, S, M

The caster creates an unmoving, opaque sphere of force around his or her self. A small opaque glass ball is fixed in place, and does not move with the caster. The sphere can be of any color. Half of the sphere projects above the ground, and the lower hemisphere passes through the ground. Up to nine other human-size or smaller creatures can fit into the field with the caster and they can freely pass into and out of the hut without harming it. However, if the caster leaves the hut, the spell ends. The temperature inside the hut is 70° F if the exterior temperature is between 0° and 100° F. An exterior temperature below 0 degrees or above 100 degrees lowers or raises, respectively, the interior temperature on a 1-degree-for-1 basis (thus, if it's 20 degrees outside, inside it'll be 50 degrees). The hut also provides protection against the elements, such as rain, dust and sandstorms. The hut withstands any wind of less than hurricane force, but a hurricane (75+ mph wind speed) or greater force destroys it. The caster can dimly illuminate the interior upon command or extinguish the light as desired. Note that although the force field is opaque from the outside, it is transparent from within. Missiles, weapons and most spell effects can pass through the hut without affecting it, although the occupants cannot be seen from outside the hut, and thus have total concealment.

TONGUES, Level 4 cleric, level 3 wizard

CT 1	R touch	D 1 tn./lvl.
SV none	SR no	Comp V, S.

This spell grants the touched creature the ability to speak and understand the language of any intelligent creature within a 30 foot sphere. The subject can speak only one language at a time, although he or she may be able to understand several languages. This spell does not enable the subject to speak with creatures that do not normally speak. This spell does not guarantee a favorable reaction from any creature addressed.

The reverse of this spell, *cipher*, garbles verbal communication between all creatures in the affected area. It also counters the effects of the *tongues* spell.

TRANSMUTE FLESH AND STONE, Level 6 wizard

CT 1	R 150 ft.	D permanent
SV wisdom negates (h)	SR yes	Comp V, S, M

In but an instant, this spell can transform one creature, and any and all objects it carries, into stone, bereft of sense, thought or the faintest glimmer of life. Alternately, this spell can transform a mass of stone into an equal mass of flesh, though the flesh will possess no bones, organs or life unless the spell is being used to restore a petrified creature. When a petrified creature is turned back to flesh, any damage it or anything it bears has suffered afflicts the creature or object, unless the broken pieces are joined with them as they return to flesh. Only creatures made of flesh may be petrified by this spell. To cast this spell requires the use of blood, clay, dirt or stone.

TRANSMUTE MUD AND ROCK, level 5 wizard

CT 1	R 150 ft.	D n/a
SV see text	SR no	Comp V, S, M, DF

This spell can transform normal mud or quicksand of any depth into soft stone permanently. Creatures in the mud are allowed a dexterity save to escape before the area is hardened to stone. Alternatively, the spell turns natural, uncut or unworked rock of any sort into an equal volume of mud. Magical or enchanted stone is not affected. The depth of the mud created cannot exceed 10 feet. Creatures unable to levitate, fly or otherwise free themselves from the mud will sink and potentially asphyxiate. If the spell is cast upon the ceiling of a cavern or tunnel, the mud falls to the floor and spreads out in a pool at a depth of 5 feet. The falling mud and the ensuing cave-in deal 8d6 points of damage to

anyone caught directly beneath the area, or half damage to those who succeed at dexterity saves. Castles and large stone buildings are generally immune to the effects of the spell because the spell can't affect worked stone and doesn't reach deep enough to undermine such buildings' foundations. However, small buildings or structures often rest upon foundations shallow enough to be damaged or even partially toppled by this spell. Each substance changed remains thus unless natural (evaporation turns mud to normal dirt over a period of days) or magical forces restore its state (but not necessarily its form). Each version of this spell dispels the other, but again, does not restore the original form. The spell can effect two 20 foot cubes per level. The material component for this spell is a piece of clay.

TRAP THE SOUL, Level 9 cleric 8 wizard

CT 1 or see text	R 10 ft. or see text	D permanent
SV see text	SR see text	Comp V, S, M

This spell forces a creature's material body and life force into a gem (the gem must be worth at least 1000gp value per level or HD of the creature entrapped). The gem holds the trapped entity indefinitely or until the gem is broken and the life force is released, which allows the material body to reform. If the trapped creature is a powerful creature from another plane, it can be required to perform a service immediately upon being freed. Otherwise, the creature can go free once the gem imprisoning it is broken. The spell can be triggered in one of two ways.

Spell Completion: The spell can be completed by speaking its final word as if the caster were casting a regular spell at the subject. This allows SR (if any) and an intelligence save to avoid the effect. If the creature's true name is spoken as well, any SR is ignored but the save CL increases by 2. If the save or SR is successful, the gem shatters.

Trigger Object: The second method tricks the subject into accepting a trigger object inscribed with the final spell word, automatically placing the creature's soul in the trap. To use this method, both the creature's true name and the trigger word must be inscribed on the trigger object when the gem is enchanted. As soon as the subject picks up or accepts the trigger object, its life force is automatically transferred to the gem without the benefit of SR or a save.

TRUE RESURRECTION, Level 9 cleric

CT 3 hrs.	R n/a	D n/a
SV n/a	SR n/a	Comp V, S, M, DF

The caster restores life to a deceased creature. This spell can bring back creatures whose bodies have been wholly destroyed, provided the caster unambiguously identifies the deceased in some fashion (reciting the deceased's time and place of birth or death is the most common method). The resurrected creature is immediately restored to full hit points, vigor and health, with no loss of prepared spells or loss of a constitution point. The spell can revive someone killed by a death effect or turned into an undead creature and then destroyed. Constructs, elementals, outsiders and undead creatures can't be raised. The spell cannot bring back a creature that has died of old age. The materials used to cast this spell cost at least 5000gp.

TRUE SEEING, Level 5 cleric

CT 1	R touch	D 1 rd./lvl.
SV none	SR yes	Comp V, S, M

The caster confers on the subject the ability to see all things as they actually are. The subject notices secret doors hidden by magic, sees the exact locations of creatures or objects under blur or displacement effects, sees invisible creatures or objects normally, sees through illusions and sees the true form of polymorphed, changed or transmuted things. Further, the subject can see into the ethereal plane. The range of conferred sight is 120 feet. A liquid is used to pour over the eyes to enact this spell. The contents and preparation cost at least 250gp.

The spell does not penetrate solid objects. It does not cancel concealment, including that caused by fog and the like, nor does it help the viewer see through mundane disguises, spot creatures who are simply hiding or notice secret doors hidden by mundane means. Additionally, the divine version of this spell allows the subject to see auras, noting the alignments of creatures at a glance.



UNSEEN SERVANT, Level 1 wizard

CT 1	R 50 ft.	D 1 hr./lvl.
SV n/a	SR n/a	Comp V, S, M

The *unseen servant* is an invisible, mindless, shapeless force that performs simple tasks at the caster's command. It can run and fetch things, open unstuck doors and hold chairs, as well as clean and mend. The servant can perform only one activity at a time, but it repeats the same activity over and over again if told to do so. It has an effective strength score of 2 for lifting purposes. It can trigger traps and such, but it can exert only 20 pounds of force. Its speed is 15 feet per round. The servant cannot attack in any way. It cannot be killed, but it dissipates if it takes 6 points of damage from area attacks. If the caster attempts to send it beyond the spell's range, the servant ceases to exist. A 5gp gem is used to enact this spell.



VANISH, Level 7 wizard

CT 1	R touch	D instant
SV none	SR yes (object)	Comp V

This spell works exactly like *teleport*, except only objects can be teleported. The caster can teleport up to 50 pounds or 3 cubic feet of matter per level. Creatures and magical forces cannot be made to vanish. Mishap is possible, just as in the *teleport* spell.



WALL OF FIRE, level 4 wizard

CT 1	R 50 ft.	D 1 rd./lvl.
SV none (see text)	SR yes	Comp V, S, M, DF

With a single bit of burnt wood, a blazing curtain or ring of shimmering fire springs into existence at the caster's command. The wall can take two forms; either an immobile fiery wall, or a ring of fire surrounding the caster that moves with the caster. In both cases, the wall is 20 feet tall and only 1 foot thick. The fiery wall or curtain of fire measures up to 20 feet long per caster level (up to 100 ft long at 10th level). The ring of fire measures up to 10 feet wide per every two caster levels (up to 50 feet diameter at 10th level).

One side of the wall, selected by the caster, sends forth waves of heat, dealing 2d4 points of fire damage to creatures within 10 feet and 1d4 points of fire damage to those between 10 and 20 feet. The wall deals this damage when it appears, and for each round that a creature enters or remains in the area. In addition, the wall deals 2d6+1 point per caster level of fire damage to any creature entering or passing through the wall. The wall deals double damage to undead creatures. No saving throw is allowed for any of the heat or fire damage.

If the caster evokes the wall so that it appears where creatures are already present, each creature takes damage as if passing through the wall. Each such creature can avoid the wall by making a successful dexterity save. (If the creature ends up on the hot side of the wall, it takes 2d4 points of damage, as normal.)

The caster may maintain the wall indefinitely by concentrating on doing so, or may forgo continued concentration, in which case the wall will last 1 round per caster level.

The wall can be attacked and cancelled by cold spells and damage. If any 5 foot length of the wall takes 20 points of cold damage or more in 1 round, that length goes out.

WALL OF FORCE, Level 5 wizard

CT 1	R 50 ft.	D 2 rds./lvl.
SV none	SR no	Comp V, S, M

This spell creates an invisible, immobile sheet, sphere or hemisphere of force that is immune to damage of most kinds, including spells and even *dispel magic*. The wall can only be brought down by *disintegrate*, a *rod of cancellation*, a *sphere of annihilation*, or *disjunction*. Spells and breath weapons cannot pass through the wall in either direction, although transportation spells and effects can bypass the barrier. It blocks ethereal creatures as well as material creatures. Gaze attacks operate through a *wall of force*. The material components of this spell are 20 small silver mirrors and a 100 gp gem.

The caster can form the wall into a flat, vertical plane whose area is up to 10 feet long per caster level, 20 feet tall and 1 inch thick. Alternately, the caster can form it into a sphere up to 1 foot per level in diameter, or a hemisphere up to 2 feet per level in diameter.

WALL OF ICE, Level 4 wizard

CT 1	R 150 ft.	D 1 tn./lvl.
SV none	SR no	Comp V, S, M

Similar to *wall of fire*, this spell creates an anchored sheet or hemisphere of ice. Unlike *wall of fire*, a *wall of ice* cannot form in an area occupied by physical objects or creatures. Its surface must be smooth and unbroken when created. Fire can melt a wall of ice. Suddenly melting the wall of ice creates a great cloud of steamy fog that lasts for 10 minutes. The details on the two versions follows:

Sheet of ice: A sheet of strong, hard ice appears. The wall may be created either vertically or horizontally/slanting. Vertical walls anchor themselves to the floor, while a horizontal or slanting wall must have two opposite surfaces to anchor itself. The sheet has two possible measurements: (1) up to 10 feet per caster level long, 1 inch per caster level thick, and 10 feet tall/ wide, or (2) up to 5 feet per caster level long, 1 inch per caster level thick, and 20 feet tall/ wide. A horizontal sheet of ice created in the air without two anchor points acts as a *sleet storm* spell, but lasts only 5 rounds and covers an area equalling one of the two possible measurements.

Each 10-foot length (for the former) or 5-foot length (for the latter) has 3 hit points per inch of thickness. Creatures can hit the wall automatically, and a section of wall whose hit points drop to 0 is breached. Even when the ice has been broken through, a sheet of frigid air remains that deals 1d6 +1 point per caster level of cold damage to any creature stepping through it. Fire-using creatures passing through this cold air suffer double damage, while cold-using creatures suffer no damage.

Hemisphere of Ice: The wall takes the form of a hemisphere of ice over the caster or a designated target. The hemisphere has a maximum possible diameter of 2 feet per caster level. It is as hard to break through as the sheet of ice, but it does not deal damage to those who go through a breach. The caster can create the hemisphere so that it traps one or more creatures, though these creatures can avoid being trapped by making successful dexterity saves.

WALL OF IRON, Level 5 wizard

CT 1	R 50 ft.	D permanent
SV see text	SR no	Comp V, S, M

The caster causes an anchored, vertical iron wall to spring into being. A piece of iron once used in a wall of a fortress is necessary to enact this spell. The wall cannot be conjured to occupy the same space as a creature or another object. The wall inserts itself into the surroundings, anchoring itself if possible. The wall must always form a flat plane, though the caster can shape its edges to fit available space. Like any iron wall, this wall is subject to rust, perforation and other natural phenomena.

The wall of iron is 1 inch thick per four caster levels, and up to 5 feet x 5 feet per caster level. The caster can double the wall's area by halving its thickness. Each 5 foot square of the wall has 30 hit points per inch of thickness. Creatures can hit the wall automatically, but it is so hard that the first 10 points of damage from each blow are ignored. A section of wall whose hit points drop to 0 is breached.

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If the wall is created where it cannot anchor itself, either vertically resting on a flat surface or in the air, it falls on creatures beneath it. An un-anchored vertical wall is 50% likely to tip in either direction if left unpushed after 2 rounds. It can be pushed with a strength check (CL 10). Creatures with room to flee the falling wall may do so by making successful Dex save. Creatures who fail take 10d6 points of damage.

WALL OF STONE, Level 5 wizard

CT 1	R 150 ft.	D permanent
SV see text	SR no	Comp V, S, M

This spell creates a wall of rock that merges into adjoining rock surfaces. To enact this spell requires a piece of stone from a wall. The wall is 1 inch thick per four caster levels, and up to 5 feet x 5 feet per caster level. The caster can double the wall's area by halving its thickness. The wall cannot be conjured so that it occupies the same space as a creature or another object.

The caster can create the wall in almost any shape. The wall need not be vertical, nor rest upon any firm foundation; however, it must merge with and be solidly supported by existing stone. It can be used to bridge a chasm, for instance, or to form a ramp. For this use, if the span is more than 20 feet, the wall must be arched and buttressed. This requirement reduces the spell's area by half. The wall can be crudely shaped to allow crenellations, battlements and so forth by likewise reducing the area.

Each 5 foot square area of the wall has 15 hit points per inch of thickness. Creatures can hit the wall automatically, but the wall is so hard that the first 8 points of damage from each blow are ignored. A section of wall whose hit points drop to 0 is breached. It is possible, but difficult, to trap mobile opponents within or under a wall of stone, provided the wall is shaped so it can hold the creatures. Creatures avoid entrapment with successful dexterity saves.

WATER BREATHING, level 3 wizard

CT 1	R touch	D 2 hrs./lvl.
SV constitution negates (h)	SR yes (h)	Comp V, S, M, DF

The recipient creatures can breathe water freely. Any number of creatures can be affected by touching them in turn, but the duration is divided evenly among them. A straw like instrument is used to enact this spell.

WEB, Level 2 wizard

CT 1	R 50 ft.	D n/a
SV see text	SR no	Comp V, S, M

This spell creates a many-layered 20 x 20 x 10 foot thick mass of strong, sticky strands resembling a giant spider's web, that trap objects and creatures caught in them. A strand or wad of web from a spider's web is used to enact this spell. The webs must be anchored to two or more solid and diametrically opposed points or else it collapses upon itself. Creatures caught within a web or simply touching its strands become entangled among the gluey fibers. Anyone in the spell's area of effect when it is cast must make a dexterity save or become stuck. An entangled creature suffers a -2 penalty to attack and damage rolls, a -4 penalty to effective dexterity and can't move. An entangled character cannot cast spells with somatic components. A stuck creature can break loose by succeeding at a strength check.

Once loose (either by making the initial dexterity save or a later strength check), a creature may progress through the web very slowly at a rate of 5 feet per round. Each 5 feet of movement requires a new strength check to avoid becoming stuck again.

The webs are flammable and fire burns 5 square feet in 1 round. All creatures in the webs take 2d4 points of damage from the flames.

WIND WALK, Level 6 cleric,

CT 1	R touch	D 1tn./lvl.
SV n/a	SR yes (h)	Comp V, S, DF

The caster's body becomes a cloudlike vapor, allowing movement through the air at great speed. The caster can also use the spell to affect additional

creatures, each of which acts independently. The caster can add one creature per 3 levels of experience. A magical wind wafts a wind walker along at up to 600 feet per round, or as slow as 5 feet per round. Wind walkers are not invisible, but appear misty and translucent. A wind walker can regain physical form as desired, and later resume the cloud form (during the spell's duration). Each such change requires 5 rounds. While in vaporous form, subjects gain immunity from physical harm, though they may sustain damage from high winds (as determined by the Castle Keeper). No spell casting is possible in vaporous form. For the last minute of the spell, a wind walker automatically descends 60 feet per round (for a total of 600 feet) unless the wind walker concentrates otherwise, although descent may be faster if desired. This descent serves as a warning that the spell is about to end.

WISH, Level 9 wizard

CT time it takes to word wish	R n/a	D n/a
SV see text	SR yes	Comp V

By speaking aloud, the caster alters reality with this most powerful of spells. Even wishes, however, have limits. The caster may wish for anything conceivable, but the wish must be precisely stated. The longer and more complicated the wish, the more dangerous the spell becomes. A *wish* gives the opportunity to fulfil the caster's request, but the spell, for whatever reason, may pervert the caster's intent into a literal but undesirable fulfilment or a fulfilment with unseen consequence. A *wish* never restores a level or constitution loss from being raised, resurrected or reincarnated from the dead. The caster of a *wish* spell always ages due to the debilitating effects of the spell upon the body. The caster must make a constitution save (challenge level 9) or age 3 years. Success means the caster ages only 1 year. Typically, a *wish* can aid one creature but, multiple subjects can be affected if, for example, they are all cured of the same type of affliction. In such a case, the caster can affect one subject for every three caster levels.

Generally, a *wish* can do any one of the following, if worded correctly, with little danger of misfortune: (1) Duplicate a spell of 9th level or lower that the character knows and has cast, or duplicate any other spell of 6th level or lower that the character has seen; (2) Undo the harmful effects of other spells; (3) Create a valuable item, even a magic item, of up to 15,000 gp in value; (4) Permanently raise or lower an attribute by +1 or -1; (5) Remove injuries and afflictions; (6) A *wish* can bring a dead creature back to life by duplicating resurrection; (7) A *wish* can revive a dead creature whose body has been destroyed, but the feat takes two wishes, one to recreate the body and another to infuse the body with life again. (8) A *wish* can lift one creature per caster level from anywhere on any plane and place these creatures anywhere else on any plane regardless of local conditions. An unwilling target gets a Cha save to negate as well as SR; (9) A *wish* can undo a single recent event. The wish forces a re roll of any roll made within the last round. Reality reshapes itself to accommodate the new result. The re roll, however, may be as bad as or worse than the original roll.

Duplicated spells allow saves and SR as normal. When a *wish* duplicates a spell with a material component that costs more than 10,000gp, the character must provide that component.

WORD OF RECALL, Level 6 cleric

CT 1	R unlimited	D n/a
SV see text	SR yes (h)	Comp V

This spell teleports the caster instantly to the caster's sanctuary when a command word is uttered. The caster must designate the sanctuary when the spell is prepared. It must be a very familiar place. The actual point of arrival is a designated area no larger than 10 feet by 10 feet. The caster can be transported any distance within a plane but cannot travel between planes. The caster can transport, in addition to himself, objects and creatures weighing up to 50 pounds per caster level. Exceeding this limit causes the spell to fail. An unwilling creature can't be teleported by *word of recall*. Unattended, nonmagical objects receive no saving throw.

THE CASTLE KEEPER & THE GAME

WITH AN IRON THUMB: RULES!

Whatever the style, theme, setting or plot of the game, the Castle Keeper should be willing to adjust the game's mechanics when necessary. A well balanced rule system is important in that it creates a median upon which all encounters and conflicts can be resolved. However, rules should not impede the flow of the game or the enjoyment of the players. The Castle Keeper who works to create a fast paced combat, wherein the players are anxious for each round to resolve to learn their fates, can find the momentum shattered by a ruleset which is, as often as not, unnecessary.

The Castle Keeper must learn to adjudicate the game and to decide quickly what the ramifications of certain actions may be. For instance, Dolgan, the last standing member of a five character party is hard pressed by a mountain of orcs pouring down a corridor. They are led by a huge beast of an ogre. Dolgan wants to shatter the enemies resolve and save his comrades. To do so, he knows he must slay their leader. After relaying this, the Castle Keeper should make a quick mental note of what it is going to take to hit the creature and go with it rather than checking tomes of books for an answer. Success or failure is met by the roll of a dice, but the pace of the game is left uninterrupted. Rules are tools, and should be used only when they are necessary. Castle Keepers and players should not shy away from amending, customizing or even ignoring the rules to best fit the needs of the game and its particular narrative.

The ultimate example of when to use rules and how to customize the game is found in the many varied choices of character creation. Castle Keepers may wish to alter the basic method of rolling attributes explained in the character creation section of the rules so that characters are more reflective of the campaign world in which the game is placed. A Castle Keeper may need characters with higher attributes when running a high fantasy or theatrical game, whereas a more realistic game might necessitate lower average attribute scores. Below are several alternative methods for generating attribute scores, each with its own advantages and disadvantages.

Customizing your game should not be restricted to the above. Ability or attribute checks can also be changed or amended. It is not necessary for every conflict resolution or obstacle to be overcome by the use of dice. Adequate rules are given in the next section to cover almost any incident, but the use of rules should be sparing and only in those moments in which they are applicable. It is important to keep the element of chance and consistency in action in any given encounter or game, but it is as equally important to maintain the flow of the story. So bending the rules and using them judiciously is a necessity for playing a well-run game. Do not shy from this, nor shy from adding rules to the game. Familiarity is a must, so be sure to read and understand the following sections so that a better game can be had by all those who sit at the table with expectations of an adventure and a rousing good time.

THE RULES ARE YOUR SERVANT, NOT YOUR MASTER!

All games have rules. Rules make a game playable. Rules are a set of guidelines offering the regulation of game activities in a manner that is understood by all; a format for their consistent application so everyone knows what to expect



and a method for the fair and balanced adjudication of those activities from game to game and place to place. Rules are indispensable, but if they are too rigorously imposed, on the other hand, rules can constrain and limit the deeds and exploits imagined by the players.

Castles & Crusades is very much a game that takes place in the imagination of the players. The characters, events, settings and creatures are mythical and fabulous. They are constructed and designed in the mind's eye and not on the graphs and diagrams of a banal reality. For a game of *Castles & Crusades* to be truly successful, the rules must bend to the desires and needs of the imagination. To do otherwise is to encumber and restrain the player's and the game's potential and is wholly at odds with the desired results of a game of *Castles & Crusades*.

So it is only fitting that before delving further into the rules and mechanics for running a game of *Castles & Crusades*, it must first be said that the rules are the servant of the game, not its master. These rules are designed to be amended, changed, adjusted, added to and customized in order to best serve the wants of its player's desires and needs. The Castle Keeper and players are encouraged to consult with one another and make decisions concerning changes or amendments to the rules provided in this book. This can only make the game better.

That is not to say that this should be undertaken with complete abandon or whimsy. Rather, as the game develops, the players and the individual running the games should consult and offer ideas for changes or amendments, experiment with them and decide, collectively, which adjustments are necessary and beneficial to the overall needs of the game. Also, bear in mind, some discretion should be used in changing, adding or removing rules. Balancing the various abilities and capabilities of the characters against the innumerable obstacles is difficult as the game must always remain challenging to be exciting. An unbalanced game can be just as disastrous as a game laden with too many rules.

In all, the rules should ignite the fires of the imagination and the changes should be the fuel that keeps it burning. Bend the rules, change them, amend them; do whatever is necessary to make your game more enjoyable. This set of rules is your servant, not your master!

ATTRIBUTES & THE GAME

Throughout the game, the Castle Keeper and players must resolve whether or not specific actions succeed or fail. These actions might include tracking a band of goblins, detecting a trap, swimming a mighty river or resisting the effects of a giant snake's poison. To resolve these situations and others, a player rolls a d20 and adds the character's level and the attribute modifier of one of the character's six attributes that is being checked against. If the total score exceeds the number representing the difficulty of conflict requiring the check, the character succeeds.

This simple attribute check mechanic for resolving conflicts underlies the whole of the game and is called the SIEGE engine™. The name SIEGE engine™ reflects the attribute check because all conflicts in Castles & Crusades involve an attacker and a defender, just as if an army were laying siege to a castle's walls. The SIEGE engine™ mirrors the game's story-based theme of characters seeking to overcome the challenges before them.

Before describing the SIEGE engine attribute check in more detail, it is important to note that only those activities which have a significant chance of failure, as determined by the Castle Keeper, should be resolved by a dice roll. In most cases, narrative development and not chance should guide the game. Judicious use of the attribute check is essential to maintaining the fast flow of action and adventure. There are instances in which the attribute check is required. These include all class ability checks and saving throws, and those other instances where the Castle Keeper deems a check necessary to resolve a conflict.

Once it is decided an attribute check is needed, the Castle Keeper must identify the attribute to be checked against. In most cases, the answer is obvious. In the case of class abilities and saving throws, the appropriate attribute has already been identified. With class abilities, the associated attribute is in the ability's description. For example, when Melth the rogue picks a pocket, a dexterity attribute check must be made to determine success. Saving throws, which are discussed below, list their associated attribute.

Non-specified situations requiring a check are typically easy to resolve as well. The attribute descriptions located at the beginning of the book should aid in deciding which attribute to associate with specific actions. For example, Bjorn attempts to push a statue over onto the kobold war chief Krublet. The statue is exceedingly heavy, even for the great Bjorn. The Castle Keeper might require an attribute check against Bjorn's strength.

Once the associated attribute is chosen, the Castle Keeper must calculate the character's chance of success. The chance of success is determined by a number called the challenge class (CC). The challenge class mirrors armor class in that to succeed, the attribute check result must be greater than or equal to the challenge class.

To determine the challenge class, two simple steps are required. The Castle Keeper must determine the base chance of success (challenge base), and the level of difficulty of the challenge involved (challenge level).

The first step in calculating challenge class is to determine the challenge base (CB). The challenge base is always either a 12 or an 18. Challenge base is dependent on whether or not the attribute being checked against is a character's prime attribute or secondary attribute. If the attribute is prime, the challenge base is 12. If the attribute is secondary, the challenge base is 18. Returning to our example, Bjorn the fighter has a strength prime attribute. Thus, the challenge base for his action would be 12. If Bjorn were a wizard, and strength was a secondary attribute, his challenge base would be 18.

The second step in calculating challenge class is determining the conflict's challenge level (CL). The Castle Keeper has vast discretion in determining challenge level. Although the task sounds difficult, it is actually fairly easy. Challenge level is nothing more than the level of difficulty of the action attempted or the reaction made.

The simplest way to determine challenge level is by referencing the level or hit dice of the non-player character or monster to which the character making the check is acting against or reacting to. In such cases, challenge level is equal to the level or hit dice of the non-player character or monster involved. A monster's challenge level is equal to its hit dice; a spell's challenge level is equal to the level or hit dice of its caster; a trap's challenge level is equal to the level of the person who set it. For instance, if an 8 hit dice creature uses

a paralyzing gaze ability on a character, the challenge level would be 8. If a 6th level wizard cast a spell on a character for which a saving throw is allowed, the challenge level would be 6. If a rogue attempts to deactivate a trap set by another 4th level rogue, the challenge level would be 4.

There are more arbitrary situations that require the Castle Keeper to create an adequate challenge level. If a character is attempting a task such as making an extraordinary jump or swinging on a rope to grab an object, the Castle Keeper needs to assign a difficulty to the task. A good way to assign such a challenge level is to think of the task's difficulty as if it were a monster, and then assign a challenge level equal to the hit dice of the monster imagined. In this way, a level or hit dice can be assigned tasks such as swimming a river, knocking down a door, jumping a pit or catching a falling object. For example, a character might wish to jump over a 6 foot wide pit. Assuming the character is unarmored and has room to run and jump, this is a fairly easy task that is perhaps equivalent to the degree of difficulty involved in a 1st level fighter combating a 1 HD monster. Thus, the Castle Keeper assigns a challenge level of 1. However, if the character is heavily weighted down, leaping across the space could be deemed a 2 or higher.

As a rule of thumb, a challenge level of 1 to 5 is adequate for easy tasks. For difficult tasks, a challenge level of 6 to 10 works well. For very difficult tasks, a challenge level of 11 to 15 suffices. Heroic actions require a challenge level of 15 to 20 or even higher. When in doubt, err on the low side since it never hurts a game to have a character succeed in something difficult.

After the challenge base and challenge level are determined, the Castle Keeper adds them together. The sum is the challenge class for the attribute check. The score is the number which the player must beat on the check.

Let us turn again to the example of Bjorn. He is a 5th level fighter with strength as a prime attribute. His challenge base to topple the statue would be 12. Pushing over that statue is a simple to difficult task, so a challenge level of 4 is assigned to the action. Adding 12 and 4 results in a total challenge class of 16. Therefore, the player must roll a modified 16 or better to push the statue over and onto the kobold.

The player makes the attribute check by rolling a d20 and adding Bjorn's level and strength attribute modifier. For this example, let's assume Bjorn's player rolls an 11. Bjorn's level (5) and strength modifier (16 strength grants a +2) are added to the 11 for a total of 18. This beats the 16 challenge class, so the statue creaks and sways for a moment, then falls on the kobold war chief, squashing it.

In short, the process of the attribute check involves the player rolling a d20 and adding the character's level and the appropriate attribute modifier. That total number must be equal to or greater than the challenge class, as determined by the Castle Keeper.

Before concluding, it is recommended that the Castle Keeper keep the challenge class secret. By keeping it secret, anticipation and the unknown thrill of success or failure is maintained in the game. Simply telling the player that the attribute check is made against a prime attribute or secondary attribute conveys an idea of the base chance of success, and allows the player to make the attribute check roll. The player would then convey the total result to the Castle Keeper without knowing what score is needed to succeed. The Castle Keeper then narratively describes success or failure.

USING ATTRIBUTE CHECKS IN YOUR GAME

One of the challenges of running a game is deciding when and how to use the rules of the game to enhance the game play experience. Knowing when and how to use the attribute check to the best advantage will make for a fun and exciting game. Misusing them will cause the game to become bogged down with trivialities. Saving throws and class ability checks are two uses of attribute checks that are self-explanatory. As noted above, the most difficult are those other circumstances requiring a general attribute check to be made.

Additionally, the concept of the primary attribute and secondary attribute plays a role as well. Just because a character has a high score in an attribute does not mean that the character has the ability to use it best. A fighter with a 15 strength, which is a prime attribute, knows better how to utilize his body's strength, whether through leverage or athletic ability or training, than does a wizard with a 15 strength that is a secondary attribute.

A character with a prime attribute of intelligence is grounded in the real and concrete, and is quite able at the art of deduction. They better separate illusion from reality. This is true even if the character has only an intelligence score of 11. There may be characters with higher intelligence scores, but as a secondary attribute. Those characters may be quick witted, or smarter, but they do not have the natural aptitude for methodological reasoning. Thus, the less intelligent character with intelligence as a prime attribute may be slower in reasoning, but ultimately the character has a better chance of successfully deducing a situation. Such should be kept in mind in reading the following discussion and examples of attribute checks as they relate to each of the six attributes.

STRENGTH

The strength check should be used sparingly and with a healthy dose of common sense. A boulder weighing over a ton cannot be lifted, even by a character with a strength score of 18. A rock for a sling stone can be lifted by anyone. This extreme example illustrates the potential downside of relying on attribute checks to resolve situations in a game. If done too often, the act of making a check can begin to replace the essential value of common sense when determining the outcome of events.

Strength checks are most useful when a character is attempting feat of strength beyond the norm. It often involves a situation where a character is matched against another creature or character, or against a force of nature. Or it might involve a character attempting a physical maneuver of an object that involves more than just lifting.

Example one: Logmar the Black, a 6th level fighter, is attempting to lift a fallen ship's mast off his boon comrade while trying to avoid being swept overboard by a raging sea. The Castle Keeper rules that Logmar, with 16 strength (+2 modifier), would be able to lift the mast, but an attribute check is needed to determine if Logmar can succeed under the stress of the situation. Logmar's player rolls d20 and scores a 12. His level and strength modifier are added, giving a total of 20. The challenge base of the check is 12 because Logmar has strength as a prime attribute. The Castle Keeper has determined that the slipperiness of the deck and mast would equate to a challenge level of 8. This calculates to a total challenge class of 20. Because the attribute check equals the challenge class, Logmar succeeds in lifting the mast. If Logmar's Strength was 7, the Castle Keeper might decide that lifting the mast was impossible, and not even allow an attribute check.

Example two: Two characters need to swim a raging river. The first character is a halfling barbarian from the desert who has never encountered a large body of water or a raging river. The second character is a human ranger who was raised on the banks of a large river. The halfling cannot swim, but the ranger can. Swimming a river is most closely associated with strength. In this case, the Castle Keeper might decide that the halfling cannot swim the river, or can attempt to swim the river but at a very difficult to heroic challenge level. Conversely, the Castle Keeper might determine that the ranger can automatically swim the river, or can attempt to swim the river at only a difficult challenge level. Thus, a character's background, or even class or experience from past adventures can play a role in determining success or failure.

DEXTERITY

Characters occasionally find themselves in situations where their reflexes and balance are tested. Dexterity checks should be used in those situations where the consequences are most dire, or dependent upon some deft maneuver to avoid a hazard. A dexterity check might also be required when a character attempts to throw an unusual object, make a difficult throw of a grappling hook, catch an object, retrieve an item quickly or any number of possibilities.

Example one: Climbing a large oak tree is easy for most reasonably fit people. A character climbing a tree in calm circumstances need not make a dexterity check. Climbing a tree while taking enemy fire from orcs is much more difficult. A character in this case might be required to make a dexterity check to avoid missteps or accidents due to the stress and added danger of the situation.

Example two: A bard is walking down a dungeon corridor, banging his staff before him in an attempt to set off and avoid a pit trap. The Castle Keeper has determined that the force of the mere staff detection maneuver is not sufficient to actually set off a trap. But, the Castle Keeper might allow the bard a dexterity check to jump backwards and avoid the pit trap he just set off because the player was at least involved in role playing the precaution.

CONSTITUTION

There are plenty of situations in a game where a player might wish to push the limits of the character's health and stamina. For example, a character may need to run a mile, in full chainmail, without stopping. If a Castle Keeper needs to determine if a character can succeed at tasks such as this, a constitution check is used.

As with any check, common sense must be used. A contest of endurance between a character with a constitution of 4 and one with a constitution of 16 is really no contest at all. However, a contest between characters with 15 and 17 would be much closer, and constitution checks might be needed to determine how long each character could succeed at the task, such as holding a book in each hand with outstretched arms.

Example one: Pround, an 8th level monk, is running a message to a nearby town while being pursued by orcs. Pround is faster than the orcs, as long as he can continue running. His constitution is 15, and it is one of his prime attributes. The player wishes to push his monk beyond the normal limits to get the message to the town faster. The player decides that the monk will forgo rest during the run. The Castle Keeper might require a constitution check to determine if the monk is successful.

Example two: A fighter in a deadly battle suffers a heavy blow to his arm from a giant's club. The Castle Keeper decides that the force of the blow is so powerful, the fighter must make a successful constitution check or suffer a broken arm.

INTELLIGENCE

Characters often face daunting puzzles and tasks of mental discipline on their adventures. Intelligence checks are one way to help determine the success of a character at those tasks. Caution should be used, however, lest the roll of the dice be used to solve all of a player's problems. Part of the fun of the game is the sense of accomplishment gained when role playing, reasoning, and solving problems or recalling information. Getting the answers from rolling dice leaves that accomplishment empty.

Example one: A group of characters comes across an elaborate puzzle that must be solved to gain access to an ancient vault. After some time debating and trying various solutions, nothing seems to be working. To keep the game moving, the Castle Keeper allows the party's wizard the opportunity to make an intelligence attribute check. The attribute check is successful, and the Castle Keeper gives the wizard's player a hint for solving the puzzle.

Example two: An elf enters an alchemist's laboratory and finds an ancient tome buried beneath a pile of vials and other equipment used for experiments. A rune on the tome's cover seems familiar to the elf. The rune is actually the personal symbol of an illusionist the elf battled years ago at the beginning of his career. The Castle Keeper decides to allow the elf an intelligence attribute check to recall the information.

WISDOM

Where a character, and not a player, has had an experience that could impact a present circumstance, a wisdom attribute check is often involved. Wisdom checks often help resolve unclear circumstances through hunches or gut feeling. Wisdom is also used to determine surprise, or when allowed, to spot something not normal about a situation. Wisdom checks are a particularly useful device with new players that may be confused in such a circumstance. In the end, the ultimate determination of whether to allow a wisdom check or not lies in those circumstances where the fictional character's knowledge and experience would exceed the player's personal knowledge. The character's background and experiences play an important role in this.

However, wisdom checks should not always be used to help characters find hidden objects or gain intuitive insight. A player should pay attention to the Castle Keeper's narrative description, and the Castle Keeper should allow alert players to spot potential threats or find hidden items, especially if deftly role played. Wisdom checks are not a replacement for alert and cautious play nor incautious play. Also, as detailed ahead, surprise is a special type of wisdom check with its own rules.

Example one: While a dwarf has a natural racial ability to detect unsafe walls, a human wizard does not. Suppose, however, that a wizard once had the unfortunate experience of falling victim to a wall trap in a dungeon. The wizard has now, unknown to him, chanced across a similar wall trap. The wizard's player does not immediately deduce the situation. The Castle Keeper, however, decides that the wizard character would have a chance to do so. The Castle Keeper allows the wizard's player to make a wisdom check. If successful, the Castle Keeper specifically describes the situation in detail to the player, or simply states that something about the passageway ahead reminds the wizard of the trap encountered years earlier.

Example two: A ranger wants to fashion a makeshift raft to cross a river. The Castle Keeper determines that the ranger was trained in making rafts, or at least would have the general knowledge in how to go about doing so. The ranger's player happens to be a life long city dweller who has never even camped in the woods or floated in a canoe. In these circumstances, the Castle Keeper should allow the ranger a wisdom check, at an easy challenge level, to complete the task even though the player has no idea on how to describe his character's actions in making the raft.

CHARISMA

Feats of will between two creatures along with situations involving leadership, reaction, loyalty and negotiation are areas governed by charisma. As with intelligence checks, players should be given the opportunity to succeed through role play before checks are required. If the Castle Keeper deems an argument or negotiation persuasive, then success can be allowed without requiring a check. Under no circumstances should charisma checks replace the need for players to role play interactions. If the character wants a deal from a shopkeeper, the player should have to negotiate that deal. A charisma check might aid in the resolution of the task, but it should not determine it outright. A successful charisma check in the negotiation of a peace treaty, for example, might cause the opposing side to offer a small concession, but the ultimate success will depend on the player's role playing ability.

However, as with wisdom, sometimes a character's charisma will be greater than the player's ability to role play that charisma. The Castle Keeper should take that into account when making situational rulings. A paladin with 18 charisma would have some success in convincing a group of villagers to aid in hunting down an evil bandit in the region, even if the player cannot deliver a speech like Julius Caesar. If the player can give an adequate speech with a modicum of acting or oration ability, the Castle Keeper should allow some success.

Imposing one's will over another creature is one of the most difficult situations for the Castle Keeper to referee. In such cases, a character's charisma score is the primary determinative of success. In most cases, a roll may not even be required.

Example one: A hireling wishes to quit the party after a particularly dangerous fight. The Castle Keeper might allow a character, after some role playing a charisma check to determine whether or not the hireling changes his mind.

Example two: Fagan, a druid, decides to mediate a deal between two feuding merchants. Fagan's charisma is a 17 and a prime attribute. After some roleplaying, the Castle Keeper decides that Fagan's player has given the negotiations an honest try, and allows a charisma check. The check is successful, and the Castle Keeper rules that one merchant might settle if the price is right.

ADDING CHARACTER LEVEL TO CHECKS

There will be times when a player will want a character to attempt an action that intrudes in the realm of the class ability of another character class. For example, a fighter might wish to open a lock, or a wizard might attempt to track. It is up to the Castle Keeper to decide if such an action is even possible. In general, it is recommended that a Castle Keeper should disallow a character a chance of success in attempting a non-class ability.

If a Castle Keeper, for whatever reason, does allow a character to attempt a non-class ability, then the SIEGE engine attribute mechanic changes in one significant way. The character does not add his level to the attribute check roll. Instead, the character rolls a d20 and adds the appropriate attribute modifier only.

For example, Arack, a 5th level dwarf fighter, attempts to pick a pocket. His dexterity is 13, but it is a secondary attribute. The Castle Keeper allows the attempt. Arack rolls a d20, scoring a 12. The dexterity modifier of +1 is added to the roll for a total of 13. The task fails, however, because a 24 was needed to succeed since the challenge base was 18 (secondary attribute) and Arack was attempting to pick the pocket of a 6th level character.

Another example would be Drox, a 5th level fighter with a 12 dexterity. Dexterity is one of Drox's prime attributes. He tries to sneak across a squeaky wooden floor without being heard by the sleeping wizard on the other end of the room. He scores 16 on his d20 roll, and adds nothing. Because 16 does not beat his challenge base of 12 (prime) plus the challenge level of 5, he causes the floor to squeak and wakes up the wizard. If Drox were a rogue, he would be able to add his level, and would have succeeded at the task with a total of 21.

It is important to note that the abilities of each class have the best results when used by only that class. A rogue can move silently, with an absolute absence of sound. A fighter, therefore, should only be able to move very quietly, even with a successful roll.

A rogue moving silently in order to sneak up on a guard would not alert that guard with a successful check. However, a fighter moving quietly, even with a successful roll, should still stand a chance of being noticed by the guard. Thus, the Castle Keeper might allow the guard a wisdom check to notice the fighter moving quietly up behind him.

SAVING THROWS

Many times during a game something occurs which requires an attribute check, such as when a dryad attempts to charm a character or a dragon breathes fiery breath upon a character, but the attribute associated with the event that causes the check is unclear. For example, what happens when a Wight creeps up upon an unsuspecting foe and reaches its hand out to steal some part of a soul? This is called an energy drain and, if successful, the character whose energy is drained loses levels. In this case, the character is being acted on in a potentially harmful manner and must make an attribute check to avoid being harmed. This attribute check is called a saving throw. Often the Castle Keeper or new players are unsure as to which attribute a particular type of attack or event relates. Saving throws clarify this as many of the more common types of events are examined. In the case of the Wight's energy drain, the saving throw relates to constitution.

A saving throw is simply an attribute check for a character to avoid damage or other unwanted alteration or harm caused by a creature's abilities and/or specific situations or effects. Saving throws are unique only in that the character is being acted on and the attacks or events causing it need clarification.

A saving throw is an attribute check. A player rolls a d20 and adds the character's level and the appropriate attribute modifier. If the attribute related to the saving throw is a primary attribute, the challenge base is 12. If the attribute related to the saving throw is a secondary attribute, the challenge base is 18. The Castle Keeper determines the challenge level by such factors as the monster's hit dice, the spell caster's level or the level of the trap or poison. The Castle Keeper may also give bonuses or impose penalties due to circumstance and situation. The results of failed saving throws for a particular type are explained below.

Monsters, creatures and non-player characters are also often required to make saving throws when reacting to attacks by a character, especially spells cast by wizards, clerics and druids. Monster saving throws function in the same manner, with this caveat; monsters and creatures have lumped primary and secondary attributes such that they have either a physical or mental primary. If a monster has a physical primary, then all physical attributes (strength, dexterity and constitution) act as the primary while the mental attributes (intelligence, wisdom and charisma) act as secondary attributes.

TYPES OF SAVING THROWS

There are six different kinds of saving throws each corresponding to an attribute. The situations and effects that trigger a saving throw generally fall into one of the following categories. This list is not definitive but should provide a template for Castle Keeper's to determine a saving throw category for something not listed here.

SAVE TYPE	Categories
Strength	Paralysis, Constriction
Intelligence	Arcane Magic, Illusion
Wisdom	Divine Magic, Confusion, Gaze Attack Polymorph Petrification
Dexterity	Breath Weapon, Traps
Constitution	Disease, Energy Drain, Poison
Charisma	Death Attack, Charm, Fear
Variable:	Spells

BREATH WEAPON (Dexterity or Constitution): Any character caught in the area of effect of a breath weapon must make the appropriate saving throw or suffer the breath weapon's full effects. The type of saving throw necessary is described with the monster or spell which causes the saving throw. Generally, the character must dodge the effects of a breath weapon, so a dexterity check is appropriate, but on occasions gaseous clouds require a constitution saving throw.

CHARM (Charisma): Charm spells or spell-like abilities allow a charisma saving throw to avoid being overcome by the charm. A failed save means the character suffers the effect of the charm spell.

CONFUSION (Wisdom): Confusion spells or spell-like abilities allow a wisdom saving throw to avoid being overcome by confusion. A failed save means the character becomes confused for an amount of time as specified by the spell or ability.

A confused character's actions are determined by a 1d10 roll, re rolled each round with the following results: 1 wander away (unless prevented) for 1 minute (and don't roll for another random action until the minute is up); 2-6 do nothing for one round; 7-9 attack the nearest creature for one round; 10 act normally for 1 round. Any confused creature who is attacked automatically attacks the attackers on the next turn.

DEATH ATTACKS (Charisma): Death attacks are rare and only a few monsters and the rare artifact have them. In most cases, death attacks allow the victim to make a charisma save to avoid the affect, but if the save fails the character will die instantly.

DISEASE (Constitution): When a character is injured by a disease attack such as from a ghoul, touching an item smeared with diseased matter or consumes disease-tainted food or drink, the character must make an immediate constitution saving throw. If the character succeeds, the disease has no effect, for the immune system has fought off the infection. If failed, damage occurs after an incubation period. The description for each disease will give the details on the effects following the incubation period. It is recommended that the Castle Keeper roll these constitution saving throws for the player so that he doesn't know whether the disease has taken hold.

ENERGY DRAIN (Constitution): An energy drain attack takes away levels or attribute scores from the victim unless a successful saving throw is made. Most energy drain attacks require a successful melee attack. Mere physical contact is not enough. The full effect of an energy drain, such as the number of levels taken away, is specified in the monster, magic item or spell description causing the drain. If it is not specified, one level is removed.

A character who loses a level this way suffers the effects of the drain immediately. The character loses one hit die of hit points of the appropriate class, and all other class abilities are reduced to the new level. If a familiar or companion creature has abilities tied to a character who has lost a level, the creature's abilities are adjusted to fit the character's new level. The victim's experience point total is immediately set to the midpoint of the previous level.

Characters drained below 1st level becomes a 0 level character with no class or abilities. A character drained below 0 level is instantly slain. Depending on the creature that killed the character, the character may rise the next night as a monster of that kind. If not, the character rises as a wight.

Lost levels or attribute scores remain until removed by spell, such as *restoration*, or other means. Sometimes, level or attribute loss is temporary and will return to normal in a day's time.

A creature gains temporary hit points each time it successfully uses a natural energy drain ability. Unless specified otherwise, the creature gains the amount of hit points that the victim loses. Energy drain through spell or magic item does not grant temporary hit points unless their description indicates otherwise.

FEAR (Charisma): Spells, magic items and certain monsters can affect characters with fear. The character facing a monster who emanates fear or who has a spell cast upon him makes a charisma saving throw to resist the effect. A failed roll means that the character is affected by the fear, as detailed in the spell or monster description.

GAZE ATTACK (Wisdom): Each character within range of a gaze attack must attempt a saving throw each round at the beginning of his turn. Generally the character can avoid the gaze with a successful wisdom check. In many instances, the situation is more appropriately handled without a saving throw through narrative and role playing. If necessary, the Castle Keeper may require a saving throw. Failure indicates the character was unable to avoid the gaze and suffers its effect.

MAGIC/ILLUSION (Intelligence or Wisdom): This category is for spells cast by creatures or from scrolls. It is a catch all for magic not covered by one of the other saving throw categories.

Arcane or divine spells cast by a magic item or other object, or a spell-like ability possessed by a creature or item usually allow a saving throw to negate, lessen, avoid or resist their effect. If the type of magic is arcane, then an intelligence saving throw is made. If divine, then a wisdom saving throw is made.

In some cases, the specific effect of the spell calls for another type of saving throw. All charm spells, whether cast by creature, item or spell-like ability make a charisma saving throw (see above). Other saving throw categories not covered by this catch all would include paralysis, polymorph, energy drain, death attack and fear.

PARALYSIS/ CONSTRICTION (Strength): Some monsters and spells have the supernatural or spell-like ability to paralyze or hold victims, immobilizing them through magical means. Paralysis works on a character's body, but a character can usually resist it with a strength saving throw. The

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effects of spell, monster constriction and/ or paralysis are discussed above in the spell descriptions or in *Monsters & Treasure*.

PETRIFICATION/ POLYMORPH (Wisdom): Arcane and divine magics can cause creatures and characters to change their shapes, sometimes against their will. The victim may make a wisdom saving throw to resist the polymorph. Polymorphed creatures retain their own minds, but have new physical forms.

A petrified character is not dead if a majority of the body is intact. No movement or actions of any kind can be made, not even mental ones while petrified. Strength and dexterity scores are effectively (but not actually) reduced to 0. There is no awareness of what is occurring since all of the senses have ceased operating. If a petrified character cracks or breaks but the broken pieces are joined with him as he returns to flesh, he is unharmed. If the character's petrified body is incomplete when it returns to flesh, the body is also incomplete.

POISON (Constitution): When a character takes damage from a poisoned weapon, an item smeared with contact poison, consumes poisoned food or drink or is otherwise poisoned, he must make a constitution saving throw. If he fails, he suffers the poison's initial damage (usually ability damage). Even if he succeeds, he typically faces more damage a short time later. Sometimes, the additional damage allows for another saving throw.

SPELLS (Variable): Arcane and divine spells sometimes allow a saving throw to negate, lessen, avoid, or resist the effect. Each spell description indicates the type of saving throw including those spells cast from scrolls, wands, rings or other magical devices.

TRAPS (Dexterity): When a character sets off a trap, a dexterity saving throw is allowed to avoid all or some of the effects of the trap. Each trap is unique and the effects of a successful or failed saving throw should be designated beforehand.

For example, a 5th level rogue sets a trap. A 7th level dwarf fighter with a 9 dexterity walks into the trap. A saving throw is required to determine whether or not the fighter sets off the trap and suffers the full effects of it. The dwarf's prime attributes are strength and constitution. Thus, the challenge base for the save is 18. In this instance, the trap was set by a 5th level rogue, so the fighter succeeds on a 23 or better. The player rolls 1d20 and adds the dwarf's level 7 to the attribute modifier for traps (dexterity). The dwarf has no dexterity modifier. Thus, if the result of the d20 roll plus the character's level is 23 or higher, the dwarf makes his saving throw and dodges the trap.

COMBAT

Much of the excitement in playing Castles & Crusades occurs during the character's combat with monsters. Whether a knight battling a horde of blood-thirsty orcs, a rogue facing off with a nefarious pirate or a cleric turning a vampire, combat is often the climax of many roleplaying sessions. Combat is also the nexus of many rules in Castles & Crusades. Managing combat is often a challenging affair as the Castle Keeper must not only know the rules, but must also know how to apply the rules fluidly to maintain a sense of excitement through description and action.

To facilitate this, the rules for combat have been kept as simple as possible with much maneuver room left for the Castle Keeper. The rules are designed to organize the action of combat. Yet, as the essence of combat is its narrative, they also enable the Castle Keeper to manipulate the rules in support of the narrative. Narrative development is as equally important to the game as any combat's results. The rules of combat and its narrative development is discussed below.

BASIC OUTLINE OF A COMBAT ROUND

When a combat occurs, each participant will want to take action. The most common action will be an attack on a foe, but might also include, for example, drinking a potion or casting a spell. To facilitate when a character or monster can act, combat is broken into a series of time measurements called rounds. Each participant in a combat generally gets one action each combat round.

Each participant acts during the round in an order established by the roll of a d10. This is called initiative. The character with the highest initiative acts first, and each character in turn performs an action until the last character with the lowest initiative roll has acted. If a character attacks during a combat round, the character's player rolls a d20 to determine if the character hits the opponent. If the resulting number rolled plus the character's class bonus to hit and any attribute modifier totals are equal to or greater than the opponent's armor class, the character has successfully hit the opponent. A successful hit results in damage to the opponent. Monsters and non-player characters follow the same procedure and rules as characters, but the Castle Keeper manages their actions. After all participants have acted once in the combat round, a new round begins.

SAMPLE COMBAT ROUND

With a furious scream and battle axe in hand, Angthar, a barbarian war chief, charges a goblin scouting near his village. To resolve the combat, Angthar's player rolls initiative for Angthar, and the Castle Keeper rolls initiative for the goblin. Angthar rolls a 7, and the goblin rolls a 4. Thus, Angthar acts first.

Angthar, a 5th level barbarian with 14 strength, attacks the goblin with his battle axe. The player rolls a d20 and the result is 12. Angthar adds his basic attack bonus (+4) and his strength bonus (+1) to get a total attack roll of 17. The goblin's scaly hide imparts an armor class of 12. Angthar's attack roll of 17 exceeds the goblin's armor class of 12, thus Angthar has successfully hit the goblin with his battle axe. A battle axe inflicts 1d8 hit points of damage, so Angthar's player rolls a d8 and adds Angthar's strength bonus (+1) to the roll. In this example, Angthar rolled a 6 for a total of 7 hit points of damage. The goblin only had 4 hit points, so Angthar has defeated it in one swing of his mighty axe.

If Angthar had only inflicted 2 hit points of damage, the goblin would have survived the attack. It then would get to perform an action, perhaps an attack on Angthar with its wicked, curved scimitar. If both Angthar and the goblin survived the first round of combat, then a new combat round would begin, started by a new initiative roll. This sequence would repeat until either Angthar or the goblin were victorious.

COMBAT TERMS

Castles & Crusades uses a set terminology to describe combat. The following are the most common terms of which the Castle Keeper, and eventually the players, need to understand to successfully run a combat.

ACTION: During each combat round, a character or monster may either attack, cast a spell, move, use an ability, use an item, or simply perform some other non-lethal action such as talking or standing still.

ARMOR CLASS: This is an abstract representation of the difficulty in hitting a defender. An attacker's attack roll must be equal to or greater than a defender's armor class to cause damage. All creatures have an armor class. In most cases, it is determined by the type of armor being worn. Armor class normally ranges from 10 to 20, but can extend higher than 20.

ATTACK: Attacks generally refer to the use of a weapon, whether a melee weapon or a ranged weapon, or an unarmed attack. Weapon attacks are made by the attacker rolling a d20, adding or subtracting the appropriate modifiers, and comparing it to the defender's armor class. There are other forms of attack, like spells, class abilities such as turn undead, or magic items, but each of them are actions that generally have their own rules for determining the result of their attack.

ATTACKER: The term used to refer to the character or monster making an attack on their turn during a combat round.

BASIC TO HIT BONUS: This feature is distinct to each class and is listed in the appropriate class table. The listed modifier is added to the attacker's die roll during combat. All monsters possess a bonus to hit equal to their number of hit dice. For example a 5 HD monster has a +5 bonus to hit in combat.

COMBAT ROUND: This is the amount of time it takes for all those involved in combat to take a single action. A combat round lasts approximately 10 seconds. Six consecutive combat rounds equal a turn, which is thus roughly equal to one minute.

COMBAT MANEUVER: These are actions taken by characters during combat to avoid being hit. These usually result in armor class adjustments.

DAMAGE: If an attack is successful, the defender takes damage, typically in the form of hit points. The amount of damage inflicted depends upon the weapon or attack used by the attacker. Weapon damage is listed next to the weapon in the equipment lists. Other attack damage is detailed in the class, spell, magic item or monster description.

DEFENDER: The term used to refer to the character or monster being attacked.

HIT DICE: This term has dual meanings. First, it indicates what type of die is rolled to determine a character or monster's hit points. For example, a wizard gains 1d4 hit points each level earned. Second, it indicates the level, and thus, the number of the type of die rolled to determine hit points. For example, a 5th level fighter will have rolled 5d10 over the course of the character's history to determine hit points. A monster's description details its hit dice. For example, a monster may have 5d8 HD. To determine the monster's hit points, the Castle Keeper rolls a d8 five times, adding the numbers rolled together to get the monster's total hit points.

HIT POINTS: Hit points represent a body's ability to withstand damage. A creature's hit points equals the amount of damage it can take before being killed or knocked unconscious. An object's hit points equals the amount of damage it can take before being broken.

INITIATIVE: This roll is used to determine the order of action in a combat round among the combat's participants. Initiative is determined by the roll of a d10 by each individual or each group in a combat, as determined by the Castle Keeper.

SURPRISE: This is the act of one party or individual catching another party or individual unaware. The party gaining surprise gets one free combat round to act against the surprised party, who may do nothing.

COMBAT ROUND

One combat round is ten seconds long. During this round, all the characters, monsters and non-player characters should get a chance to act. Generally, only one action is allowed, such as making a melee attack or casting a spell. The types of actions are discussed ahead.

It is important to remember that each round is an abstract measurement. The actions and activities that occur in a round are not meant to take place during specific seconds or segments. It should be viewed as a short range of time during which many things happen. Although each character or monster must wait their turn to act as determined by initiative, they do not necessarily act in that same order in a narrative sense. The moment of occurrence is not necessarily equal to the initiative roll. Abstract consideration of the combat round allows for a more fluid and expansive narrative.

SURPRISE

Before combat begins, the Castle Keeper determines if one or the other party is surprised. Surprise is a situation in which the adventuring party happens upon monsters and neither is aware nor expects the other. Surprise establishes who becomes aware first. The group that successfully surprises the other gains a free combat round in which to act. Those that are surprised get no action. After the surprise round, combat proceeds normally.

Surprise may involve a situation where two characters or groups are unaware of each other, or a situation where one group is attempting to surprise another. Before any surprise roll is made, the Castle Keeper must determine, if surprise is possible. A group that is aware of another's presence cannot be surprised.

Situations often arise in which one group is not able to surprise another, such as if they have to pass over a hallway strewn with dead leaves that crack and pop when stepped on, thus warning the inhabitants of the room down the hallway.

Even in those instances in which surprise is possible, there is always a chance something could go awry and the surprise fails to occur. If a party can be surprised, a wisdom attribute check is made by the individual in the group with the best chance of succeeding at it, or by each member of the group individually. If the check is successful, that party or individual is not surprised. Failure indicates surprise.

When two separate parties could be surprised, both groups or individuals in the groups must make the wisdom check. If both groups fail the check, they are both surprised and nothing occurs as they stare at one another in a moment of stunned silence. Initiative would be rolled as normal to begin combat.

The chances for surprise can be mitigated by many circumstances. If a party is well hidden or camouflaged and awaiting a group of poorly perceptive orcs on a brightly lit road, the Castle Keeper may decide to penalize the wisdom check for the orcs. In general, the bonus or penalty should remain within a range of -5 to +5, although it might be greater in extraordinary situations.

Returning to the example of Angthar and the goblin, suppose that Angthar came upon a group of goblins and they were unaware of his presence. He decides to leap off a narrow ledge into the goblins, landing amidst them, reigning blows left and right as they scratch and claw to get away from his deadly blade. In such an instance, the Castle Keeper would roll a wisdom check for the goblins to determine if they are surprised. If surprised, Angthar would get a free round to attack them. If not, Angthar and the goblins would roll initiative and combat would proceed.

INITIATIVE

The order of action in a combat round is determined by an initiative roll. Every creature or character participating in the combat round rolls a d10 to determine their initiative each round. Those with the highest roll take their action first, and the actions of others descend from there. In the case of a tie, the one with the highest dexterity goes first. In the case of equal dexterity, a simultaneous action occurs.

This method of establishing initiative may seem chaotic at times, especially with large groups of creatures or characters. In those cases, the Castle Keeper may find it necessary to require a group initiative instead, with the winning party acting before anyone in the opponent party.

There is one exception to initiative: when a creature uses a weapon with a reach of greater than 10 feet against an opponent with a weapon with less than a 6 foot reach, or when a large creature is fighting a medium or smaller sized creature. In the first round only, the creature with the more lengthy reach or of larger size is allowed to attack first, even if the creature with the shorter weapon or the smaller creature won the initiative roll. This rule only applies if the creature with the shorter reach or smaller creature approaches within ten feet. Such action counts as the action for that round for the larger creature or the one with the longer weapon.

For example, Hambone the halfling draws his short sword and charges a gnarly stone giant who just crushed his companion with a mighty oaken club. Screaming in a rage driven by revenge and loss, Hambone leaps forward to attack. Hambone rolls a 9 initiative, and the stone giant rolls a 3. The stone giant is large and Hambone is small. Thus, when Hambone moves within 10 feet of the stone giant, the stone giant is allowed to swing first even though Hambone won initiative. The stone giant, mirthless and fearless, sweeps his club around aiming at Hambone's head. Hambone ducks and dodges as he charges, and the stone giant's massive club glances off Hambone's shoulder, but inflicts no damage. Hambone manages to move in close and slices at the stone giant's leg, slashing a deep gash.

COMBAT ACTIONS

In a combat round, characters can perform a wide variety of actions. Every possible action, however, can be categorized in one of the five types of actions that may be performed during combat, which all have a chance of failure. The five possible actions are attack, cast a spell, move, use an ability or use an item.

ATTACK

A character or monster is allowed one attack each round unless they possess a special ability allowing them to exceed the limitation. Attacks include melee attacks, either armed with a weapon or unarmed, and ranged attacks with a missile weapon. An attack allows a character or monster to move up to one-half their movement rate. Moving farther than one-half movement rate negates the ability to make an attack.

CAST SPELL

A character or creature is allowed to cast one spell each round. Some spells require two or more rounds to cast, in which case the character must wait until the following round for the effect of the spell to take place. The magic section fully details how spells are cast and when they take effect. A character may not move any distance and cast a spell in the same round unless the spell description states otherwise.

MOVE

If no other action is taken, a character or monster can walk a distance equal to their full movement rate. Full movement also includes jogging (twice the normal move rate) and running (quadruple the normal move rate).

USE AN ABILITY

A character or monster may perform one class or racial ability each round. Some abilities, like spells, take more than one round to complete. Some monsters can perform more than one ability per round. Ability may involve movement, but in most cases the movement will not exceed the normal movement rate. Otherwise, the Castle Keeper retains discretion as to whether any ability use involves movement.

USE AN ITEM

An item that is carried and readied can be used. The most common actions in this category are using or activating a magic item or piece of equipment. Such actions include, but are not limited to, drinking a potion, using a wand, casting a spell from a scroll, or casting a grappling hook. In most cases, no movement will be involved or allowed when using an item. Ready an item is not difficult, as long as it is easily accessed. Usually, the item must be on a belt or hanging from a pack, and readying it should not take more than a few seconds. Whereas, if an item is in a backpack, it would take at least a round to take off the pack, dig through it, and retrieve the item. The Castle Keeper and players must use common sense in deciding whether an item is readily available. In some cases, the Castle Keeper may require the players to indicate on their character sheets which items are readily available or how and where an item is being carried.

NON-LETHAL AND MULTIPLE ACTIONS

There is of course another broad category encompassing non-lethal or otherwise mundane actions such as talking, standing still and doing nothing or picking up an item. Such actions typically have no chance of failure, however, so they are not considered combat actions.

No matter the type of action attempted, it is up to the Castle Keeper to adjudicate how long any action takes and whether it can be performed in a single round. Most actions occur in a single round, or if they take longer, the rules for the specific action usually detail just how many rounds the action takes to complete. The Castle Keeper may allow more than one action per round under special circumstances (if a character has a *haste* spell cast on him, for example). Also, some non-combat actions a character may take might not consume a full round. This latter aspect is important and the Castle Keeper must use common sense and reason to determine if an action takes a full round. Drawing a sword would not take a full round. Tossing someone an item may not take a full round. As a rule of thumb, simply think of how long such an action would take in real life. If it takes just a couple of seconds to perform

a non-combat action, then the character should be allowed another action, be it combat or non-combat in nature. The Castle Keeper can, and on occasion should, impose an initiative penalty for some of these actions.

MOVEMENT IN THE COMBAT ROUND

Once initiative or surprise is determined, each character or monster involved in combat is allowed an action. One allowed action is movement. Movement, like the combat round, is an abstraction. It is a manner of establishing the distance that can be moved in a given period of time. Movement can be in a straight line, a curve or around a corner. Base movement rates are listed in each racial or monster description. The listed rate is the distance in feet that can be moved in one combat round. If encumbered, movement is reduced as described in the encumbrance section. Movement can be increased by jogging (double the movement rate) or running (quadruple the movement rate). Drop all fractions when figuring movement rates (minimum of 1 foot). To translate the movement rate into inches, hexes, squares or centimeters, divide the movement rate by 5.

An attacker can move one-half their movement rate and still attack. No attack is allowed if a character exceeds one-half their movement rate. The only exception to this rule is when a charge is attempted. Charging allows for an attack and full movement, but the special rules for charging apply. The Castle Keeper has the option of reducing the movement rate due to terrain, obstacles, injuries or other circumstances. Generally, the movement rate should not be reduced by more than three-fourths (0.75). The Castle Keeper should always allow a character to move at least 5 feet in a combat round, unless the character is restrained or otherwise unable to move.

CHARGING

Charging is a special, movement-based combat maneuver. When charging, a character precedes a melee attack by jogging or running, with the intent of using the gained leverage and momentum to inflict greater damage on a defender. A successful charge attack results in a +2 bonus to damage inflicted, but imposes a -4 penalty to the attacker's armor class for the entire combat round. The charge must be announced prior to the character moving.

When charging, a character is considered to be jogging or running. The character must minimally move the full distance of their normal movement rate. The charge must be in a straight line. The total distance moved while charging cannot exceed the character's jogging movement rate. For example, Una the elf announces that she is going to charge an orc standing across the battlefield. Una's base movement is 30 feet, and thus, her jogging rate is 60 feet. As long as the orc is at least 30 feet away, but no more than 60 feet, Una may attempt the charge maneuver.

When charging, the attacker suffers a -4 penalty to armor class for the combat round. The penalty applies even if the charge attack is not successful. The penalty also applies if the defender attacks first due to size or weapon length, or by ranged attack. If a defender scores a successful hit upon a charging character, the charge is negated. If a charge is negated, the attacker is still allowed their movement and attack, but a successful hit does not deal any extra damage.

MELEE COMBAT

Melee occurs when two creatures engage in hand-to-hand combat. The attacker rolls a d20 and adds the basic to hit bonus plus any strength modifier. A monster's basic to hit bonus is equal to its total number of hit dice (a 3d8 hit dice creature adds a +3). If the total is greater than or equal to the defender's armor class, the attacker has successfully hit the defender and inflicts damage as determined by the weapon used. Unarmed combat is a type of melee attack, but it is addressed separately below.

It is important to note that a melee attack, like the combat round and movement, is also an abstraction. Though a character usually makes only one attack per round, it should not be considered a single swing. A melee attack involves a series of parries and thrusts, along with attack and defensive maneuvers that sometimes result in damage to the defender. The damage could be from one blow or could be representative of a series of blows or fatigue.

There are many other bonuses and penalties which may affect a melee attack to hit roll. These include, but are not limited to, racial modifiers, magic weapon bonuses, class ability modifiers, spell effect modifiers, and situational modifiers.

RANGED COMBAT

Ranged combat is much like melee combat except it occurs when an attack is made with a missile weapon against a defender some distance away. Dexterity is the attribute that modifies a ranged attack to hit roll. If the total of the d20 roll plus the character's basic to hit bonus and dexterity modifier is greater than or equal to the defender's armor class, the attacker has successfully hit the defender and inflicts damage as determined by the missile weapon used.

There are two types of ranged weapons: thrown and propelled. Thrown weapons are those whose momentum are dependent upon the strength of the character or monster throwing it. These include javelins, daggers, spears and the like. Propelled weapons are those whose momentum and thrust are dependent on the mechanism which propels them forward. This includes crossbows, stones from a sling and similar devices. When attacking with ranged weapons, the attacker's dexterity modifies the to hit roll. Additionally, a character's strength modifier is added to the damage of thrown weapons, but not propelled weapons.

Ranged weapons also have range increments, and they have a maximum effective distance equal to three times the listed range increment as detailed in the equipment list. The listed range increment is considered to be close range. Twice the range increment is medium range and three times the increment is long range. Medium range results in a -2 penalty to the ranged attack roll, and long range results in a -6 penalty to the attack roll.

Ranged weapons that miss their target continue on their path and can potentially hit another target within close range. If the target of the attack is missed, the projectile continues in a straight line and can hit anything in its path. For each ten feet travelled within close range, the attack accrues a -1 penalty. The exception to this rule is that bolts fired from a crossbow continue up to long range, although the medium and long range modifiers still apply.

UNARMED COMBAT

Unarmed combat is similar to armed combat, only the attacker is not using a melee weapon, but natural weapons instead, such as claws, hands, fangs or even the whole body. Many monsters employ unarmed melee attacks, as do monk characters. In most cases, the success of these attacks are determined as with a normal melee attack. The attacker rolls a d20 and adds the basic to hit bonus plus any strength modifier. A monster's basic to hit bonus is equal to its total number of hit dice (a 3d8 hit dice creature adds a +3). If the total is greater than or equal to the defender's armor class, the attacker has successfully hit the defender and inflicts damage as determined by the class ability or monster description.

There are also special unarmed attacks of an entirely different nature and effect: grappling, pummeling, overbearing and touch attacks. Each type follows the same basic principle but with different modifications to the to hit roll and damage inflicted. For example, characters who are not of the monk class who wish to punch or kick are attempting a pummeling attack.

GRAPPLING

Grappling involves grabbing and holding a defender, as with classical wrestling or a snake constricting its body around its prey. Grappling is directed at holding an opponent and subduing them. The attacker rolls a d20 and adds any strength modifier. The Castle Keeper may or may not deem the basic to hit bonus an appropriate modifier.

The armor class of a defender in an overbearing attack is different than normal. A standard armor class of 15 is used for all defenders, as armor has little effect on the capacity to defend against this type of attack. The armor class is modified by the strength and the dexterity modifier of the defender, as well as the size difference between the two opponents. For each size difference larger, add +2 to the defender's armor class. For each size difference smaller, a -2 penalty is imposed on the defender's armor class.

For example, a large troll attacks a small halfling and tries to knock him off a bridge and into a raging river. The halfling has an armor class of 15 and, due

to a strength of 14 and a dexterity of 14, adds +1 to each for a total of 17. But the troll is two sizes larger, so a -4 adjustment to the halfling's armor class results in an armor class of 13.

Should an attack be successful, the defender is held and cannot act except to attempt to break the hold. The defender is considered prone and defenceless. The defender can break the hold by making his own successful grappling attack.

PUMMELING

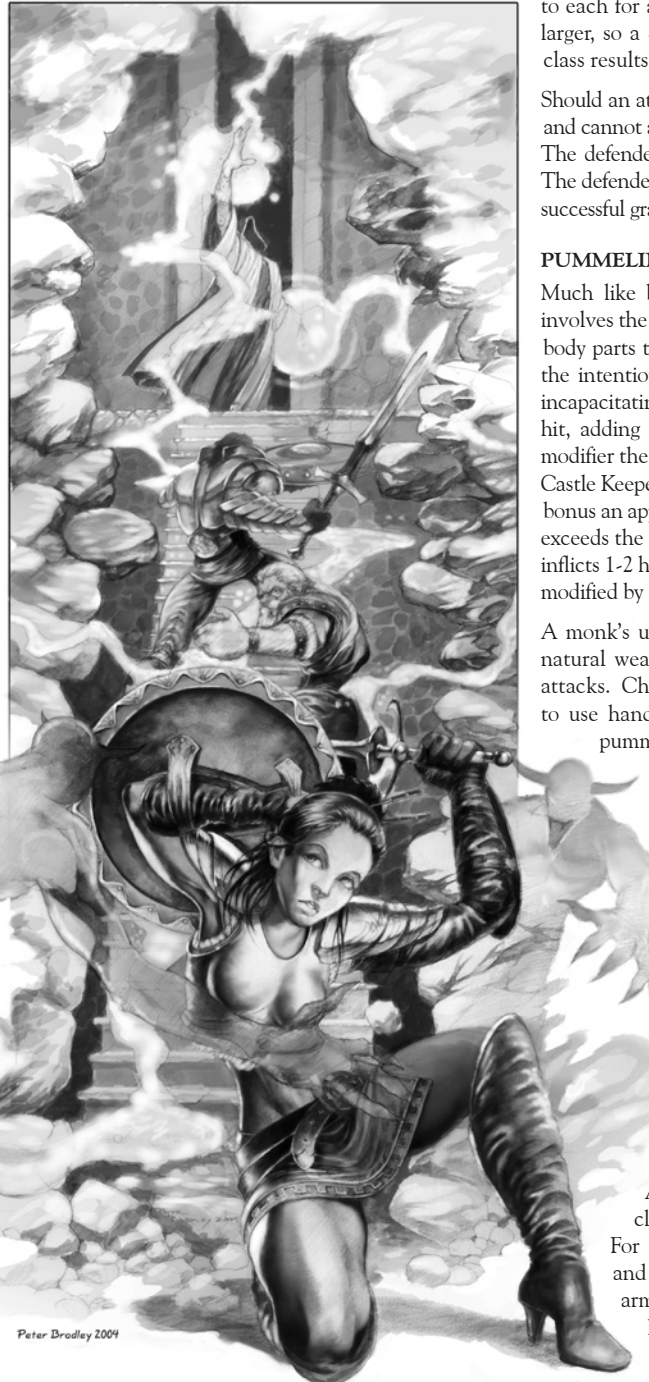
Much like boxers or martial artists, pummeling involves the use of fists, feet, knees, elbows or other body parts to inflict damage on an opponent with the intention of knocking them out or otherwise incapacitating them. The attacker rolls a d20 to hit, adding any strength modifier plus any other modifier the Castle Keeper deems appropriate. The Castle Keeper may or may not deem the basic to hit bonus an appropriate modifier. If the total equals or exceeds the defender's armor class, the pummeling inflicts 1-2 hit points of subdual damage. Damage is modified by strength.

A monk's unarmed combat ability and monsters' natural weapons are not considered pummeling attacks. Characters who are not monks who wish to use hand-to-hand combat are subject to the pummeling rules.

OVERBEARING

This type of attack is used to knock an opponent down. This is a tactic used in wrestling and other types of hand-to-hand combat, as well as when an animal charges and knocks someone over. The attacker rolls a d20 to hit and adds any strength modifier or other modifier that the Castle Keeper deems fit. The Castle Keeper may or may not deem the basic to hit bonus an appropriate modifier.

As with grappling, a standard armor class of 15 is used for all defenders. For overbearing, however, only strength and size difference modifies the standard armor class. For each size difference larger add +2, and for each size difference smaller subtract -2.



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If a hit is successful, the defender is knocked prone for the remainder of that round. An attacker cannot knock over a defender two sizes larger. In addition, the defender takes 1-2 points of subdual damage.

An attacker attempting to overbear suffers a -2 penalty to armor class because they are more exposed than usual. The penalty remains to their armor class for the combat round.

TOUCH ATTACK

A touch attack is one in which an attacker is simply trying to touch an opponent. This often occurs with spells that require a touch to be successful. With a touch attack, a standard armor class of 10 is used for all defenders, adjusted only by dexterity of the defender and special modifiers resulting from, for example, magic items or spells.

SITUATIONAL MODIFIERS

Situational modifiers are somewhat nebulous and, for the most part, those that the Castle Keeper deems appropriate. There are often those situations which are impossible to set a rule or would involve such complex rules as to fill up an entire tome. In these instances, the Castle Keeper must use reason, common sense or narrative development to determine what modifier is applied to the to hit roll. For example, should a fighter, after a long night of carousing, be swinging across a crowded tavern clinging to a fraying rope with one hand and a sword in the other, decide to take a swing at a plump gnome merchant as he passes over it, the Castle Keeper must decide upon the appropriate modifier to the to hit roll (or an attribute check to determine if it is even possible to make the attack).

In general, combat to hit modifiers can be broken down into three categories: easy, difficult and heroic. For tasks that are easy, up to a +/-5 modifier should be imposed. Difficult tasks would range from +/- 6 to 10, and heroic acts would range from +/- 11 or above. The instance described above may seem ridiculous, but players attempt all manner of actions with their characters - something which should be encouraged. However, the Castle Keeper is left with the task of deciding the modifier to be applied to a situation. What the fighter in the example above is attempting is not heroic, but it most certainly is not easy. In this instance, the Castle Keeper should probably err on the high side of difficult since the fighter is inebriated. A -10 to the attack roll would not be unreasonable.

Some situational modifiers can be applied with regularity. These are listed below and can be used to help in making decisions about other unusual situations. Concealment includes those circumstances where nothing physically blocks an attack, but there is something that interferes with the attacker's accuracy. The other modifiers should be self explanatory. The modifiers are cumulative. In all instances, attackers must know of a defender's presence, though not their exact location. Also, the Castle Keeper should add to this list and keep track of decisions which are made in the game in order that they can be made with some regularity and consistency.

SITUATIONAL COMBAT	MODIFIERS
Defender prone or blind	+5
Defender prone and defenceless	+10
Defender at lower elevation	+1
Defender stunned or cowering	+2
Defender invisible or attacker blind	-10
Melee attack from mount or unstable platform	-2
Ranged attack from mount or unstable platform	-4
Defender 1/4 concealed (light fog)	-2
Defender 1/2 concealed (dense fog)	-4
Defender 3/4 concealed (near darkness)	-6
Defender completely concealed	-10

ARMOR CLASS

Armor class is representative of a defender's ability to avoid damage. Armor class results from a combination of armor and dextrous avoidance of attacks, and even an ability to absorb the shock of a damaging blow or roll with it. Armor class takes into account an active defence (aware of the attacker), the armor worn and a general ability to withstand or avoid attacks. It does not represent armor alone. However, for game purposes, armor class is the primary determinate of armor class as it is the most easy to quantify.

Armor class begins at 10. A person wearing normal clothing has a 10 armor class. Armor class can increase as much as modifiers allow. In rare cases, modifiers can result in an armor class less than 10, though never below 1. The following rules should be taken into account when determining the armor class of a defender. It is not an exhaustive list and the Castle Keeper is encouraged to develop their own adjustments as needed.

ARMOR

Each armor's adjustment is described in the equipment list. Chain mail, for example, has a +5 adjustment to armor class. This gives the individual wearing it a 15 armor class (10+5).

SHIELDS

Every shield has a +1 modifier to armor class, but the size of the shield determines how many opponent's the +1 modifier applies against. Small shields only offer the adjustment against one attacker, medium shields against two attackers and large shields against three attackers.

DEXTERITY

Dexterity modifies a character's armor class if that character can physically react to an attack. Characters lose their dexterity modifier when they are surprised, unaware of an attacker or when they are restrained or otherwise rendered immobile. Dexterity does not apply, for example, when a character is attacked from the rear.

COVER

Characters will often take cover behind objects such as tables, doors, chairs or other structures in order to gain some protection. Cover confers an armor class bonus to the character as follows:

COVER	ARMOR CLASS ADJUSTMENT
1/4 cover	+2 AC
1/2 cover	+4 AC
3/4 cover	+6 AC
Full cover	+10 AC

Although cover is primarily used as protection against missile or ranged weapons, it can also be used in melee combat. For example, when the wizard Anaximorus finds her spells useless against a golem, she decides to jump behind a large column in an attempt to avoid being smashed by its massive fists. This action offers 3/4 cover from the golem's attacks. When cover is used in melee attacks though, the cover applies to both the attacker and defender until one or the other move out from behind it. In some cases, the Castle Keeper may rule that the character seeking cover may not attack.

MAGIC

There are numerous other modifiers that can be applied to armor class. Spells, magic armor and rings, or other unique items and situations can increase or decrease armor class. A character's condition, such as being stunned poisoned, or fatigued may affect the armor class. In general, magical rings, robes or other protective devices and spells affect armor class for touch attacks. Magical armors do not effect touch attacks.

SITUATION AND CIRCUMSTANCE

There are innumerable situational modifiers which can also adjust armor class. These are too numerous to list, but the Castle Keeper should always bear in mind the current situation or circumstances. For example, a rusted suit of armor may suffer a -1 to its overall armor class adjustment. It is, as always, incumbent on the Castle Keeper to use common sense when making these adjustment. Always err on the side of safety. It is a game, after all.

HIT POINTS

Hit points represent the amount of damage, physical and mental, a character, non-player character or monster can take before passing out or dying. A character's hit points are a mere abstraction and are not a numeration of the character's physical being. It is generally a representation of the overall health of the individual. The higher the hit points, the healthier the individual.

Hit points are determined by a character or monster's hit die. There are several hit die types: d4, d6, d8 and d12. Class descriptions list the hit die type for that class. Monsters have various hit die types also. These are listed with the monster descriptions as given in the *Monsters and Treasure* book.

Hit points for the classes are acquired by level. At each level, the hit die type is rolled and added to the previous levels total. The constitution modifier is added or subtracted from this roll. At 10th level, all classes acquire hit points at a specified rate. Constitution modifiers are added to or subtracted from this. In all cases, a character gains at least 1 hit point for each level advanced.

Monster hit points are specified in the monster description. Monsters receive a number of hit die types for hit points. Some rolls are adjusted. For example, 3d6 indicates that three 6 side dice are rolled and added together for that monster's hit point total. A 3d12+4 indicates that three 12 sided dice are rolled and 4 added to each die rolled.

In some instances, such as with a bard's inspire ability, characters or monsters can gain temporary hit points. Temporary hit points are added to a character's current hit points. In combat, temporary hit points are the first to be reduced due to combat, spells or other instances in which damage occurs. When all temporary hit points are gone, they are removed from the character's normal hit points. For all intents and purposes, temporary hit points act as real hit points as long as the spell or ability is in effect. The only exception is that temporary hit points cannot be healed or cured.

Hit points can be reduced by weapons, magical spells, exhaustion and poisons amongst other things. These are detailed in the following section. Once damage is taken, it must be healed for the hit points to be restored to their maximum level. Hit points can never be healed beyond what they were before taking damage.

In general, hit points heal at a rate of one point per day and only if the character is resting, well fed, kept warm and the wounds being tended to. After seven days, the rate of healing increases to include the constitution bonus, if any. After 14 days, the rate of healing doubles and after thirty days, it triples. Rates of healing can be adjusted by magical healing, herbs, diet, level of care or other factors the Castle Keeper deems applicable.

In general, when 0 hit points is reached, the character or monster passes out. They are not dead, but rather incapable of acting while passed out due to blood loss and physical or mental damage. The character or monster is unable to act and is unconscious or gravely wounded. Those so wounded can do little more than crawl from the battlefield or call out for help. Those with 0 hit points recover consciousness in 1d6 hours, after which they can move at ½ their normal move rate, but cannot participate in combat, cast spells, turn undead or any other strenuous or demanding action. The full effects of magical healing of characters reduced to 0 hit points is immediate.

At -1 to -6 hit points, the character or monster is unconscious and grievously wounded. They require bed rest to recover, unless magically healed. A character so wounded must rest 24 hours before the process of healing begins, unless magically healed. With magical healing, the character's hit points can only be returned to 0, after which healing proceeds normally.

For example, a knight is struck by a club from an ettin and reduced to -1 hit points. Before healing begins, the knight must wait 24 hours. However, a cleric of goodly intent decides to share the grace of their deity with the knight and cast a *cure light wounds* on the knight. The cure is for 8 hit points, but the knight is only brought back up to 0 hit points. However, healing can proceed as normal thereafter.

At -7 to -9 hit points, the character or monster is mortally wounded and loses one hit point per round after reaching -7 hit points. Aid administered to the wounds stops the hit point loss. This takes at least one full round, during which no hit point is lost. After 24 hours have passed, the normal healing process as described for -1 to -6 hit points begins.

At -10 hit points death occurs immediately. Only *resurrection*, *reincarnation* or bribes to the Castle Keeper can remedy death.

DAMAGE

If a hit is successful, damage is assessed for the opponent and its hit points are reduced. Damage delivered from a blow by a weapon depends on the weapon being used or as described in the monsters description. Damage is applied immediately. If a character or monster dies as a result of damage inflicted, it gets no opportunity to swing, cast spells or anything else. There are several categories of damage that need examining. From this, the Castle Keeper should determine the type and nature of any damage inflicted on a character if not specifically described in the rules.

Damage takes its toll in a variety of ways. A sword cutting an arm, a mace crashing into a shield and bruising an arm or simply physical exertion during the course of a difficult or long combat. The Castle Keeper should not automatically assume that damage causes flesh to be shorn from limbs and bones crushed. Four points of damage to a 3rd level fighter could simply be bruising on the arm, a series of small cuts or exertion. Alternately, it could be a mortal blow that fells a character. In general, it is not wise to break bones, lop off limbs or inflict significant organ damage, as healing times for these types of wounds are significant and complete recovery often impossible. Being creative with the type of damage inflicted should enhance combat rather than detract from game play. Be sure to keep it that way.

WEAPON DAMAGE

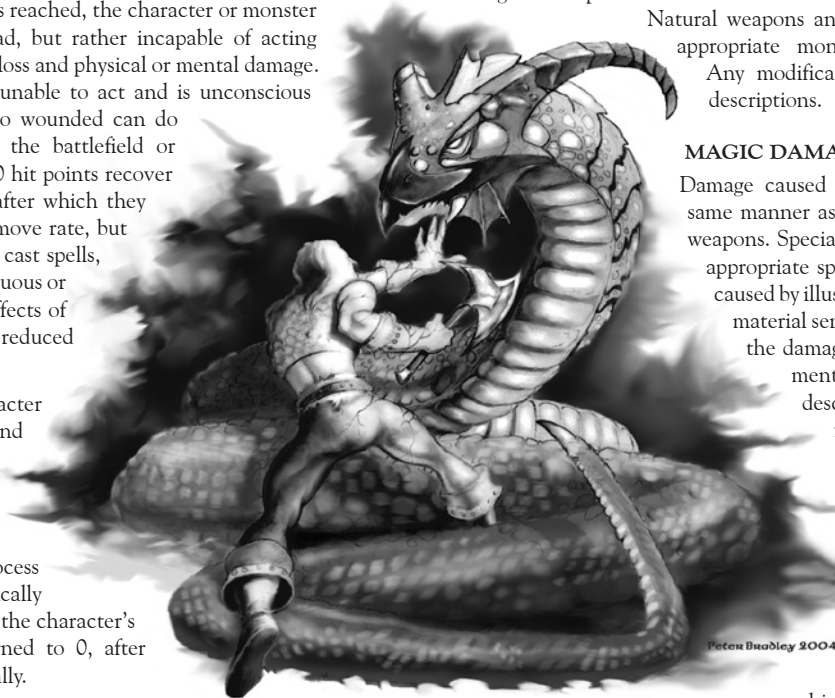
The amount of damage inflicted is determined by the type of weapon being used or natural weapons such as the claws of a lion, the fist of a golem or the beak of a hippogriff. Weapon damages are listed in the equipment chart. Damage from melee weapons are adjusted by the strength modifier, and magical weapon bonuses and other factors or adjustments if applicable.

Natural weapons and their effects are described in the appropriate monster description or combat rule.

Any modifications to damage are noted in the descriptions.

MAGIC DAMAGE

Damage caused by spell effects are applied in the same manner as those by melee weapons or natural weapons. Special considerations are described in the appropriate spell. Of special note though, damage caused by illusions can be real. Though not real in a material sense, the viewer of the illusion believes the damage to be real and suffers psychic and mental shock as if it were real. The spell descriptions list the details of damage form illusions, but in general, it can be said that damage received from illusory attacks is, in reality, subdual damage and the characters follow all the rules for subdual damage with the following exception. Characters or monsters reduced to -10 hit points by illusory damage die from the psychic shock to the system, which is too great to withstand.



SUBDUAL DAMAGE

This type of damage is generally not fatal, though on occasion it can be. Subdual damage is more the bludgeoning one receives in a fist fight than the slashing, gashing bone breaking combat of swords and maces. It may hurt and even knock one unconscious, but rarely draws blood and usually results in damage that heals quickly.

Subdual damage is usually caused in unarmed combat with natural weapons. However, many monsters use natural weapons that cause normal damage. If a monster's attack causes subdual rather than normal damage, the monster description will note it. Otherwise, damage from monsters should be considered normal damage. A monk's unarmed attack is normal damage, unless the monk chooses to subdue as if using a weapon.

An attacker can use weapons to deliver subdual damage but it does so at varying rates. When being used for subdual, weapons inflict normal damage, but it is mostly temporary damage. Minimally, these weapons deliver one point of damage. All subdual damage delivers some normal damage. For every five points of subdual damage inflicted, one point is considered normal damage.

Subdual damage heals faster than normal damage as it is not usually fatal. It heals at a rate of 1 hit point per every 10 minutes. The normal damage inflicted as a part of subdual damage heals as previously described. At the Castle Keeper's discretion, when a character reaches -10 hit points or more of subdual damage, they have taken severe enough bludgeoning damage to an internal organ to cause death or permanent incapacitation. Otherwise, they should be considered unconscious for 24 hours and do not begin healing until gaining consciousness.

FALLING DAMAGE

Falling damage occurs when a character or monster falls from a height of five feet or more. Falling can be very deadly and players should be made aware of the potential hazards of a fall prior to beginning a climb.

If a character falls from a height of six to ten feet, a dexterity check must be made. If the check is successful, the person falling takes no damage. If the check is not successful, the person takes 1d6 points of damage. From heights greater than ten feet, damage accrues significantly. For every ten feet fallen, the number of d6 used for damage increases by one. The damage for each 10 feet fallen is cumulative. For example, if a character falls 18 feet, they take 1d6 damage for the first ten feet and 2d6 damage for the next 10 feet for a total of 3d6 damage. If a character were to fall from a height of 45 feet, they would take 1d6 damage for the first 10 feet, 2d6 damage for the second 10 feet, 3d6 damage for the third 10 feet, and 4d6 damage for the last 10 feet, for a total 10d6 points of damage.

TURNING UNDEAD

Clerics and paladins have the ability turn undead. This power allows them to channel divine power through the display of a holy symbol and invocation, prayer or song for the purpose of repelling, controlling or destroying undead monsters.

TURN UNDEAD (Wisdom): Turn undead requires a successful wisdom attribute check. The challenge level for the check is equal to the undead creature's hit dice. A successful turn undead check results in the undead monster being turned or destroyed. Alternately, evil characters with this ability can attempt to control the undead or even paladins. In game terms, turning undead should be considered a special, ranged combat attack. The maximum range for turning undead is 60 feet.

A cleric can attempt to turn one type of undead per round. For example: a group of 6 skeletons, 4 zombies and a vampire approach a cleric, who decides to attempt a turning. The cleric can attempt to turn one type the first round. The cleric elects to attempt to turn the zombies. The cleric makes a turn undead check and succeeds. On the next round, the cleric can attempt to turn the skeletons or the vampire.

If the turn undead attempt fails, however, the cleric may not attempt to turn that specific group of undead again for the remainder of the combat and one full day has passed. Again, using the situation described above, if the cleric failed to turn



the zombies, he could attempt to turn the skeletons or vampire in round two, but could not attempt to turn the zombies again for that combat. The only exception is that newly arrived creatures of the same type, or in a different group, can be turned. So, in the example situation, if a new group of zombies joins the combat, the cleric could attempt to turn the new group of zombies. Essentially, a cleric has one chance to turn each opponent in a combat or 24 hour period, with each opponent being composed of a group of undead of the same type.

NUMBER OF UNDEAD TURNED

The number of undead monsters that are turned is determined by special rules and depends on the undead monster's type: common, extraordinary or unique.

Common undead are non-sentient, automaton-like undead such as skeletons and zombies. Extraordinary undead are semi-sentient undead of great power that usually have special abilities. They typically are trapped between the material and spirit worlds, and include such monsters as wraiths and ghosts. Unique undead are those rare and powerful creatures of strong will and intelligence such as vampires and liches. The turn undead ability affects 1d12 common undead, 1d6 extraordinary undead, or 1 unique undead. For each type, the number turned is increased or decreased by the cleric or paladin's charisma modifier.

TURNED UNDEAD

Turned undead flee at their full movement rate for ten rounds. If unable to flee, they will cower. A +2 bonus to hit is awarded on all attacks versus cowering undead. If the cleric approaches within ten feet, or attacks a cowering undead monster, the turning is broken and the undead creature will attack. Others may attack the cowering creature without breaking the turning effect. Turned undead will not automatically flee evil clerics. Instead, they are rebuked and will cower in awe.

DESTROYING UNDEAD

If the cleric or paladin is five levels higher than the hit dice of the type of undead being turned, the character destroys the undead instead of turning them. The number destroyed is the same as the number of undead that the character would normally turn. If a cleric or paladin is ten levels higher than the hit dice of the undead being turned, the character automatically destroys the maximum possible

number of undead. For example, a 12th level cleric making a successful turn undead check against 1 hit dice skeletons automatically destroys 12 skeletons plus the character's charisma modifier.

EVIL CLERICS

Evil clerics can assume control of undead instead of turning them, and can also turn paladins as if the paladin's were undead. The evil cleric makes a normal turn undead check to do so. If the check is a success, and the cleric is five levels higher than the hit dice of the type of undead being turned, the cleric may control the undead instead of destroying them. The number controlled is equal to the number of undead that the cleric would normally turn. If an evil cleric is ten levels higher than the hit dice of the type of undead sought to be controlled, the character automatically controls the maximum possible number of undead.

Controlled undead become permanent servants under the evil cleric's mental command unless released. The cleric must take an action to give mental orders to controlled undead. Control can be freely passed from one evil cleric to another if the recipient cleric passes a turn check of his own. At no time, however, may an evil cleric control a number of undead whose total hit dice is greater than 5 times the cleric's level. Thus, a 5th level evil cleric could control a maximum of 25 skeletons.

PALADINS

Paladins turn undead as a cleric of two levels lower than the paladin's level. That means a paladin can't turn undead until 3rd level, at which point the paladin may turn undead as a 1st level cleric. Paladins themselves can be turned by evil clerics.

REWARDS

After defeating fearsome foes in deadly combat and gathering long lost treasures from dark caverns, the characters should have garnered some little experience in the arts of mortal combat, the capacity to withstand the rigors of a harsh world, the senses to avoid trouble and not some small amount of wisdom. Considering the gold, gems, jewelry and magical treasures acquired, the real experience gained is that of knowledge. The characters end their adventures stronger, wiser and more capable.

Experience points are awarded by the Castle Keeper to the players either on an individual basis or collectively. The experience points awarded are for monsters killed or overcome, treasure acquired, good roleplaying and successful adventuring.

EXPERIENCE POINTS

After characters defeat monsters or acquire treasure, they earn experience points (xp). The Castle Keeper is free to award experience points in whatever manner desired, but the following is a recommended general method.

MONSTERS

The Castle Keeper adds the value of all monsters defeated or overcome on the adventure. Each monster has a base xp value, and a bonus can be given if a specific monster was greater than normal for its type. The total xp are then divided by the number of characters that defeated the monsters.

MONEY

Although not all Castle Keepers do so, some award xp for non-magical treasure. The Castle Keeper should award 1 xp to the party for every 1gp value of non-magical treasure such as money, gems, art and other items acquired during the adventure.

MAGIC ITEMS

Like monsters, magic items have a xp value. The Castle Keeper should award a magic item's xp value to a character who possesses and uses the item for a period of time.

STORY

The Castle Keeper should assign an xp value to each adventure and award that total to each character who completed the adventure successfully. An easy way to determine the story xp value is to compare the adventure to a

monster of a hit dice that is challenging to the party. The Castle Keeper can then award xps as if the party overcame that monster.

ROLEPLAYING

The Castle Keeper can also award specific characters xp bonuses for good roleplaying (or penalties for bad) in a specific situation or over the course of an adventure. A good range to award is 25 to 250 xps, depending on the level of the character.

GAINING LEVELS

Characters gain levels as they adventure. Gaining levels equates to becoming better and more experienced at one's chosen profession. With new levels, the character gains more abilities and greater chances of performing abilities successfully. Hit points increase as does bonus to hit.

To gain a level, the character must accumulate enough experience points to meet the next level's experience point progression (EPPs). The EPPs for each class are located in the appropriate class description. Experience points are gained by successfully completing an adventure, killing foes, successfully performing actions, collecting treasure and as rewards for good roleplaying. The Castle Keeper awards experience points as described in the rules but always has the right to add or subtract experience points for whatever reason.

Monster experience points are located in the monster manual. Experience points awarded for treasure acquired is equal to the gold piece value of all the treasure picked up in the course of adventuring. Optionally, the Castle Keeper may not allow this or only some percentage of the treasure's value, as this may speed up the rate of level progression depending on the amount of treasure acquired. For experience points awarded for defeating monsters and roleplaying see the *Castles & Crusades: Monsters and Treasure*. Bear in mind that the Castle Keeper does not have to award this amount if the player did a poor job of roleplaying, but can if he wants to.

Once enough experience points are acquired to advance a level, the character must train for the number of weeks equal to the level reached before receiving the benefits of that level. For example, a 6th level cleric, upon acquiring the experience points necessary to reach 7th level, must train for 7 weeks before receiving the benefits of that level. Once training is completed, the character gains the extra hit points, spells or abilities which that level confers upon the class.

TREASURE

Treasure can consist of any, some or all of the following: coins, gems, jewels, art objects, mundane items, treasure maps, spellbooks and magic items. Treasure can be found in lost dungeons, hidden in a merchant's pocket or serve as the bed for an ancient red dragon.

Treasure reflects the wealth that a character or monster owns or has acquired in a lair. In most cases, a creature keeps valuables in its home or lair, and carries little or no treasure when it travels. Intelligent creatures that own useful, portable treasure such as magic items tend to carry and use them, leaving bulky and valuable monies and gems in their lair.

MOVEMENT

Movement is a fairly abstract necessity in any game. The movements rates listed for characters, monsters and NPCs is an estimation of how far that creature can move at a normal pace in a ten second round. In general, jogging is twice that movement rate, while running is four times the movement rate. As this is a ten second movement rate, a full minute would be six times the movement rate. Movement outdoors equates to movement indoors. For movement outdoors, it should be noted that at an average walking pace for an unencumbered person is about 2 miles an hour.

Moving silently occurs as per class description. Moving silently does not mean that the character is moving without making a sound. Moving silently means that the character is attempting to move and make as little noise as possible. If successful, this means that the character has moved in such a manner that no one within hearing range has heard him. Some creatures have a more acute sense of hearing so adjustments to the roll might be necessary. For example, a wolf can hear better than a human, so the Castle Keeper may want to adjust

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the challenge level by +2 or more. Further, it is easier to move silently in certain areas. For example, moving silently across a carpet is much easier than moving silently across a dry forest bed full of leaves and twigs, so adjustments can be made for this environment also if the Castle Keeper chooses.

In much the same manner, moving while invisible does not mean the character cannot be detected. If the character makes noise, this can be heard. Further, all creatures smell and the odor of a sweating body can be detected. Bear in mind, many creatures use sonar or other abilities to determine the location of prey and this can reveal the presence of an invisible creature. An invisible creature does not leave a heat signature.

SPELL RESISTANCE

Spell resistance is a special defensive ability. A defender's spell resistance is like an armor class against magical attacks. If a spell is being resisted by a defender with spell resistance, the caster of the spell must make a check (1d20) at least equal to or greater than the creature's SR for the spell to effect that creature. Spell resistance applies even if a given spell also allows a creature a saving throw. The effects of spell resistance, if any, are applied first, and then the creature may also make a saving throw. In most cases, spell resistance applies only when a resistant creature is targeted by the spell, not when a resistant creature encounters a spell that is already in place, such as a *Wall of Iron*.

LANGUAGES

Every character begins play with the ability to speak a vulgate language. That is, a language that is common to many inhabitants of the region in which the adventure begins.

Each race gets a certain number of racial languages. Beyond this characters receive language bonuses equivalent to their intelligence bonus. Learning languages is not something that can normally be done over night. Characters should be encouraged to choose those extra languages they want to learn, but unless they retire for a year or so to study it, they should not be allowed to read, write and speak the language immediately. For example, Quintus, who speaks only the common tongue, travels with Zarius the Mage, who speaks an ancient language fluently. The player tells the Castle Keeper that Quintus is going to study the language while they travel, thus the Castle Keeper may allow him to get by with the new language within a few months, but to not become fluent for several years of travel. Further, learning other species languages, like those spoke by dragons, should be approached cautiously, and short of magic, perhaps impossibly. Some languages do not have the same references as do human and demi-human languages. The gnome who speaks to the mole is going to find himself trying to understand a language that has little relation to his own. The mole has different points of reference for simple things such as distance, smell etc. Languages can be an important part of the game and can offer very challenging roleplaying obstacles if the Castle Keeper is not overly generous in handing them out and the player is intrigued enough to unravel ancient societies' customs with halting words and hand gestures.

VISION

Light sources provide vision for creatures unable to see in the dark. The radius of vision depends on the light source.

Torch	40 feet
Lantern	30-60 feet
Magical dagger	10 feet
Magical sword	20 feet

Some creatures have the ability to see in the dark or in spaces where normal human vision does not work. There are five gradations of vision: normal, deepvision, twilight vision, dark vision and dusk vision.

DEEPCISION

Ages spent beneath the earth, and in the dark and quiet places of the world have imbued certain creatures with the ability to see into darkness that a human would find impenetrable with the naked eye. This vision extends up to 120 feet in even the darkest of nights and deepest of tunnels. Colors tend to erode with deepvision, and objects appear in many shades of gray. It is otherwise like normal sight, and creatures can function well with no light at

all. Bright lights, such as from a lantern or other light source, spoil deepvision. A creature requires one turn to adjust his or her eyes when a light source is extinguished before gaining full use of deepvision.

TWILIGHT VISION

Even under starlight, moonlight or torchlight these creatures have exceedingly good vision. They can distinguish color and detail under these conditions for up to one mile when outside.

DARKVISION

In a similar manner to deepvision, some creatures can see in complete darkness for up to 60 feet. Darkvision produces images that are in shades of gray, but it is otherwise like normal sight. These creatures can function well with no light at all. Bright lights, such as from a lantern or other light source, spoil darkvision. A creature requires one turn to adjust his or her eyes when a light source is extinguished before gaining full use of darkvision.

DUSK VISION

Halflings, with their large and piercing eyes, can see in starlight and moonlight just as a human can at dusk. They retain the ability to distinguish color and some detail under these conditions, though everything is cast in shadows. They have no enhanced vision underground, under torchlight or in similar conditions of poor illumination.

TIME

In *Castles & Crusades*, time is represented in two simple equations: a round is 10 seconds and a turn is one minute. This allows the Castle Keeper a logical solution to the unfolding of events in combat or role play. That said, the Castle Keeper should be flexible in his interpretation of the round. In normal circumstances, actions are pretty simple. Grog the fighter attacks Nard the ranger. Grog wins initiative and swings. Nard takes his swing. Both being high rollers they crack each other on the head. But throw in the use of shields, parrying, dodging, other combatants, the ringing of axe on shield, spells and magical devices; not to mention the shouting that innovative players do, the calls for help or curses upon the unlucky blade, the wounded and dying and it all adds up to one chaotic ball of action, consequence and inaction. The Castle Keeper has to be very flexible and willing to move with events and the actions of their players. Tracking off seconds of the round can slow the pace of a well run combat and disconcert players who are immersed in the cacophony of sound and sight described by the Castle Keeper. Grog is struck hard by Nard, with what appears to be a mortal blow. On the next round, Grog tries to heal himself, swing his sword and trip Nard. Needless to say this is far too many actions. But if Grog wants to roll and throw up his shield at the same time, though he's lost initiative, such an action would not be impossible and earn him some bonus AC points from the Castle Keeper.

THE ADVENTURING PARTY

It is a challenge to create a well-balanced party, but a well-balanced party improves the survival rate of all characters. Almost all parties benefit from the presence of the four classic archetypal classes: fighter, rogue, wizard and cleric. These four classes supply the basic abilities of fighting, scouting, magic and healing. These classes are almost indispensable for the composition of a well-rounded party. Yet, players are not limited to those four classes because other classes are similar and expand upon the four classic archetypes.

The four classic classes embody specific roles in the adventuring party, and those roles can be broadened to allow the play of classes that may be better for specific campaigns. The four basic class archetypes can be described as warrior (fighter, ranger, barbarian, knight, paladin), rogue (rogue, assassin), divine spell caster (cleric, druid) and arcane spell caster (wizard, illusionist). Some of these classes have aspects that cross the boundaries between archetypes, such as the paladin, a fighter who possesses some of the cleric's worthy traits. And the remaining two classes, monk and bard, provide even more of a mix of different archetypal roles. They can fill one of the classic roles, or greatly enhance and round out a party, especially in certain types of campaigns.

Care must be taken, however, that characters are not too tailored for certain encounter types. This leads to a superfluous character and bored players.

Designing an assassin to join a party that is undergoing a lengthy overland trek through a trackless wilderness is bound to prove fruitless for the character and frustrating for the player.

Racial diversity is also important to party composition, and can sometimes make up for a weakness in one area. For example, a class without a rogue may still have excellent scouting ability if it has an elf or halfling in it.

Overall, it should be remembered that one class' weakness can be compensated for by another's strength. Each party member can play off of another, and depend on each other for success. Cooperation is essential to overcoming obstacles and achieving success in any given adventure, as well as for providing fun to all. Below is a brief explanation of the purpose and role of each class.

FIGHTER: Fighters combat and defeat opponents, thus helping to ensure the party's survival. Fighters lead the party, defending it and taking the brunt of any attack. Fighters protect the weaker members of a party and supply strategic knowledge and tactical expertise.

ROGUE: The rogue serves as the eyes and ears of an adventuring party. Their ability to hide, move silently and strike from behind makes them perfect scouts in both dungeon and outdoor settings. Their ability to find and disarm traps, open locks and decipher scripts provides invaluable skills necessary to a party's survival.

MONK: The monk should not be underestimated for its ability to act as the party's fighter. Their ability to withstand damage, and as they gain in experience, to deal damage, is potent. Further, their unique non-combat abilities provide an added resource to any party. The monk often plays many roles in a party.

WIZARD: Wizards utilize their spells and knowledge in a variety of ways to benefit an adventuring party. Indeed, a wizard's role may change during an adventure and over the course of a series of quests. A wizard may provide combat support one moment, decipher a riddle the next, and then cast a defensive shield against a fearsome monster allowing a companion the opportunity to strike a deadly blow. A wizard's imaginative use of spells provides a party with an ever-changing and valuable resource.

CLERIC: Adventuring parties covet and protect their clerical members for good reason. A cleric's combat and spell capability, along with the divine power to combat undead, constitute an irreplaceable foundation stone to a party. Clerics are especially adept at protection, guidance and healing. Indeed, the well-played cleric can occupy all four classic archetypal roles at some point in their career.

KNIGHT: The quintessential leader of the party, the knight's social standing and natural charisma lend him the abilities to lead the party in all settings. They are adept fighters, especially from horseback, and they can form the backbone of any adventuring party.

EXAMPLE OF PLAY

For the novice Castle Keeper the following examples are included in this edition of the Players Handbook in order to supply a better understanding of how conflict and resolution plays out in the game. Monsters are introduced in stat blocks.

The abbreviations and definitions are as follows:

Hit Dice (HD): The hit dice represents the number (and type) of die rolled for the creature's hit points.

Hit Points (HP): The number of hit points each monster possesses.

Armor Class (AC): The creature's armor class.

Move (MV): The creature's movement rate.

Attributes: Abilities for monsters are expressed as primary or physical or mental attributes.

Goblin (These lawful evil creatures' vital stats are HD 1d6, HP 4, AC 15, MV 20 ft. Their primary attributes are physical. They attack with a short sword for 1d6 points of damage. They have darkvision that allows them to see in the dark up to 60 feet. They are worth 5+1 experience points.)

Hobgoblin (These lawful evil creatures' vital stats are HD 1d10, HP 7, AC 15, MV 30 ft. Their primary attributes are physical. They attack with a Halberd for 1d10 points of damage. They have darkvision that allows them to see in the dark up to 60 feet. They are worth 7+1 experience points.)

Worg (These neutral creature's vital stat are HD 4d8, HP 18, AC 14, MV 50 ft. Their primary attributes are physical. They attack with a bite for 2d4 points of damage. They have the ability to trip victims by pulling them to the ground after the victim fails their dexterity check. They have darkvision and twilight vision that allows them to see in the dark. They can track as 2nd level rangers. They are worth 60+4 experience points.)

Suryc (She is a 6th level, half-elf, neutral good wizard. Her vital stats are 6d4 HD, HP 16, AC 11, MV 30 ft. Her primary attributes are dexterity and intelligence. Her attributes are strength 13, dexterity 15, constitution 9, intelligence 17, wisdom 15 and charisma 12. Her basic attack bonus is +2. Her spells are as follows: 0th Level 5, 1st Level 5, 2nd Level 4, 3rd Level 2. She has the following racial abilities: empathy, move silently, spot hidden doors, attribute modification, enhanced senses and spell resistance. She wields a staff for 1d6+1 points of damage.)

Bjorn (He is a 5th level, lawful neutral human fighter. His vital stats are 5d10 HD, 32 HP, AC 17, MV 30 ft. His primary attributes are strength, dexterity and wisdom. His basic attack bonus is +5 (+6 with flail). His attributes are strength 16, dexterity 15, constitution 13, intelligence 12, wisdom 9 and charisma 10. His special abilities are weapon specialization (flail) and combat dominance. He carries a breastplate and small shield and wields a heavy flail for 1d10 points of damage.)

Una (She is a 6th level, neutral good elven rogue. Her vital stats are 6d6 HD, 24 HP, AC 16, MV 30 ft. Her primary abilities are dexterity and charisma. Her abilities are strength 9, dexterity 19, constitution 12, intelligence 16, wisdom 12 and charisma 15. Her special abilities are back attack, cant, climb, decipher script, listen, move silently, open lock, pick pocket, traps, sneak attack, enhanced senses, twilight vision, move silently, spell resistance, spot hidden doors, weapon training in composite short bow. She wears leather armor and a small shield and wields a short sword for 1d6 or a composite short bow for 1d8 points of damage.)

It is near twilight when Una, while trying to scout out a suitable campsite, discovers a small band of goblins lead by a hobgoblin mounted on a worg. Not having time to go back and warn her companions, Una scrambles into the lengthening shadows and tries to hide from her foes. The worg sniffs the air, as if she smells something. The Castle Keeper tells Una's player to make a hide check to conceal her effectively. The Castle Keeper decides to use the worg's HD of 4 as the challenge level, modified by +2 for the scent ability. He does not tell Una's player this, though. Una's player rolls a d20 and adds her dexterity bonus as well as rogue level. She rolls an 11 on the die, giving her a total of 20. Since dexterity is a prime attribute for her, she beats the challenge base of 12 by 8 with her roll. The Castle Keeper notes that this is more than the challenge level of 6, so Una is successfully hidden.

Just as the worg settles down, however, they hear Suryc and Bjorn bumbling through the woods. The goblins also hear them coming and prepare a hasty ambush. A few moments later, Bjorn and Suryc come to the clearing. The Castle Keeper tells the players to check for surprise as the goblins, hobgoblins, and worg are waiting for them. The two players make wisdom checks for their characters. Suryc's player rolls a 15, which gives him a 17, which isn't quite enough to beat his non-prime challenge base of 18, so he is surprised. A 12 comes up on Bjorn's player's die, but that is enough to beat his prime challenge base of 12, meaning that the seasoned warrior was not caught unaware by his foes. Una's player declares she will use her sneak attack ability on one of the hobgoblins this round. The Castle Keeper makes a wisdom check for the hobgoblin to see if he is surprised. Since the hobgoblin has his saves listed as P, his challenge base is 18. The Castle Keeper rolls a 7 for the hobgoblin, so he is surprised by Una's attack.

The players and Castle Keeper now roll a d10 for their initiative this round. Suryc's player doesn't roll since he is surprised this round. Bjorn's player rolls a 4, Una's player rolls a 5 and the Castle Keeper rolls a 5 for the enemies. He chose to roll the enemies as a group to speed things along. The Castle Keeper also decides to give Una a +2 initiative boost this round for being so well hidden.

Following initiative, the Castle Keeper first lets Una's surprise attack happen. Una will be firing her bow at the hobgoblin this round. Her player rolls a d20 and gets a 9 which is then added to her dexterity bonus and basic attack bonus, giving her a total of 14. Una also gets a +2 bonus for her sneak attack ability, resulting in a final to hit roll of 16. This is more than the hobgoblin's AC of 15, so she hits. Una's player rolls the d8 damage for the composite short bow and gets a 4. Her sneak attack ability allows her to add four to her damage, so she does a total of 8 damage to the hobgoblin. That is enough damage to drop him (he only had 7 hit points). Her arrow sinks deeply into the hobgoblin's neck, and he falls limp from the worg's back.

Next the goblins and worg can attack. The goblins are surprised by their leader's sudden collapse, but are still heartened by the worg's presence. The worg leaps at the smaller, unarmed elf, thinking him quick prey. The goblins choose to charge Bjorn. First the worg's attack is resolved. The Castle Keeper rolls a 7 for the worg's attack roll and adds the worg's hit die total to the attack for its basic attack bonus. This gives the worg a total of 11 to hit, which just beat's Suryc's 11 AC. The Castle Keeper rolls 2d4 damage for the worg's bite, and gets a 6, reducing Suryc's hit points to 10 as the worg bites deeply into Suryc's leg. The Castle Keeper then decides to use the worg's trip ability, allowing her to automatically force her opponent to the ground on a successful bite attack. Suryc is allowed a dexterity save to prevent this. Suryc's player rolls a d20 and gets an 11. He gets to add his wizard levels and dexterity bonus to this, giving him a total of 19. This easily beats his prime challenge base of 12, so Suryc is not knocked down.

The goblins charge Bjorn. Since they are charging they take a -4 to their AC but gain +2 damage against the human. The Castle Keeper rolls five d20s and gets a 4, 10, 15, 17, and 20 which are all modified by +1 (the hit die of the goblins). That means two of the goblins hit Bjorn. The Castle Keeper rolls their d6 damage and get a 3 and a 4, meaning that Bjorn loses 11 hit points total, including the charge damage bonus. This reduces Bjorn down to 25 hit points, which still leaves him in pretty good shape.

Finally, Bjorn makes his attack during the surprise round. His player declares that Bjorn will be using his combat dominance ability and attack two goblins this round. Since the goblins are a 11 of 1d6 hit dice, he can do this. Bjorn's player makes two attack rolls, rolling a 3 and an 18. Adding his Strength bonus and basic attack bonus, this means Bjorn hits AC 11 through 26. The goblins normally have an AC of 15, but since they charged, it is an 11 this round, so he hits two goblins. He rolls his heavy flail's damage and rolls a 4 and a 9. This is modified by his strength and his weapon specialization bonus, meaning he does 7 damage to one goblin and 12 damage to the second, which is enough damage to kill both goblins.

Now the surprise round is over and the players and Castle Keeper roll initiative again. Suryc's player can roll initiative this round since he is no longer surprised. Una rolls a 4, Suryc a 10, Bjorn a 2, and the goblins and worg get a 5. So the turn order this round is Suryc, the goblins and the worg, Una and then Bjorn.

Suryc knows he is in trouble, since the worg is a killing machine. His player quickly checks his prepared spells and decides that his *scare* spell will do the trick. He casts the spell on the worg, forcing it to make a charisma save or flee in panic. The worg's saves are listed as physical only, so that means its challenge base is 18. This is modified by Suryc's casting level of 6, which means the worg must beat a 24 on his roll. The Castle Keeper notes that the worg

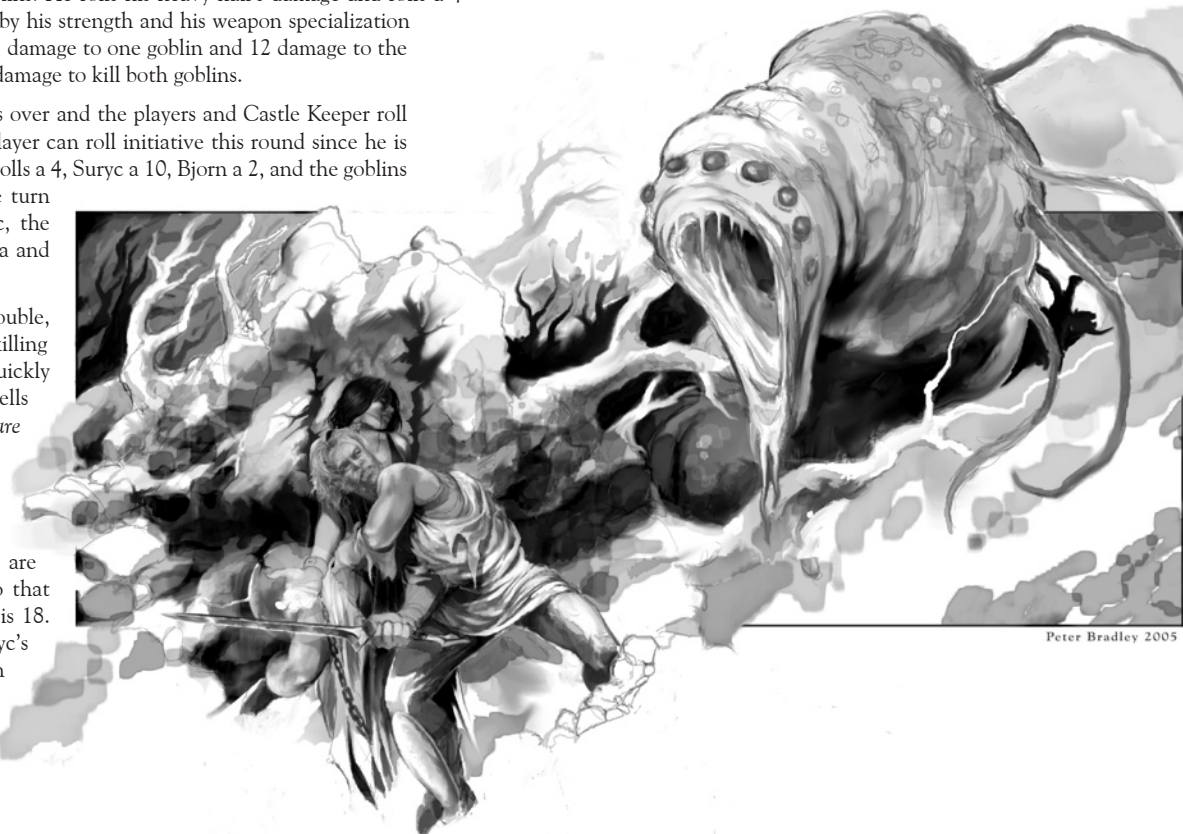
cannot possibly beat a 24, so the worg is panicked and must flee the combat. The worg runs at his full run speed of 200 feet away from Suryc.

The worg's panicked departure greatly shakes the goblins. The Castle Keeper determines that they will try to escape combat. Two of them decide to flee as well, using the full withdrawal option while the third, more wisely, chooses the fighting withdrawal. The two that make the hasty disengagement may move their maximum running distance (80 ft), but Bjorn gets a free attack on both of them. Moreover, their AC are lowered to 13 for these attacks due to their hasty departure. Bjorn's player rolls for his attacks and gets a 2 and a 6, which means he hits AC 10 and AC 14. Bjorn misses one of the fleeing goblins but hits the other for 6 points of damage, cutting it down as well. The fleeing goblin moves 80 feet away. The other goblin, making a fighting withdrawal only moves 10 feet away, but does not provoke a free attack, nor is his AC lowered.

Una's turn comes up and she chooses to take a shot at the worg as it is fleeing. The Castle Keeper tells her the worg is about 180 feet away, which puts it at long range for her composite short bow. This means she is at a -6 to her attack roll due to the range. Una's player rolls and gets a 15, which leaves her with a final to hit roll of 14. This is exactly the same as the worg's AC so she just barely hits the beast. Una's player curses that she only rolled a 2 on her 1d8 damage die, barely damaging the fleeing creature.

Finally Bjorn decides to give chase to the retreating goblins. He cannot reach the goblin that fled last round, but he can move and attack the one that made a fighting disengagement. Moving 10 feet and then attacking again, Bjorn can make two attacks on this goblin due to his combat dominance ability and he chooses to do so. His first attack roll is a 1, which means he hits AC 9, which is a miss. His second roll, however, is an 18, which hits AC 26, meaning he soundly hit the goblin's AC of 15. The flail crashes heavily into the goblin for 12 points of damage, crushing its skull.

This round of combat is over and the players decide to let the goblin and worg flee. The worg won't come out from the effects of the spell for another five rounds, and it will think better of doubling back to attack the party. The goblin runs away and tries to find its way back to its war party to inform them of the adventurers in the woods.



Peter Bradley 2005

HERE, THAR BE MONSTERS!

The monsters that populate worlds of adventure are drawn from a multitude of sources. Mythological stories, books of fantasy and science fiction, poems, lays, and sagas all supply the imaginative gamer with source material for new and ever more wonderful monsters. We have tried to include some of the more popular versions of monsters in this book, but sprinkled throughout are a number of obscure and rare beasts as well.

WHAT ARE THEY & HOW TO PLAY THEM

Monsters serve two key roles in Castles & Crusades. One is that they can be used as background material. For example, Umladen Stonebrow has gathered his cousins to plunder the long abandoned mines of Dwarfhole. Within are many creatures, including trolls and orcs, but even naga and other creatures more strange and twisted. In this instance, the implied presence of monsters serves to heighten the perceived and real dangers of Dwarfhole, and lends a particular mood to the setting.

Alternatively, a monster may be the goal of the adventure. For example, Beorn stalks a trackless waste to search for the dragon that lies at the roots of the great mountain, Uji. Beorn's intent is to slay the beast and free the mountain of its dominance. Once this deed is finished, he will be accounted a great hero, and will earn the wealth of history's remembrance. In this instance, the monster itself is the entire purpose of the adventure.

Depending on their race, alignment, and the Castle Keeper's designs, monsters can either impede or aid adventurers. Whatever their purpose, monsters should be treated as creatures that have lives separate from the adventure. They have goals and motivations, their own homes and routines, and they often value their own lives as much as a stalwart adventurer values his own. As often as not, an orc that raids a camp at night does not want to fall at the hands of a savage elf any more than said elf wants his life cut short by the orc's curved scimitar. Monsters act in their own best interests, most of the time, and the intelligent monsters are capable of making rational decisions.

Playing monsters like characters is a good way to give an adventure more plausibility, accentuating the experience for all involved. Further, it is the best way to make a game challenging and memorable. A kobold band that blindly attacks an adventuring party and dies within a few rounds is not compelling when compared to kobolds that sneak through the dark, harassing a party with crossbow bolts and sling bullets, driving the characters into combat, but on their own terms, refusing to give battle in open ground.

Dragons deserve special attention. They are old creatures that speak their own tongues and live from an ageless perspective in which the concerns of elves and men are little more than distant murmurs. Behind them are memories of lifetimes, histories, deeds, and marvels beyond the scope of those who would plunder their hard-earned hoards. It is useful to consider the perspectives of any and all monsters while preparing for play, so that nuances like this can add flavor and dimension to the game.

MONSTER CHARACTERISTICS

Number Encountered (No. Encountered) reflects the average number of creatures encountered. There may be several listings that reflect different encounter areas. For instance, an orc is listed as 2-12, 10-100. These represent a raiding party and the entire tribe or clan, respectively. Some monsters are not assigned exact numbers, such as bison or other herd animals. These herds can range from small groups of 3 to 5 members, to huge herds of 10,000 or more. The Castle Keeper should always manage the number of monsters while considering the plot of the adventure and the relative power of the party.

SIZE (SIZE) is the approximate height of a creature. There are three sizes of monster in Castles & Crusades: small, medium and large. Small represents any height less than 5 feet, medium is any height between 5 and 7 feet, and large is any height over 7 feet. Castle Keepers should take note that those creatures who have the ability to swallow a victim whole, such as the tyrannosaurus rex and the purple worm, are not going to be able to swallow all creatures. Circumstances must dictate the action and Castle Keepers should use their best judgment.

HIT DICE (HD) is a creature's hit dice. The hit dice is the equivalent of the monster's level. The hit dice represents the number (and type) of die rolled for the creature's hit points. For example, a monster with 2 (d8) hit dice has 2d8 hit points. A monster's hit dice is also equivalent to the monster's base attack roll modifier. For example, a 3 hit dice creature receives a base bonus of +3 to all attacks.

MOVE (MOVE) represents the monster's base movement rate. A creature's movement rate represents the number of feet an unencumbered and unimpeded monster can move in any given round, at a walking pace.

ARMOR CLASS (AC) is a creature's normal armor class. It is an abstract representation of the difficulty of striking a monster in combat and inflicting damage. An attacker's roll must be equal to or greater than a defender's armor class to cause damage. All creatures have an armor class. In most cases, it is determined by the type of armor being worn, but in the case of many monsters it represents their natural hides or skins.

ATTACKS (ATTACKS) list the variety of weapons, both natural and manufactured, that monsters may use in battle. All of the monster's physical attack forms are listed here. The number of attacks is listed first. If there is no number, then only one attack per round is assumed. The form of attack is listed next. Damage from each form of attack is included in the adjacent parentheses. An attack listing of 2 Claw (1d6); Bite (1d8) would mean that the creature can attack three times per round: twice with claws, for 1d6 points of damage each, and once with a bite, for 1d8 points of damage.

SPECIAL (SPECIAL) refers to all of a creature's special abilities: offensive, defensive, and miscellaneous. Generally, specific descriptions for each monster are provided in the monster's listing. The exceptions to this are as follows:

Deepvision: Ages spent beneath the earth, and in the dark and quiet places of the world have imbued certain creatures with the ability to see into darkness that a human would find impenetrable with the naked eye. This vision extends up to 120 feet in even the darkest of nights and deepest of tunnels. Colors tend to erode with deepvision, and objects appear in many shades of gray. It is otherwise like normal sight, and creatures can function well with no light at all. Bright lights, such as from a lantern or other light source, spoil deepvision. A creature requires one turn to adjust his or her eyes when a light source is extinguished before gaining full use of deepvision.

Darkvision: In a similar manner to deepvision, some creatures can see in complete darkness for up to 60 feet. Darkvision produces images that are in shades of gray, but it is otherwise like normal sight. These creatures can function well with no light at all. Bright lights, such as from a lantern or other light source, spoil darkvision. A creature requires one turn to adjust his or her eyes when a light source is extinguished before gaining full use of darkvision.

Duskvision: Some creatures can see in starlight and moonlight just as others can at dusk. They retain the ability to distinguish color and some detail under these conditions, though everything is cast in shadows. They have no enhanced vision underground, under torchlight, or in similar conditions of poor illumination.

Immunity/Resistance describes any innate immunity that a monster possesses. The type of immunity is listed, followed by a bracketed damage descriptor that indicates the limits of the immunity. For instance, "Immune: Acid (half damage, quarter damage save)" means that the creature always takes half damage from any acid-based attack, but if it makes a successful saving throw, it suffers only one fourth of the normal damage.

Regeneration: A creature with this ability is difficult to kill, as the creature automatically heals damage at a fixed rate per round, as given in the entry. The number following the listing in the creature's stat block designates how many hit points that creature can heal in a round. For instance, the troll with a "Regeneration 2", heals 2 hit points per round. Certain attack forms, typically fire and acid, deal lethal damage to the creature, which doesn't go away. The creature's descriptive text describes the details. Regenerating creatures can regrow lost portions of their bodies and can reattach severed limbs or body parts; details are in the creature's descriptive text. Severed parts that are not reattached wither and die normally. Healing starts the round immediately following the round in which damage was taken.

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Scent allows a creature to identify locations, items, and even people by making a successful check. They gain a +2 bonus when using any tracking ability they may possess. Scent functions to a range of 30 feet. These creatures are natural hunters, and are able to “sniff out” singular scents, even when that odor is overpowered by another. Winds, weather conditions, and other situations may render this ability useless or reduce its potency; multiple strong odors will cause confusion, for example. Other effects are at the Castle Keeper’s discretion.

Spell Resistance is a special defensive ability. A defender’s spell resistance is like an armor class against magical attacks. If a spell is targeted at a creature with spell resistance, the caster of the spell must roll 1d20, unmodified. If the result is equal or greater than the creature’s spell resistance rating, then the spell can affect that creature. Otherwise, the creature’s spell resistance causes the spell to dissipate harmlessly. Certain spells are not subject to spell resistance, as detailed in their descriptions in the *Castles & Crusades Players Handbook*. A monster’s spell resistance is listed in its stat block with the abbreviation SR. For example a Dryad’s spell resistance is 10 and it is listed on the Special heading as “SR 10”. If a monster does not have a spell resistance no listing is given.

Twilightvision: Even under starlight, moonlight or torchlight these creatures have exceedingly good vision. They can distinguish color and detail under these conditions for up to one mile when outside.

SAVES (SAVES) represents the saving throws and attribute check categories for monsters. Saving throws are made in the same manner as for characters, but with broader descriptors. Each monster is listed as having either physical (P), mental (M), both (P+M) or none (N) as its saving throw category. The category roughly equates to primary or secondary attributes and thus the base number needed to make a saving throw. Physical attributes are strength, constitution, and dexterity. Mental attributes are intelligence, wisdom, and charisma. A goblin has a physical saving throw category, so it makes all saving throws or checks dealing with strength, dexterity, or constitution with a challenge base of 12, and all saving throws or checks dealing with intelligence, wisdom, or charisma with a challenge base of 18.

INTELLIGENCE (INT) reflects a general level of mental aptitude. It represents a monster’s ability to learn quickly, and apply that learning effectively, as well as its capacity for logic and deductive reasoning. Monsters possess a much broader range for intelligence than characters.

Intelligence	Mental Strength
1-2	Animal
3-5	Inferior
6-8	Low
9-12	Average
13-15	High
16-17	Superior
18-21	Genius
22-25	Supra-Genius
26+	Deific

ALIGNMENT (ALIGNMENT) describes the basic and most essential aspects of a monster’s world view and moral outlook. It is the core personality description for every sentient creature. Alignment reflects the creature’s disposition toward good, evil, law or chaos. Each alignment type is described in detail in the *Castles & Crusades Players Handbook*.

TYPE refers to the classification of the monster. A monster’s type can be particularly important where spells and magical summoning are concerned.

Aberration: Aberrations have bizarre anatomy, strange abilities, an alien mindset, or any combination of the three.

Animal: An animal is a non-humanoid creature with a real-world equivalent.

Beast: A beast is a creature with no real-world equivalent. It is a vertebrate creature with a reasonably normal anatomy and no magical or unusual abilities.

Construct: A construct is an animated object or artificially constructed creature.

Dragon: A dragon is a reptilian creature, usually winged, with magical or unusual abilities.

Elemental: An elemental is an entity composed of one of the four classical elements: air, earth, fire, or water.

Fey: Fey are creatures with supernatural abilities and connections to natural forces and/or places.

Giant: Giants are large-sized humanoid creatures of great strength and bulk.

Humanoid: A humanoid is a medium-sized creature that is anthropomorphic: they have two arms, two legs, one head, and a human-like torso.

Magical Beast: Magical beasts are similar to beasts but can have intelligence of inferior or better. Magical beasts typically have supernatural or extraordinary abilities.

Monstrous Humanoid: These are humanoid creatures with monstrous or animalistic features, occasionally possessing supernatural abilities.

Ooze: An ooze is an amorphous or mutable creature.

Extraplanar: An extraplanar creature is a non-elemental that originates from another dimension, reality, or plane.

Plant: This type encompasses all plants and plant-like creatures.

Shapechanger: This type of creature has a stable body but can assume other forms.

Vermín: This type includes insects, arachnids, other arthropods, worms, and similar invertebrates.

Undead: Undead are once-living creatures animated by spiritual or supernatural forces. Undead are immune to all mind-affecting effects (charms, compulsions, etc.) and to poison, sleep effects, paralysis, stunning, disease, and death effects.

TREASURE (TREASURE) designates the appropriate treasure type a creature has in its lair, or if noted for the specific monster on its person. Refer to Part Two of this book for more information on treasure.

EXPERIENCE POINTS (XP) represents the development reward that characters receive for slaying, subduing, or otherwise defeating monsters. Refer to the *Castles & Crusades Players Handbook* for more information on awarding experience points. The number in parenthesis following the entry is the average XP. The following chart can be used to determine the experience points of any monster in this book, or monsters which have been altered or created.

MONSTER EXPERIENCE POINTS

HD	BASE	PER HP	I	II	III
1	5	1	2	4	5
2	10	2	5	7	10
3	20	3	10	15	20
4	40	4	20	30	40
5	80	5	40	60	80
6	120	6	60	90	120
7	180	7	90	135	180
8	250	8	125	200	250
9	400	9	200	300	400
10	600	10	300	450	600
11	750	11	375	550	750
12	950	12	425	650	950
13	1200	13	600	900	1200
14	1500	14	750	1100	1500
15	1900	15	900	1400	1900
16	2100	16	1000	1500	2100
17	2300	17	1200	1800	2300
18	2600	18	1300	2000	2600
19	2900	19	1500	2200	2900
20	3250	20	1700	2500	3500

EXPERIENCE PER HIT POINT: A monster's hit point total influences the amount of experience it confers. To calculate this, simply multiply the number of hit points by the hit dice of the creature, and divide by 2. For example, a 5 (d10) HD creature has an average of 25 hit points. The base is 160 experience points plus 5 experience points per hit point. 125 extra experience points would be awarded for this creature, for a total of 285.

Special: There are three categories of special abilities, designated in the chart by the Roman numerals I, II and III. A given monster's total experience value increases by the amount of special abilities it has. Special ability experience is added to the base experience for the monster. For example, Skagg (4HD) has four attacks per round, a category I ability. So its base experience points are increased by 40 points (for a total of 120) plus 4 per hit point.

Special I: This category includes three or more attacks per round, spell use of 1st-3rd level (or equivalent spell-like abilities), and unique abilities such as tracking, hiding, or back attacks.

Special II: This category includes 5 or more attacks per round, damage of 4d6 or more for a single attack, spell use of 4th-7th level or equivalent, and extraordinary powers like invisibility or etherealness.

Special III: This category includes death attacks, petrification attacks, and spell use of 8th level and higher (or equivalent).

BASILISK

NO. ENCOUNTERED: 1

SIZE: Medium

HD: 6 (d10)

MOVE: 20 ft.

AC: 16

ATTACKS: Bite (1d10)

SPECIAL: Petrifying Gaze,

Darkvision 60 ft.,

Basilisks are reptilian creatures with long, squat bodies that rest on eight legs. They have broad tails and a wide head, appearing somewhat like an alligator. Their jaws are lined with rows of jagged teeth. Despite having eight legs, the creature is slow. Its eyes glow an incandescent green. Basilisks have the

SAVES: P

INT: Animal

ALIGNMENT: Neutral

TYPE: Magical Beast

TREASURE: 5

XP: 240+6

terrifying ability to turn another creature's flesh to stone by gazing into that creature's eyes. The basilisk's sight pierces darkness, and even extends into the astral and ethereal planes. A basilisk prefers the warmth and dryness of a desert climate, and can be encountered singly or in groups of up to four.

Combat: A basilisk usually avoids melee combat with anything that is not an intended meal. Instead, they try to use their petrifying gaze to eliminate dangerous opponents from a distance. Although slow and ponderous normally, they are surprisingly quick in melee. They bite with their massive jaws, grinding bone to meal and shredding flesh with their jagged teeth.

Petrifying Gaze: Any living being that meets the gaze of a basilisk's eyes must succeed at a constitution save or be turned to stone. Basilisks are not immune to their own gaze. The victim will be turned into a type of stone native to the creature's habitat. Basilisks can choose to dampen this ability when hunting for food, to avoid petrifying their prey and rendering it inedible.

BUGBEAR

NO. ENCOUNTERED: 6-36

SIZE: Large

HD: 3 (d8)

MOVE: 18 ft.

AC: 17

ATTACKS: Weapon (weapon)

SPECIAL: Darkvision 60 ft.

SAVES: P

INT: Average

ALIGNMENT: Chaotic Evil

TYPE: Humanoid

TREASURE: 2

XP: 20+3

Bugbears are giant, hairy, humanoid creatures. Their thick mats of fur are often riddled with fleas and ticks, adding irritation to their naturally aggressive personalities. They are naturally stealthy though their stench often gives them away to those with delicate noses. They are attracted to treasures and loot of all kinds, but have little capacity to delineate between the actual values of many of those items they collect. Bugbears are very adept in the arts of mortal combat. It is, in fact, about the only thing they perform well as much of their life is spent in bloody battle. They utilize a vast assortment of arms and armors while in combat and always attempt to outfit themselves better than their foes.

Bugbears do not believe in the practice of fair play, and travel in war bands containing from 6 to 36 males. If more than 10 bugbears are encountered, there will be one with maximum hit points. If 20 or more are encountered, there will be one with maximum hit points, an AC of 18, and an extra +3 to hit. If encountered in their lair, there will be a number of females and young equal to 50% of the number of males. These creatures have the same living style as goblins and typically dominate their lesser brethren including orcs, kobolds and even gnolls. However, bugbears do not have an affinity for barghests like goblins do.

Combat: More than anything else, combat is the greatest source of pleasure for bugbears. They actively seek after enemies to slaughter and slay, often provoke others into battle if they seem reluctant and then lay them low with a few dirty tricks. They are fond of disarming opponents, punching them, knocking them down or any other various methods of gaining an advantage. There is no honorable manner of fighting for a bugbear, the honor is the fight. Bugbears love weaponry, wield any weapon with exceptional skill, and can even hurl melee weapons as ranged weapons if needed.

CENTAUR

NO. ENCOUNTERED: 1-4, 4-24

SIZE: Large

HD: 4 (d8)

MOVE: 50 ft.

AC: 14

ATTACKS: 2 Hoof (1d6),

Weapon (by weapon)

SPECIAL: Darkvision 60 ft., Track, Woodland Stride

SAVES: P

INT: Average

ALIGNMENT: Chaotic Neutral

TYPE: Monstrous Humanoid

TREASURE: 4

XP: 110+4

Centaur is reclusive creatures, almost always avoiding civilization. They have little traffic with humans or demi-humans and avoid contact with

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them when they can. They prefer to dwell in natural environments, deep woodlands, and forested hills. They are most often found in secluded, old-growth forests. Centaurs have no dwellings, preferring instead to live in the open, sleeping under a canopy of great trees. They enjoy their freedom and roam as they please.

Centaurs have an equine body topped with a human torso, and they have a noble, stoic appearance. They are stern protectors of their woodland homes, and are occasionally found in the company of other woodland fey. They do interact with elves, but even these demi-humans can be treated with suspicion, as elves traffic with the other races of the world.

Centaurs are most often encountered alone, but they are not solitary creatures by nature; they prefer to travel in family groups of 4 to 24. When a group is encountered, 1-4 of them will be young colts, and 1-6 of them will be adult females.

Combat: Centaurs try to avoid combat, but when their woodland domains are threatened, they are fierce and show little mercy towards their enemies. They favor the short bow or spear and are almost always found with these weapons. Less frequently, they use other melee weapons like swords and axes. A centaur can charge into combat with the same proficiency as a mounted knight. Indeed, a centaur armed with a lance is a very dangerous opponent. When forced to enter battle without a weapon, centaurs can use their hooves to deadly effect.

Special: Centaurs can track as a 5th level ranger. They also have the druid's woodland stride ability.

CHIMERA

NO. ENCOUNTERED: 1-4
SIZE: Large
HD: 9 (d10)
MOVE: 30 ft., 50 ft. (fly, poor)
AC: 19
ATTACKS: 2 Claw (1d3),
 Gore (1d4),
 Bite – Dragon (2d6),
 Bite – Goat (2d4),
 Bite – Lion (3d4)

SPECIAL: Breath Weapon,
 Darkvision 60 ft.,
 Twilight Vision
SAVES: P
INT: Animal
ALIGNMENT: Chaotic Evil
TYPE: Magical Beast
TREASURE: 8
XP: 1210+9

A chimera is a frightening amalgam of a lion, a goat, and a red dragon, several times larger than a fully-grown lion. The central lion's head dominates the creature, and the two smaller heads, the goat and dragon, flank the central head. The chimera has the hind quarters of a goat, the forequarters of a lion, and the massive wings of a dragon, which enable the chimera to fly. The creature is huge, with a fierce temperament. They attack with little or no provocation and generally fight to the death.

Each of the chimera's heads is active, and retains independent abilities, making the chimera a deadly predator on the open grasslands it terrorizes. As often as not, the heads are snapping or striking at each other. Occasionally, chimera can be found in a pack of 4, but they are usually solitary hunters.

Combat: The chimera is at home in the air and on the ground. They are particularly aggressive and attack without any provocation. They prefer to attack from above, and usually do so by swooping down, and tackling an the victim much like a lion would a antelope. The proceed to violently rake the creature with back and front claws, biting it and breathing flaming death with its dragon head. When its victim is rendered helpless the chimera will fall upon it and devour its slaughtered prey.

Breath Weapon: Three times per day, the dragon head is able to breathe a gout of flame in a small cone. The cone extends up to 50 feet from the dragon's mouth and does 3d8 points of damage. A successful dexterity save reduces this damage by one-half.

RED DRAGON

NO. ENCOUNTERED: 1
SIZE: Special (see below)
HD: Special* (see below)
MOVE: 40 ft., 150 ft. (fly)
AC: Special (see below)
ATTACKS: 2 Claw (1d8),
 Tail (1d10), Bite (4d10)

SAVES: M, P
INT: See table
ALIGNMENT: Chaotic Evil
TYPE: Dragon
TREASURE: See table (hoard)
XP: Special (see page 6)

SPECIAL: Breath Weapon, Spell-Like Abilities, Immunity to Fire (full)

Red dragons are vain, pompous, greedy, and thoroughly evil creatures that delight in the ruin that they cause. They revel in tormenting and toying with their prey, often misleading it into believing that escape is possible if a task is performed or a riddle answered. They dwell in most climes, but prefer the roots of mountains and deep caves. For this reason, they have long been the bane of dwarves, for red dragons plunder dwarven holds for their wealth and comfort.

Red dragons are solitary monsters and are never encountered with other dragons. They are arrogant, and look upon all other creatures with disdain. They are not, as are many dragons, territorial creatures. When they leave their lairs to hunt or for the joy of tormenting others, they range over vast regions, burning and laying waste to the country. They then return to their holes where they rest, brooding upon the evils they have wrought.

Dragon Magic: If a red dragon successfully gains this ability, (see Dragon—Languages and Magic) it has one 1st level wizard spell for each of its age categories and one 2nd level spell each for the seasoned, old, and ancient ages. For example, an old dragon would have seven 1st level spells and two 2nd level spells.

Combat: When drawn out to battle, red dragons are horrific foes. They attack first by unleashing a huge blast of fiery breath, thereafter falling upon their foes, slashing and gnawing with their teeth. They never attack from ambush or hide from an enemy. If it seems that their intended victim is going to be surprised, a red dragon will warn it of its impending doom, often allowing it to gather itself and its weapons. They love to gloat, so they often converse with opponents that they have battered senseless, devouring them only after the sport becomes dull.

Other Spell-like Abilities: Red dragons possess inherent magic abilities. They acquire these abilities as they age. They are as follows: 7-9 *locate object* 3/day; 10 *suggestion* 3/day; 11 *hypnotism* 1/day; 12 *geas* 1/day.

Locate Object: A mature or older red dragon can use this ability as the spell of the same name, once per day per age category.

Breath Weapon: A red dragon's breath weapon is a phenomenally hot burst of flame, and burning oils. The fire from its breath tends to splatter and pour out of the creature's giant maw. The breath deals 1d10 hit points of damage per hit die. A successful dexterity save reduces damage by half.

Red Dragon

Age	Size	HD	AC	Dm	SR	Int	TR
1	6'	8	19	1	-	10	4
2	10'	10	23	2	-	12	8
3	16'	14	25	3	-	15	12
4-6	25'	18	30	6	2	16	16
7-9	40'	22	30	8	3	22	16
10	50'	26	30	10	4	24	18
11	60'	30	31	11	5	25	18x5
12	72'	34	32	12	6	26	18x10

BRONZE DRAGON

NO. ENCOUNTERED: 1-6

SIZE: Special (see below)

HD: Special (see below)

MOVE: 40 ft., 150 ft. (fly),
60 ft. (swim)

AC: Special (see below)

ATTACKS: 2 Claw (2d4),

Tail (1d8), Bite (4d6)

SPECIAL: Breath Weapon, Spell- Like Abilities, Immunity to Electricity (full), Speak with Animals, Water Breathing

Bronze dragons are a larger breed of dragon, benevolent and beneficent to life and nature. They make their homes near wild seas, lakes, or large, slow-moving rivers, as they love the natural beauty inherent in bodies of water. They swim as easily as they fly and often range far from land while doing so. Their lairs are usually accessible only through an underwater cavern or tunnel. These creatures are curious and often change shape to converse with travelers and learn what is happening beyond the confines of their dens. Bronze dragons are familial, and often travel with their mate and hatchlings.

Dragon Magic: If a bronze dragon has this ability, (see Dragon—Languages and Magic) then it possesses one 1st level wizard spell of the Castle Keeper's choice for each age category. Therefore, a mature bronze dragon has five 1st level wizard spells available for use.

Combat: Bronze dragons enjoy a good fight. They have an innate sense of fair play, and like their evil red dragon cousins, rarely attack a foe by surprise or through guile. They always allow their enemies time to compose themselves before they spar. The bronze dragon looks upon battle as a challenge. Enamored of its own power, they cannot conceive of a situation in which they could lose. The bronze dragon is intractable, and once they commit themselves to destroying another creature, they do not stop until they are victorious or they themselves fall. They always attack with a bolt of lightning first, but follow that with a ferocious assault with tail, fang and claw. If a bronze dragon feels it has utterly overmatched an enemy it breathes its *repulsion* mist upon it so the bronze can disengage and find a more sporting partner.

Breath Weapon: A bronze dragon has two breath weapons, a line of lightning and a *repulsion* mist. The line of lightening does 1d10 points of damage per hit die. The mist is hardly visible to the naked eye and causes a sensation of dread and repulsion to come over all who come into contact with it (it functions as a *repulsion* spell). It affects 1d6 levels or hit dice of creatures per hit die of the dragon, regardless of immunity or resistance. This effect will last for 6 rounds. A successful charisma save negates the effect.

Water Breathing: A bronze dragon can breathe underwater indefinitely and can freely use its breath weapon, spells, and other abilities while submerged.

Other Spell-like Abilities: Bronze dragons possess inherent magic abilities. They acquire these abilities as they age. They are as follows: 3 *Speak with animals* at will; 4-6 *create food and water* 3/day; 7-9 *fog cloud* 1/day; 10 *detect thoughts* 1/day; 11 *control water* 1/day; 12 *control weather* 1/day.

Speak with Animals: This ability is constantly in effect, and functions as the spell of the same name.

Alternate Form: An adult or older bronze dragon can assume any animal or humanoid form of medium size or smaller three times per day. This ability acts as a *polymorph* spell cast on itself at its caster level, except that the dragon does not regain hit points for changing form and can only assume the form of an animal or humanoid. The dragon can remain in its animal or humanoid form until it chooses to assume a new one or return to its natural form.

SAVES: M, P

INT: See table

ALIGNMENT: Lawful Good

TYPE: Dragon

TREASURE: See table (hoard)

XP: Special (see page 6)

Bronze Dragon

Age	Size	HD	AC	Dm	SR	Int	TR
1	4'	6	19	1	-	14	4
2	10'	8	21	2	-	14	8
3	16'	12	22	3	2	16	12
4-6	24'	16	23	4	3	18	16
7-9	32'	20	24	6	4	19	16
10	48'	24	27	8	5	21	18
11	55'	28	27	10	6	23	18x5
12	60'	32	29	11	7	24	18x10

ETTIN

NO. ENCOUNTERED: 1-4

SIZE: Large

HD: 10 (d8)

MOVE: 40 ft.

AC: 18

ATTACKS: 2 Fist (1d8);

or One Weapon (4d4) and

One Weapon (2d6);

or 1 Two-handed

Weapon (5d6)

SPECIAL: Twilight Vision,
Impossible to Surprise

SAVES: P

INT: Low

ALIGNMENT: Chaotic Evil

TYPE: Giant

TREASURE: 7

XP: 900+10

Ettins are two-headed giants that stand from 10 to 12 feet high. They are slovenly and lazy creatures. Ettins live wherever they can find shelter, for they never build anything. They take up residence in abandoned mines, dungeons, caves, and similar areas. They are filthy, dim-witted, and altogether foul. They prefer cold climates, because they are often very fat, and the chill is more comfortable. Ettins raid and loot for entertainment and to steal anything they are too lazy to work for.

Combat: Ettins try to crush opponents as quickly as possible, and will focus on a single enemy if that enemy seems to be a serious threat. The ettin's two heads are often at odds, and their arguments frequently lead them to split their attention between opponents. They nearly always carry two different weapons, preferring those that bash and bludgeon, but they can use a single, massive weapon if they desire. When using two weapons, the ettin strikes for 4-16 points of damage with its right arm and 2-12 points of damage with its left.

Impossible to Surprise: An ettin cannot be surprised, thanks to its heightened senses of smell, sight, and hearing; having twice as many eyes, ears, and nostrils helps as well.

FLESHCRAWLER

NO. ENCOUNTERED: 1

SIZE: Large

HD: 3 (d8)

MOVE: 30 ft., 15 ft. (climb)

AC: 17

ATTACKS: 2 Bite (1d6),

or 6 Claw (1d4)

SAVES: P

INT: Animal

ALIGNMENT: Neutral

TYPE: Aberration

TREASURE: 2

XP: 60+3

SPECIAL: Paralysis, Constrict, Death Throes, Animation

Fleshcrawlers resemble enormous maggots, but are segmented and layered with a hardened chitin shell. Fleshcrawlers have mandibles and mouths at both ends of their bodies. Jutting from the creature's underbelly, beneath the outer carapace, are six retractable claws that are linked to a venomous sac. These provide the beast with the means to shred meals before devouring them. However, they are rarely seen in this form before attacking. Fleshcrawlers slash open the bellies of victims, cleaning out the innards before crawling inside. There, they animate the victim's shell, enabling them to convincingly

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approach targets before bursting forth to attack. This enables them to more readily prey upon creatures that would be easily spooked by their monstrous appearance. They prefer shells that are the same size or larger, and often inhabit the forms of innocuous creatures like cows, horses, or other mundane domestic animals. The procreation method of fleshcrawlers is unknown; they are always encountered singly, and the spawning of a new fleshcrawler has never been witnessed.

Combat: Hidden within a docile form to give the illusion of peace and safety, fleshcrawlers will ambush potential meals from close distances, lashing out from their animated shell with explosive ferocity. They are incapable of thought and reason, and exist only to feed. Their instincts and abilities make them seem horrifically cunning, which serves to heighten their terror.

Paralysis: A victim of a fleshcrawler's bite or claw attack is injected with a resinous toxic substance that causes uncontrollable muscle spasms (constitution save negates the effect). This essentially paralyzes the victim for 2d4 rounds, preventing any sort of offensive or defensive action. In addition, victims will move in random directions each round at the rate of 1 foot per round. Victims are incapable of performing any action that is mental in nature, such as spellcasting. With a successful strength save, a victim can focus his or her movements enough to ignore this effect.

Death Throes: When a fleshcrawler is reduced to 0 or fewer hit points, its body bursts in a grotesque and disturbing display of morbidity. This explosion releases vast quantities of foul-smelling ichor and a horde of tiny maggots. Any creatures within 10 feet of a dying fleshcrawler must succeed at a Dexterity save to avoid suffering 1d3 points of damage from the blast. All creatures with greater than animal intelligence that witness this explosion must succeed at a constitution save to avoid involuntary gagging, retching, and vomiting. Victims that are sickened in this way automatically lose their next action, whether in the current round or the next.

Animation: Fleshcrawlers can instinctively operate the shells of those victims that they enter. They enter through the victim's stomach after clearing out internal organs, and use their poisonous resin to seal up the wound behind them. This disguise is so convincing that any creature more than 20 feet away from the shell cannot notice anything out of the ordinary. Within 20 feet, a creature is allowed a wisdom save (elves are allowed a wisdom save no matter the distance) to notice that something isn't quite right about the pseudo-animal. Within 5 feet, a fleshcrawler will burst out to attack. If nothing odd is noticed about the fleshcrawler's shell, the creature automatically gains surprise when it attacks.

GARGOYLE

NO. ENCOUNTERED: 1-8	SAVES: P
SIZE: Medium	INT: Low
HD: 5 (d8)	ALIGNMENT: Chaotic Evil
MOVE: 45 ft., 75 ft. (fly)	TYPE: Monstrous Humanoid
AC: 16	TREASURE: 5
ATTACKS: 2 Claw (1d3), Bite (1d6), Gore (1d4)	XP: 160+5
SPECIAL: Darkvision 60 ft., Freeze	

Resembling the fearsome statues and carvings placed on many stone edifices to frighten evil, these loathsome creatures are a mockery of that intent. Gargoyles are warped entities that enjoy terrorizing the places their inanimate brethren were meant to protect. Gargoyles are sadistic, taking pleasure in inflicting horrible injury and causing havoc.

Combat: Gargoyles perch in lofty places, and remain perfectly still, resembling a statue to all but the most conscientious observers. As their prey moves into an ideal attack area, gargoyles suddenly swoop down to attack, tearing with their claws and fangs.

Freeze: When in an area containing statues or ruins, gargoyles are able to remain perfectly still. This allows them to remain virtually undetected. In these circumstances, characters make their wisdom checks for surprise against Challenge Level 10.

GHOUL

NO. ENCOUNTERED: 1-8, 2-24	SAVES: P
SIZE: Medium	INT: None
HD: 2 (d8)	ALIGNMENT: Chaotic Evil
MOVE: 30 ft.	TYPE: Undead (Common)
AC: 14	TREASURE: 1
ATTACKS: 2 Claw (1d3), Bite (1d6)	XP: 30+2
SPECIAL: Paralysis, Darkvision 60 ft.	

Ghouls are rotting undead incarnations of gluttony and greed. Perpetually hungry, they endlessly stalk the living for flesh to devour. They are most often found in cemeteries or battlefields where 2-24 are encountered. This is particularly the case where dead have been buried in unconsecrated ground.

Combat: Ghouls are mindless, and attack with a wild ferocity akin to that of rabid animals. They are always hungry, and will often stop in the middle of a battle to feast upon a fallen foe.

Paralysis: Any living creature, other than an elf, that is clawed or bitten by a ghoul must make a strength save or be paralysed. This paralysis lasts 1d4+1 turns, or a *remove curse* or *remove paralysis* spell is cast upon the victim. Elves are immune to ghoul paralysis.

HILL GIANT

NO. ENCOUNTERED: 1-10	SAVES: P
SIZE: Large (10')	INT: Low
HD: 9 (d8)	ALIGNMENT: Chaotic Evil
MOVE: 40 ft.	TYPE: Giant
AC: 17	TREASURE: 7 (hoard)
ATTACKS: 2 Fist (1d8), Giant Club (2d8)	XP: 600+9
SPECIAL: Rock Throwing, Twilight Vision	

A hill giant appears somewhat like a primitive human of great size. They have bony, prognathous features. Thick, long arms hang from their broad shoulders like broken tree branches. Their stubby fingers are always cut and bruised and as often as not burnt black from their constant mishandling of fire. Their broad chest rest upon narrow hips and the whole is supported by two legs, bowed like a horned bow and big feet. Hill giants are uncouth and bathe only when forced to . . . by crossing a river or some such obstacle. They wear hides and shoulder massive clubs for weapons. They hunt in small groups of 10 or fewer individuals, and dwell in rough, hilly scrubland. Although lacking in intellect, hill giants do recognize that they are stronger than most creatures. They often assert this strength to force lesser creatures, like ogres, into service.

Hill giants band together in small groups. If more than 5 are encountered, one is always a female. If 6 are encountered, an additional 1-2 young giants are present. The females fight as ogres, and the young as orcs.

Combat: Volatile and violent, hill giants are terrible foes. They know and use only a few stratagems in battle. First, they hurl rocks, small trees, or anything else they can pick up. When their foes are weakened, they will close and finish the enemy with huge clubs or massive, bony fists. They wear uncured bear and lion pelts, and their clubs are little more than dead trees. They are prone to over-kill and often beat a victim to a pulp long after they are dead. They loathe dwarves, killing them anytime they can. So great is the hill giant's hatred for these intrepid mountaineers that they refuse to eat them . . . an occurrence that dwarves take great comfort in.

Rock Throwing: Hill giants can hurl boulders up to 330 feet. A successful attack inflicts 2d8 points of damage.

GNOLL

NO. ENCOUNTERED: 2-8, 20-200
 SIZE: Large
 HD: 2 (d8)
 MOVE: 30 ft.
 AC: 15
 ATTACKS: Slam (2d4),
 Weapon (weapons)
 SPECIAL: Darkvision 60 ft.

SAVES: P
 INT: Low
 ALIGNMENT: Chaotic Evil
 TYPE: Humanoid
 TREASURE: 1
 XP: 10+2



Gnolls are humanoids with the heads of jackals, coyotes, hyenas, and other scavengers. They are tall and gangly, if mighty thewed, averaging 7 feet in height or more, and have gnarled, shaggy limbs that end in sharp, clawed hands. They are completely covered in reddish-yellow fur. Gnolls are found in many climes and most temperate zones. They are brutish and stupid, if cunning and canny, and work together only through an instinctual pack mentality, without any concept of the greater good.

Gnolls possess little material culture of their own, using weapons and tools looted from other peoples. Gnolls migrate in large, loose tribal associations, forming groups of 20 to 300. They live in caves and ruins, and are frequently accompanied by hyenas, coyotes, or jackals. If more than 50 are encountered, 30% of them will be female, and 30% will be pups. Females fight as orcs, and the pups fight as goblins. For every 50 encountered, there will be a pack leader with 3 hit dice and an armor class 16. If 200 or more are encountered, a warlord with 5 hit dice and an armor class of 18 will command the overall horde.

Combat: Cruel and sadistic, gnolls stalk their prey like their animal cousins. They always use superior numbers, and instinctively use flanking tactics. If attacking a large group, they will launch sudden, fierce attacks with a few of their number, to scatter the foe. Then, smaller attack groups will fall upon the separated enemies, focusing on the young and the weak, and annihilate them slowly and painfully. They prefer to use flails, morning stars, and maces, and wear patched-together studded leather armor with large steel shields. Pack leaders and warlords wear better armor, and often wield whips.

Gnolls do not suffer loss well, being cowards at heart, and if 20% of their number are wounded or slain, they usually retreat from combat. If a warlord is slain, the strongest pack leader will assume control and immediately retreat.

GOBLIN

NO. ENCOUNTERED: 2-12, 40-400
 SIZE: Small
 HD: 1 (d6)
 MOVE: 20 ft.
 AC: 15
 ATTACKS: Weapon
 SPECIAL: Darkvision 60 ft.

SAVES: P
 INT: Average
 ALIGNMENT: Lawful Evil
 TYPE: Humanoid
 TREASURE: 1
 XP: 5+1

Goblins are diminutive, vicious, and thoroughly evil humanoid creatures. They have large bulbous heads, small eyes, and typically have a drab green or gray skin tone to match their native environment. These creatures prefer mountainous, hilly, forested, and rough terrains for their lairs, the better to

hide from other races, but they will call anywhere home, often migrating in huge numbers when the tribe outgrows the lair. They are prodigious diggers, living in warrens carved out of hillsides, mountain slopes, beneath the roots of trees, or wherever else they settle. Their warrens can grow to monstrous size, dark fulsome depths, and maddening complexity.

Goblin tribes number up to 400 warriors, with several tribes sometimes making up a great goblin horde. While most goblin warriors are simply one hit die with no special abilities, one in 10 will be elite warriors — 1st level fighters — and approximately one in 100 will be a clan chieftain — a 2nd to 4th level fighter. Tribes with 200 or more warriors will also be led by a tribal king, a 5th to 7th level fighter, advised by — or sometimes controlled by — a shaman viceroy of equal level. The shaman will himself be served by a number of 1st to 4th level acolytes equal to his level. There is a 10% chance the tribe will also have 1 to 4 goblin rogues or assassins (60/40) of 1st to 6th level. The lair will also be home to a number of females equal to 120% of the males, juveniles equal to 150% of the warriors, and whelps equal to 200% of the warriors — altogether, a single goblin warren can hold upward of 2,000 goblins. Then, too, many tribes also keep worgs as steeds — there is a 30% chance the tribe will have one worg per 20 goblins warriors, and the lair will hold a number of worg bitches equal to the worg steeds, and pups equal to steeds and bitches together. Shamans use the wizard and illusionist spells per day chart, and know exactly that number of spells, without any bonus spells.

Combat: Goblins only attack if they are confident of victory, whether by greater numbers, or some infallible trap. They carry all manner of arms, particularly favoring axes, clubs, mallets, and spears. They use bows occasionally, wear leather and metal ring garments for armor, and carry simple wooden shields.

HARPY

NO. ENCOUNTERED: 2-12
 SIZE: Medium
 HD: 3 (d8)
 MOVE: 20 ft., 50 ft. (fly)
 AC: 13
 ATTACKS: 2 Claw (1d3),
 Weapon (by weapon)
 SPECIAL: Captivating Song, Darkvision 60 ft.

SAVES: P
 INT: Low
 ALIGNMENT: Chaotic Evil
 TYPE: Humanoid
 TREASURE: 2
 XP: 40+3

Harpies look like enlarged vultures that have the torso and face of a human female. They are foul, having ragged and soiled feathers, and they reek with the stench of carrion. Their temper is as foul as their appearance, and they hate almost all living things. Their language is a mixture of the common tongue and unidentifiable screeches, caws and clacking sounds, and they are constantly babbling. They always carry some weapon constructed of the body of a previous victim.

Harpies are found in most climates, but prefer hardwood forests. The gnarled twisted branches of black jack oak trees are their favored nesting grounds. Here they build large communal nests of twisted branches, briars, vines and any other rubbish they may have taken and kept from their victims. As often as not, bones of the unfortunate targets of the harpies' ire are found as part of the nest which the harpy sleeps upon. Frequently these thorny beds are built on the ground, etched out of the earth and in the roots of the tree. They normally gather in covens of up to 12 individuals. Harpies have voracious appetites and are almost never satisfied.

Harpies have a great lust for pretty things, such as jewelry and gems. When one finds such an item they take great pains to hide for their sisters will most certainly try to take it . . . an unintentional aggravation for many adventurers. If the item in question is of great value the harpies will stop at nothing, even attacking each other, to get at it.

Combat: When a harpy becomes aware of a victim, it lays back, folds its wings, assumes a suggestive pose, and begins to sing an incredibly beautiful song. They then wait patiently for the unsuspecting victim to succumb to the power of the song. Once, the victim is lured close to the harpy, the creature charms the unfortunate soul, and takes the victim away to be tortured and devoured.

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Captivating Song: A harpy's most insidious ability is its song. When a harpy sings, all creatures (other than harpies) within a 300-foot area must make a successful charisma save or become captivated. Elves and half-elves can apply their resistance to charms to this save. If the save is successful, a song from the same harpy cannot affect that individual for 24 hours. A captivated victim will walk toward the harpy, taking the most direct route available. If the path leads into a dangerous area (through flame, off a cliff, or the like), the creature receives a second saving throw to resist the charm. Captivated creatures can take no actions other than to defend themselves and move toward the harpy. A victim that approaches to within 5 feet of the harpy will then stand motionless, offering no resistance to the monster's attacks. This effect continues for as long as the harpy sings, and for 1 round after the song ends. An enterprising bard may try to counter the song with a charisma check; a successful performance allows the captivated creature to attempt a new charisma save, but does not negate the effect of the song. Failure means that the bard cannot counter that particular harpy's song again that day.

HOBGOBLIN

NO. ENCOUNTERED: 4-12, 10-200 **SAVES:** P
SIZE: Medium **INT:** Average
HD: 1 (d10) **ALIGNMENT:** Lawful Evil
MOVE: 30 ft. **TYPE:** Humanoid
AC: 15 **TREASURE:** 1
ATTACKS: Weapon **XP:** 7+1
SPECIAL: Darkvision 60 ft.

Hobgoblins are stout, foul-featured humanoids. About the size of a human male, they have thick, knobby skin that varies from dark green to black. They have dark, greasy, knotted hair that often hangs down to their waists. They travel in small, disciplined groups, using goblins as slaves and jackals as tracking beasts. Hobgoblins prefer heavy armor, sheathing themselves in chain mail or stronger. They prefer to wield large weapons in battle, such as halberds, pole axes, and two-handed battleaxes.

Like other marauding humanoids, they form large clans of up to 200 members. If over 50 hobgoblins are encountered, 10% of them will be female, and 5% will be youngsters. For each platoon of 10 hobgoblins, there is one lieutenant. A captain oversees two or more lieutenants, and two or more captains report to a chieftain.

Combat: Hobgoblins are smart tacticians. They rely on their collective knowledge in battle and sheer numbers and power to end battles in their favor. They favor tight formations, using their armor and pole arms to great effect.

Hobgoblin shamans have limited spell casting capability in the wizard and cleric classes. They have spells from the lists of both classes, up to a maximum of 24 spell levels. No spell selected can be greater than 4th level. None of these spells are changeable, and shamans do not use spellbooks, so the same set of spells are prepared each day. Each spell can be cast once per day.

Example: A shaman with six 1st level spells, four 2nd level spells, two 3rd level spells, and one 4th level spell has the maximum of 24 spell levels. The Ck selects these spells from either the Wizard or Cleric spell list, and they are permanently fixed. The 1st level spells increase the shaman's XP Value by 600 (6 x 100). The 2nd level spells increase it by 800 (4 x 200), and the 3rd and 4th level spells increase it by 1,000 (2 x 300, + 1 x 400).

KOBOLD

NO. ENCOUNTERED: 4-24, 40-400 **SAVES:** P
SIZE: Small **INT:** Average
HD: 1 (d4) **ALIGNMENT:** Lawful Evil
MOVE: 30 ft. **TYPE:** Humanoid
AC: 15 **TREASURE:** 1
ATTACKS: Bite (1d2), **XP:** 5+1
 or Weapon (by weapon)
SPECIAL: Darkvision 60 ft., Light Sensitivity

Kobolds are small, scaly humanoids covered with a sparse layer of thin fur. Kobolds are physically unimposing creatures. They are thin and wiry, and have scaly skin that sheds periodically in large white flakes. This gives them an unkempt and filthy appearance. However, they are fierce and unrelenting in battle, clever in their plans. They have independent, inquisitive minds. This makes them very successful in battling their numerous and stronger foes. They are almost never included in hosts of other humanoids (unless enslaved) as they are reviled by all and considered of little value to any save themselves.

They make their lairs in dark forests, tangled swamps, or deep in remote underground dens. When above ground, they build crude circular huts or yurts, that are packed closely together for protection. They do not naturally tunnel, but do make crude efforts to widen and work their underground homes for their large families and tribes. In all cases, kobolds prefer the option of mobility over that of doggedly defending one parcel of territory. They know territory is easier to find than members of the tribe are to replace. They do not have the technology for forging complex weaponry, and would not be inclined to do so, even if they did. However, they can make wooden and stone weapons with efficiency and ease. They often pillage battlefields for useful items, so it is not unheard of for kobold bands to be well outfitted on rare occasions.

Kobolds tend to remain in family groups that often split upon reaching numbers of 40 or more. This occurs quite often as they breed very quickly. Kobold females lay clutches of up to 10 eggs, six times a year. However, female kobolds are rare, comprising no more than 10% of any kobold population, and mortality rates of young kobolds are high. Kobolds are defensive of their few females and fight desperately to defend them if threatened. Female kobolds are often the leaders of families and clans.

Large kobold settlements can contain as many as 400 individuals, with families linked together by social orders and tribal customs. They are led by a chieftain with 2 (d8) hit dice and an armor class of 17. The sub-chiefs have 1 (d8) hit die and an armor class of 16. For every 10 kobolds encountered, there is a sub-chief, and for every two or more sub-chiefs encountered, a chieftain is also present. If more than 50 kobolds are encountered, 10% of their number is female, and 25% are hatchlings.

Combat: Kobolds are careful to avoid battle unless confident that their numbers and planning will ensure victory. They are a dastardly lot, by many standards, as they prefer to use traps and harrying techniques to beat their enemy down before closing for a final kill. In most cases, they only close if their opponent is incapacitated, or if they outnumber their foes by at least four to one. It is not unknown for kobolds to feast upon their kills.

Special: Kobold shamans have limited spellcasting capability similar to the cleric class. They have a maximum of 12 spell levels. No spell selected can be greater than 3rd level. None of these spells are changeable, and shamans do not use spellbooks, so the same set of spells are prepared each day. Each spell can be cast once per day.

Example: A shaman with five 1st level spells, two 2nd level spells, and one 3rd level spell has the maximum of 12 spell levels. The Castle Keeper selects these spells from the cleric spell list, and they are permanently fixed. The 1st level spells increase the shaman's XP Value by 500 (5 x 100). The 2nd level spells increase it by 400 (2 x 200), and the 3rd level spell increases it by 300.

LIZARDFOLK

NO. ENCOUNTERED: 2-8, 20-200 **SAVES:** P
SIZE: Medium **INT:** Average
HD: 2 (d8) **ALIGNMENT:** Neutral
MOVE: 30 ft., 20 ft. (swim) **TYPE:** Humanoid
AC: 15 **TREASURE:** 1
ATTACKS: 2 Claw (1d2), **XP:** 10+2
 Bite (1d8) or by Weapon
SPECIAL: Hold Breath, Amphibious

Lizardfolk are reptilian humanoids of roughly the same stature as humans. It is impossible to distinguish gender among these reptilian humanoids, and there

is no difference between males and females for combat purposes. They live in warm climates, preferring marshlands and riverbanks in isolated country. They form rudimentary settlements, living in daub-and-wattle huts, or in dens fashioned from fallen logs and other debris. Usually, parts of their homes are submerged to provide ready access to water, where they are particularly effective.

Lizardfolk can be encountered in groups from 10 to 40 in size. Lizardfolk are omnivorous, but they have a taste for human flesh, and often ambush travelers. In large communities there is always a lizard chief who has 6 hit dice and an armor class of 17. Lizardfolk occasionally make peaceful trade agreements with members of more common races, but these agreements last only as long as the lizardfolk find them useful.

Combat: Lizardfolk prefer simple weapons; especially blow guns, stone axes, javelins, spears, and the like. They will engage enemies with tooth and claw if caught weaponless. They are not risk-takers in combat, and will retreat if severely overpowered.

Hold Breath: Whenever exposed to an effect that requires inhalation, such as poisonous vapors, lizardfolk are allowed a physical save. If the save is successful, that individual lizardfolk does not suffer any of the effects. If the save is unsuccessful, the individual is still entitled to make any other saves allowed to avoid or minimize the effects.

MANTICORE

NO. ENCOUNTERED: 1-4
SIZE: Large
HD: 6 (d10)
MOVE: 30 ft., 50 ft. (fly)
AC: 17
ATTACKS: 2 Claw (1d3),
 Bite (1d8), 6 Tail Spike (1d6)

SAVES: P
INT: Low
ALIGNMENT: Lawful Evil
TYPE: Magical Beast
TREASURE: 5
XP: 360+6

SPECIAL: Tail Spikes, Twilight Vision, Darkvision 60 ft.

Manticores are dreaded creatures that have the body of a huge lion, leathery bat-like wings, and a humanoid face that resembles a human or bearded dwarf. Their mouths are wide and filled with jagged tusk-like fangs. So great is the maw that it seems to split the very skull when a manticore attacks or rends the flesh of its victim. Their tail ends in a bristling clump of spikes, which the beast uses to deadly effect in combat. Manticores prefer swamps, scrub lands, and other habitats where there is plenty of water and rain is common. They are aggressive predators and scavengers, and will eat practically anything, alive or dead.

Combat: Manticores soar at great heights while hunting for prey. Once prey has been spotted, a manticore will descend and launch a volley of deadly spikes from its tail. Once they prey is wounded or incapacitated, the manticore will fall upon it to finish it off with its claws.

Tail Spikes: Manticores can release a barrage of 1d6 spikes from their tails. The effective range of this barrage is 50 feet. Each spike inflicts 1d6 points of damage. These spikes must be directed at a single creature, or at all creatures within a 10-foot area. Manticores cannot control how many spikes they hurl in each barrage. They can hurl up to 24 in a single day.

NYMPH

NO. ENCOUNTERED: 1-3
SIZE: Medium
HD: 3 (d6)
MOVE: 30 ft., 20 ft. (swim)
AC: 17
ATTACKS: n/a
SPECIAL: Divine Beauty,
 Spells, Dimension Door, Twilight Vision, SR 4

SAVES: P
INT: Superior
ALIGNMENT: Neutral Good
TYPE: Fey
TREASURE: 2
XP: 60+3



Nymphs are beautiful female fey. In all respects they resemble human women, but they are always flawless and indescribably stunning. They inhabit woodland streams, clear pools and ponds, and even pure lakes in crystalline caverns. These reclusive creatures dislike intrusion, and can employ several means to prevent or discourage it. Nymphs are especially attracted to human males of good alignment with exceptionally high charisma (charisma 18), but they will not approach them unless the human announces his presence politely and formally, with an expressed intent to converse.

Combat: A nymph generally avoids battle, trying to *dimension door* if it can. However, if pressed they are very able spell casters.

Spells: Nymphs are able to wield spells as 7th level druids.

Divine Beauty: A nymph is able to amplify her already magnificent beauty. The nymph must focus on a single male victim and concentrate on revealing her divine beauty. When she does so, the victim is automatically stunned for one round. On the following round, he must succeed at a charisma save or be stunned for an additional 1d4 rounds. This power only affects male individuals of the human, gnome, halfling, and dwarf races.

Dimension Door: All nymphs are able to employ the *dimension door* spell once per day.

OGRE

SIZE: Large
HD: 4 (d8)
MOVE: 30 ft.
AC: 16
ATTACKS: Slam (1d10),
 or Weapon (by weapon)

SAVES: P
INT: Low
ALIGNMENT: Chaotic Evil
TYPE: Giant
TREASURE: 3
XP: 40+4

SPECIAL: Darkvision 60 ft., Twilight Vision

Ogres are large, thickly-muscled humanoids; savage in appearance and violent in demeanor. They have stocky frames, with long arms and squat legs. Their faces have features of both humans and apes. They are voracious predators and plunderers, loving food as much as gold, and they often join ranks with other like-minded creatures to pillage. These creatures are very strong, but lack the leverage necessary to throw large stones like their larger giant cousins. Ogres are hardy and resilient; they can live anywhere, and often in surprising places. They normally gather in small family units of about 20. They are not advanced thinkers, and fashion crude weaponry and tools from stone and wood. They favor stone tipped axes, clubs and spears; though they have been known to occasionally use weapons taken as the spoils of battle.

Combat: Ogres are not so dumb as to rely on force alone. They are shrewd, and learn from their numerous battles. They value crude tactics in an attempt to gain an upper hand on their foes. If they banded with weaker creatures, ogres will intimidate those creatures into entering battle first. Then, when the opposition is softened, the ogres will enter combat to finish the fight. They often find the tables turned when in the service of stronger creatures, such as giants. In these cases, ogres often make the frontal assault.

ORC

NO. ENCOUNTERED: 2-12, 40-400
SIZE: Medium
HD: 1 (d8)
MOVE: 30 ft.
AC: 13
ATTACKS: Weapon
SPECIAL: Darkvision 60 ft.
SAVES: P
INT: Low
ALIGNMENT: Lawful Evil
TYPE: Humanoid
TREASURE: 1
XP: 5+1



Orcs are the most common of brutish humanoids, with vicious tempers and aggressive minds. Like humans, orcs have a broad range of appearances and body types. Orcs can vary from gangly long legged creatures to broad-chested warriors. Orcs generally have dirty, dark skin that varies in color from inky black, to olive green, to mottled red. Their faces are broad or long, with exaggerated features, and their mouths lined with jagged, yellowed, and broken teeth. Their breath is foul, their eyes beady, and their ears are thick and pointed. Some have upturned noses, resembling those of swine. They are unkempt and dirty, taking little care of themselves or their equipment.

Orcs are consummate raiders and are always on the path of war or larceny. Orcs are impressed by strength and will loyally serve almost any evil creature that displays cunning, cruelty, and force . . . and promises them plunder. Orcs despise the sun's light, as it is painful to their eyes. They move in the darkest of nights with ease and comfort, and do most of their raiding just after nightfall, or in the early hours just before dawn.

Orc bands are always led by the most accomplished warriors and the occasional shaman. Orc clans number from 40-400. For every 40 encountered, at least one sub-chief is present, of 2 hit dice and with an armor class of 14. For every two or more sub-chiefs, there is one chief of 5 hit dice present, with an armor class of 16. If one or more orc clans band together, the greatest of them is deemed the army's warlord. An orc warlord has 8 hit dice, and an armor class of 18.

Orcs generally live in migratory camps, but are not incapable of building fortifications and simple structures. They are generally dirty creatures who take little care of themselves, wounds or bother with disease. Orcs suffer an exaggerated mortality like no other creature. Their society is a ferocious one, in which even the very young participate in mortal combats against each other and adults. If food sources or water is scarce, the young, old and weak are abandoned with little thought. Despite the high death rate, orc tribes always thrive and usually grow in numbers. This is due almost in whole to the reproductive cycle of orc females. The gestation period averages 2 to 3 months, with 1-2 live births for each cycle, allowing a single orc mother to have up to 12 children a year. Though they can fashion their own steel weapons and armor, they are usually of poor quality.

Orcs shamans have some spellcasting capability from both the wizard and cleric classes. Shamans are allowed a maximum of 24 spell levels, with no spell greater than 4th level. *Example:* An orc shaman with six 1st, four 2nd, two 3rd, and one 4th level spell has the maximum of 24 spell levels.

Orcs despise elves, and will attack them on sight. They show limited quarter to other races, keeping them as prisoners to trade or sell to allies for weapons and magic. They speak their own language, most goblin tongues, and they can communicate in a rudimentary elvish.

Combat: Orcs are tough, merciless creatures. Years of abuse from their older and stronger kin give them an unquenchable desire for destruction and plunder. They attack anything they think they can kill, but do not hesitate to retreat or surrender if they are outmatched. They wear piecemeal armor taken from downed enemies, and carry almost any weapon. They prefer jagged edges, pole arms, and vicious crossbows.

SATYR

NO. ENCOUNTERED: 2-10
SIZE: Medium
HD: 3 (d8)
MOVE: 40 ft.
AC: 15
ATTACKS: Head Butt (2d4),
 Magical Weapon
SPECIAL: Pipes, SR 6
 Twilight Vision, Blend
SAVES: M
INT: Average
ALIGNMENT: Neutral
TYPE: Fey
TREASURE: 3
XP: 70+3



Satyrs are humanoid fey. Their legs are those of a bipedal goat, and their torso is that of a well-defined man. They have two small horns on their brows, darkly tanned skin, and tend to grow thick beards. They live in warm, ancient forests, and pass time by eating, drinking, reveling, and playing their enchanting pipe music. They gather in small groups of 2-10 individuals, and at least one of them will be carrying a magical pipe instrument. Satyrs occasionally carry some sort of enchanted magical weapon. They are generally shy and avoid conflict; if pressed, they will fight until an escape opportunity arises. Satyrs are always male.

Satyrs have a fondness for human women, especially those that are particularly charismatic. Satyrs will attempt to lure them into their wood by charming them with their piping. Once they have ensorcelled them, they lead them deeper into the forest, where they will live out the rest of their days feasting, drinking, and dancing, under the constant charm of the satyr's pipes.

Combat: Satyrs are normally armed with bows or spears. They attack from a distance if necessary, adopting harassing tactics meant to confuse, outmaneuver, and weaken opponents. In melee combat, they attack by ramming opponents with their horns. In combat, one satyr in the group will distract enemies by playing haunting tunes on his pipes.

Pipes: Depending on the nature of the encounter, and the relative threat posed by the attacker, a satyr will generate either a *charm*, *sleep*, or *fear* effect. The *charm* will be used only if human females are encountered. It acts as a *charm person* spell, but only affects females (of any race). The *sleep* will be used if the victims carry some item the satyrs want. This acts like a *sleep* spell, except it will affect any number of hit dice or levels within 30 feet of the song. The *fear* effect is reserved for strong opponents. This is the same as a *fear* spell, except it can affect any number of hit dice or levels within a 30 foot radius of the song. A satyr can make use of each of these abilities once per day. Apart from satyrs themselves, few creatures have mastered the satyr's pipes. Only the most skilled and worthy of bards have even dared to play them.

Blend: Satyrs are virtually undetectable in their home forests, knowing the terrain intimately. They hide in these environments as a 10th level rogue.

TAVIS (WORM) WYRM

NO. ENCOUNTERED: 1-10

SIZE: Medium (10' to 20')

HD: 3 (d8)

MOVE: 30 ft., 20 ft. (burrow)

AC: 16

ATTACKS: Bite (1d8)

SPECIAL: Heat, Darkvision

60 ft., Vulnerability to Cold,

Fire Protection

SAVES: P

INT: Low

ALIGNMENT: Neutral

Type: Extraplanar

TREASURE: 2

XP: 30+3

Denizens of the elemental plane of fire, these creatures are often found in the mortal realms. They have long, snake-like bodies with two well-developed fore-arms. With a head and jaws much like a dragon's, tavis wyrms are often mistaken as the offspring of one of the greater drakes. Tavis wyrms are able to squeeze themselves through very tight tunnels and often surprise their prey in this manner. They radiate an incredible amount of heat, and use it to burrow through solid rock, fusing and melting the stone in passing. These creatures are frequently encountered on the mortal realms, as they derive sustenance there that cannot be found elsewhere.

Combat: In combat, a tavis wurm coils itself up in a ball before its opponent, waiting for a victim to come within striking distance. They lash out with amazing speed, trying to latch onto their intended target. As soon as it scores a successful bite it coils around the victim and attempts to burn it to death with its heat. They are not agile enough to actually constrict another creature, but rather constantly move around their victim in large coils.

Heat: Tavis wyrms emanate a tremendous amount of heat. If a non-magical weapon strikes one, it begins to melt. Such weapons will become useless in 4 rounds, and melted slag in 4d4 rounds. However, a tavis will suffer normal damage from any non-magical attack. Any creature that comes into direct contact with it is exposed to agonizing, scorching pain, and suffers 1d6 points of fire damage. A successful constitution save reduce the damage by half.

Fire Protection: Tavis wyrms are immune to all fire-based attacks. However, cold-based attacks inflict double damage.

TOAD, Giant

NO. ENCOUNTERED: 1-4

SIZE: Large

HD: 4 (d8)

MOVE: 20 ft., 40 ft. (jump)

AC: 16

ATTACKS: Bite (1d4)

SPECIAL: Twilight Vision, Swallow, Poison (special)

Giant toads are larger and have thicker skin than their cousins, giant frogs, and can inhabit a much greater range of terrain. They can be found almost anywhere, but are commonly encountered in forests and scrublands. Giant toads are usually solitary hunters, but they can occasionally be encountered in groups of up to four. Some varieties of giant toad are poisonous: they secrete a poison from mucus glands on their skin. There is a 10% chance that any given giant toad is poisonous.

Combat: Giant toads rely upon camouflage to surprise their prey. When an unfortunate victim passes by, a giant toad will strike with its gigantic tongue and drag the prey to its mouth to swallow it.

Camouflage: Giant toads are incredibly difficult to spot in natural environments. When concealed, they have a +5 bonus to hide checks, and a +10 bonus to surprise rolls. This ability is negated at night if a light is flashed upon them. Their eyes are giant and bulbous, and will reflect the light shined upon them like beacons.

Swallow: If a giant toad strikes with its tongue, it inflicts 1d4 points of bludgeoning damage. The target must succeed at a strength save, or the tongue wraps around the victim's waist or one of the victim's limbs. If the creature is small in size, the toad will instantly pull it into its maw and swallow it. Giant toads can only swallow small creatures, such as dogs, gnomes, and halflings. If a giant toad successfully swallows a creature over 3 feet tall, it takes 2 full rounds for it to choke the creature down. During this time it is very vulnerable to attack. Its movement is halved, and its armor class is reduced to 10. Any creature swallowed by a giant toad suffers 2d8 points of damage per round. A giant toad's gullet is too small to allow a swallowed victim to fight its way out.

Poison: If a giant toad is poisonous, any creature making direct contact with its skin must succeed at a constitution save, or fall helplessly into convulsions and seizures. The initial seizure lasts for 6 rounds, and then subsides. Thereafter, seizures will recur every 1d4 hours, and will last 1d6 rounds. This stage of the poisoning lasts for two days. After that, the seizures will recur every hour, and will last 1d12 rounds. This stage lasts for two more days. During the final stage, the seizures will recur every 10 turns, and will last for 1d4 turns. After four such seizures, the victim's heart will stop, causing death.

WYVERN

NO. ENCOUNTERED: 1-6

SIZE: Large

HD: 7 (d12)

MOVE: 20 ft., 60 ft. (fly)

AC: 18

ATTACKS: 2 Claw (1d4),

Bite (2d8) or Sting (1d6)

SPECIAL: Poison,

Darkvision 60 ft., Immunity: Sleep and Paralysis, Twilight Vision

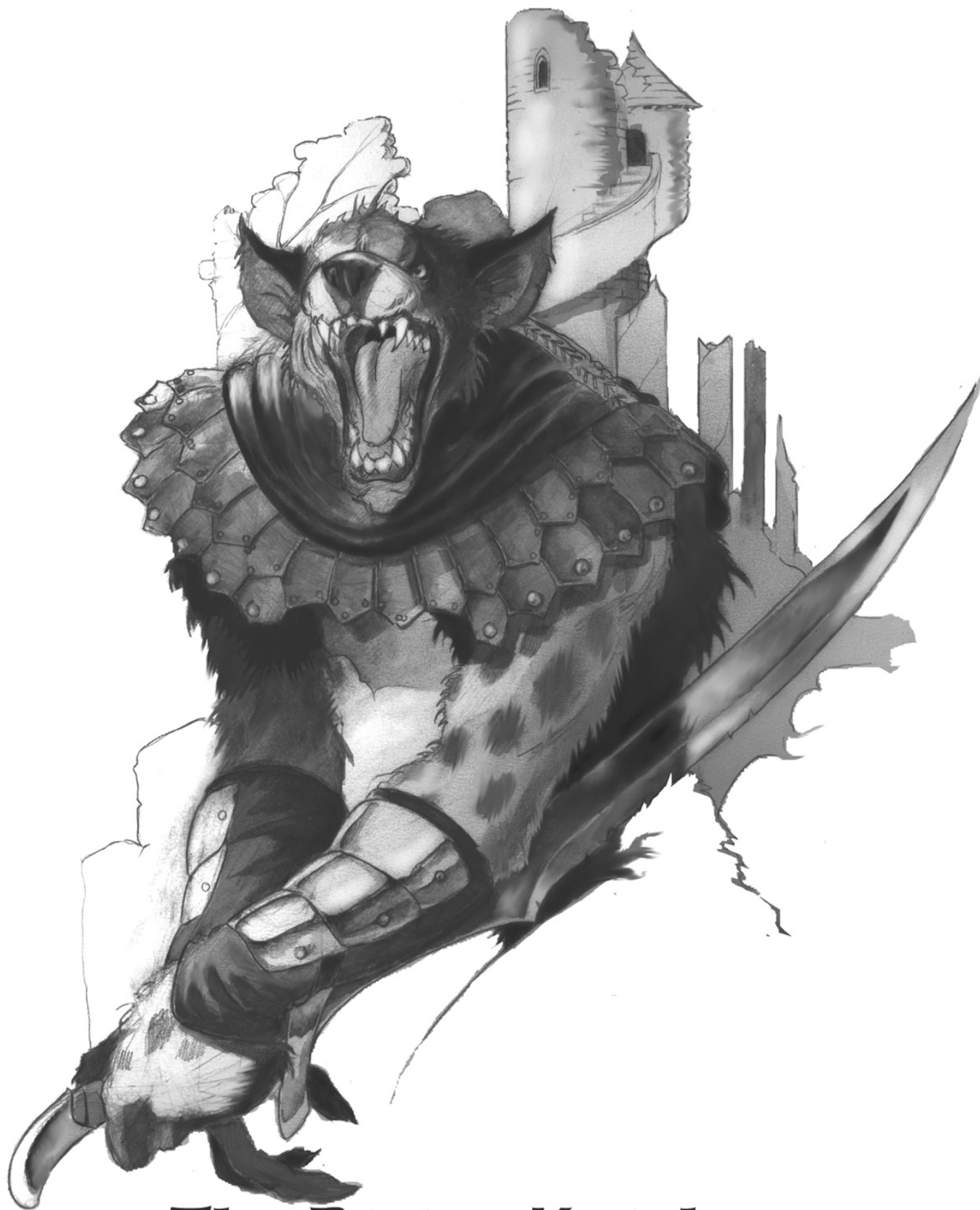
Wyverns are distant relatives of dragons (q.v.). These large winged saurians are foul smelling, with black or rusty brown scales. They have thin bodies, long arms and legs, very large wings and a lengthy tail that ends in spike. They have mean tempers and are always hungry. Unlike other dragons, they have little capacity for speech, and are more concerned with food. They do kill to

eat, but mainly kill for sport, eat what they need, and leave the rest to rot. They range from the frozen tundra, to tangled jungles, and are even encountered in deep underground complexes. They normally gather in small groups of about six individuals.

Combat: As befits their lack of intelligence, wyverns will attack anything. They sweep over their prey, stinging it with their poisoned tail. Once it is immobilized, they fall upon it and devour it.

Poison: A victim struck by a wyvern's sting must make a successful constitution save or suffer 2d6 points of damage and be paralyzed for 4d6 rounds. A save halves the damage and negates the paralysis.





The Rising Knight

Volume 3 of Three Booklets

THE RISING KNIGHT

This is an introductory adventure for those playing Castles & Crusades. The module has been designed to allow for the players and Castle Keeper alike to begin using the Castle & Crusades rules in a fairly non-demanding game setting. The goal is to familiarize the Castle Keeper and players with the basic rules and their applications while undertaking an exciting adventure.

The module is also designed for modularity and expansion. Many of the encounters, monsters, settings and non-player characters can be removed from the context of this adventure and placed within those of your own making. We here at Troll Lord Games encourage all gamers to do so as this is the quickest route to ever more fulfilling game-play. As with the Castles & Crusades rules, this module is a tool to use as you will. Please do so.

Further, should the players or Castle Keeper care to continue with the adventure and follow its thematic development, the follow-on module, Assault on Blacktooth Ridge, is now available from Troll Lord Games. Several references and avenues for continuing the adventure are mentioned within the text, but the Castle Keeper will have to devise the most meaningful manner in which to carry this out.

Finally, the adventure is designed for a party of 4-6 1st level adventurers. The challenge level should rarely exceed "1". Any exceptions are mentioned in the adventure. Should the party exceed 6 characters or have several members who are of 2nd level, simply increase the number of creatures encountered, hit points and the armor class of their various opponents so as to adequately challenge them.

INTRODUCTION

The Drunderry River runs narrow and fast through much of its course before tumbling into the lowlands beneath the Fallow Hills. From there, the river spreads out across fertile plains, laboring slowly to the south before emptying into the Elmarsh Lake. Until recently this area was unsettled. The writ of the King of Outremere has changed all this. Several small villages, thorpes and farming communities have been settled in this region since the King's permission was granted. The village of Malforten, nestled along the banks of the Drunderry River near the Fallow Hills, is just such a place.

The people of Malforten are few in number, but sturdy folk with many a stout heart amongst them. Knowing they were settling at the edges of the kingdoms of Outremere and far from help if ever there was need, those who came here were of the uncommon and daring type. Lacking support otherwise, the people of Malforten have banded together and fought off many a wild beast, bandit, and raiding goblin. They even managed to defeat a marauding band of ogres before it lay waste to surrounding farms. They are proud of their independence from the Lords of Outremere and their capacity to care for their own. This is why they consider their current position with not a little embarrassment.

Malforten lies in the East March. This frontier region is known to be open to raiders, bandits and other nefarious creatures who fear no retribution from the West; so many villainous malcontents and upstarts thus come here to raid and, with each passing success, act with ever more audacity. Now Malforten has come under a more dire and grievous threat than ever before. A vicious gnoll warrior, Gritznak the Bold, has come to the Fallow Hills and taken up residence in an abandoned temple. From here, his band of raiders has encroached ever more often upon the steads of Malforten, taking cattle, grain stores, and stealing away a few residents for slaves or worse.

Though the men of Malforten have attempted to locate, trap or capture Gritznak, they have failed each time. Each failure has emboldened Gritznak to greater depredations, culminating with his coming to Malforten and demanding tribute. At their wits end, the leaders of Malforten called upon the Lords of Outremere for knights and soldiery to help defeat Gritznak the Bold (as they are duty bound to supply). However, the delegates from Malforten were rebuffed and their request for soldiery denied, as the wars to the west and south have consumed most of Outremere's veteran warriors. However, to minimally meet their obligations, several Lords of Outremere have offered a bounty to any who might bring an end to the depredations of Gritznak the Bold.

FOR THE CASTLE KEEPER

Gritznak the Bold is massive and mean spirited, even for a gnoll. He is also canny and aware that the inhabitants of Malforten do not have the ability to confront his troops in force and defeat him. As such, he no longer fears reprisal for his raids and threats. He has also changed his tack. He is no longer raiding Malforten; rather, he is now demanding tribute from the town so he does not have to fight for it. He takes cattle, grain and other goods he desires.

His extortion has worked, as no one in Malforten has overtly challenged him in a long time, and Gritznak receives his tribute on a fairly regular basis. Recently, Gritznak has learned through a source in Malforten that a bounty is being offered for his capture.

This too bothers Gritznak little, as he is safely ensconced in his lair with many veteran goblins at his side and believes no one will be able to find nor confront him.

Gritznak has encamped inside the bowels of an ancient temple, an unholy place in which many vile deeds were once performed and in which he feels very comfortable. Though the temple has long been abandoned, the power of its deity, the Horned One, resonates therein even to this day. The temple itself has a mind and will of its own and acts to protect Gritznak and increase his strength. This is being done in order to bring worshipers back to the temple and, with them, sacrificial victims who can be used for resurrecting the last high priest of the temple.

This process has been going well. Gritznak has brought back enough victims to almost complete the process of resurrection.

The high priest is buried in the bowels of the temple, and with one more sacrificial victim the temple will have succeeded in this horrific deed. The temple, also knowing of the bounty upon Gritznak, has 'encouraged' him to allow the bounty hunters to come to the temple to find him, as the temple has figured out it is far easier to have that sacrificial victim come to the temple rather than having Gritznak retrieve it himself.

None in Malforten know of this process and none suspect. To them, Gritznak is simply a cunning brigand that needs eliminating. There are problems for the people of Malforten though, as several members of the community are now giving information to Gritznak about happenings around town. Any action the characters take will likely be known by Gritznak within a short period of time. Several of the leadership of Malforten suspect this is the case and are eager to know who the traitors amongst them are.

INVOLVING THE CHARACTERS

The easiest manner in which to bring characters into this adventure is to have a sheriff or constable inform them of the bounty offered for Gritznak's capture. The characters might also hear of the reward at a tavern or other establishments where such rumors run amok. The characters should then find themselves on the road to Malforten in search of fame, fortune, adventure, treasure and even, incidentally, Gritznak. They must present themselves to the town officials and have the mission explained to them, settling any terms of service before returning to the more civilized lands of Outremere for their reward.

TRAVEL TO MALFORTEN

Travellers approaching Malforten from the east usually do so along the road known as the West Way. This road is fairly safe, as raiders and bandits rarely frequent those roads, and when they do they generally only concern themselves with bands of unarmed peasants, farmers or merchants. Of these, there are not a lot, but enough to keep the road well worn.

There is a small chance of encountering something other than traders, travelers, herdsman or similarly benign encounters along the West Way. If the Castle Keeper intends to have the characters travel to Malforten or west of the town, roll a d10 two times a day with an encounter occurring on a 1. There is a 50% chance this encounter will be nothing more than a band of 2d6 merchants, farmers, herdsman or the like. These will either be coming from or going to the Drunderry River Valley to trade or heading back east to Outremere for the same. Otherwise, roll a d20 and consult Table 1 below for the type of encounter.

Traveling north, south and east of Malforten carries a greater risk of meeting less than benign inhabitants of the region. For travel north, south or east of Malforten, roll a d10 twice a day and once at night. An encounter occurs on a roll of 1. Then roll a d20 and refer to Table 1 below to determine what is encountered. For travel along the Drunderry River and in the Fallow Hills please see Tables 3 and 4.

TABLE 1: Wilderness Encounters

1-2:	Wild Boar	(1-4)
3-4:	Wolves	(1-3)
5:	Worg	(1)
6:	Pixies	(1-6)
7:	Stirges (1-2) & Ghoul (1) at night	
8:	Inhabitant of Malforten	(1-3)
9:	Bandits	(2-5)
10-11:	Gnoll (1) with goblins (1-4)	
12:	Goblin band	(1-6)
13:	Ogre	(1)
14-15:	Large Snake	(1)
16-17:	Bugbear	(2)
18-19:	Herd animals	
20:	Blink Dog (2-4)	

MALFORTEN

The West Way is a dusty track leading across the grassy plains of western Outremere. It passes through several small villages before ending at the settlement of Malforten. Here, two dozen or so wood and stone houses with thatched roofs are huddled closely together on the upper banks of the Drunderry River.

Large willows and oaks are clustered along the river's banks and around the town, while fields of grain spread out north, south and west of the village. Cattle graze fretfully even further afield. Amongst the cattle and fields are several herdsman who spy the comings and goings of travelers to Malforten. They call out sharp warnings in the direction of Malforten when anyone approaches, while their large cow-dogs howl and bark guardedly.

Before reaching the first of the houses in Malforten, a bell, set in the town center near a well, is usually rung by someone nearby, alerting all that travelers are arriving.

The inhabitants of Malforten live by farming and raising cattle. Most are subsistence farmers who have come here in order to escape the wars and depredations that are a constant in Outremere. As such, with the exception of a few, they own little of value and generally barter for goods or services in lieu of coin, as services often have a more immediate and beneficial effect than a stack of gold. Food is plentiful and cheap, and board can be had at the 'Empty Flagon' or, should the characters befriend any of the inhabitants, with the locals. Once every month a tinker and his band come to town to sell goods that might otherwise be difficult to obtain. Other traders also come to Malforten, but on a very irregular basis. The townsfolk are usually friendly and open to new arrivals, but do not take insults lightly, and gaining their trust takes time.

Days begin early, as work in the fields is demanding and the cattle need milking before the rise of the sun. Many gather at the Empty Flagon after the morning chores for a drink or food. The rest of the day is spent laboring on their farms. Evenings are quiet, and most stay at home, while a few gather again at the Empty Flagon. A dozen or so of the men gather once a week to travel up or down the Drunderry, or to the hills north of town, to fell oaks for firewood and other purposes. Fishing is quite common, and most have small boats tied up along the bank of the Drunderry River.

There is no sheriff or any official leadership of Malforten. However, Eryl the Hoskin is considered the most able and fair minded of the villagers, so is often looked to for leadership in times of need or when decisions need be made concerning the community's welfare. Eryl the Hoskin commands the Malforten militia, numbering some 40 men. They are ill equipped, poorly trained and incapable of countering Gritznak's seasoned raiders.

A priest of Corthain, Griffry the Hat, and a priestess of Wenafar, Amanda Rhyan the Paish, also reside here. Though no church or temple has been constructed for communal worship, there are several shrines located around the village. Both Griffry and Wenafar care for the area's inhabitants in their own ways, but neither offer much leadership.

ARRIVALS, INTERVIEWS AND BED BUGS

After the characters arrive in Malforten, they need to gather information about Gritznak the Bold. The Empty Flagon is a likely place to begin. It does not take long for the unofficial town council, Eryl the Hoskin, Amanda Rhyan, Blodwyn Lycharn, Griffry the Hat, and others to make an appearance, since the arrival of a band of well armed travelers is very unusual. The townspeople are not entirely excited about the prospect of angering Gritznak and fear the consequences of a failed raid.

However, they supply the characters with what information they have and hope for the best. They have no idea where Gritznak is encamped, other than north of town along the Drunderry or perhaps in the Fallow Hills. Though generally thankful for the arrival of help, several members of the community take issue with the lack of courage on the part of the locals to deal with the situation themselves. These people consider those who have come here for the reward to be at best nothing more than bounty hunters or mercenaries, and at worst, brigands.

The first person the characters are likely to meet are Eryl the Hoskin, Amanda Rhyan and several of the more outspoken of the villagers. They greet the party politely and explain the situation. They offer as much information as they can, though some have secrets, ideas and opinions they would rather keep to themselves or pass along in more private settings. This information is in the descriptions of the personages of Malforten.

It is explained that, once the party has killed and proven the death of Gritznak, Eryl the Hoskin will give them a ring that needs presenting to a lord in Outremere for compensation. The promised compensation is 250gp. None agree to accompany the group into the hills, though some may be willing to travel up the Drunderry a ways to ensure the party gets on the right track. More information is forthcoming if the characters spend a few days in Malforten. A rumor table is supplied below for the Castle Keeper and, other than what is specifically mentioned in the non-player character descriptions, can be used to randomly determine who knows what. Also, should the Castle Keeper care to give the characters information prior to entering Malforten, using the normal travelers encountered along the way would be opportune for such purposes. Use the rumor table for this also.

There is only one rumor per person. Roll a d12 to determine which rumor.

The table below contains a list of rumors the party may overhear or glean from various inhabitants of the town.

TABLE 2: Rumors

- 1: Gritznak has a spy in town who tells him if anything foul is a foot. (True)
- 2: The tavern is a meeting place for local rangers. They used to meet there once a month but have recently stopped. Perhaps some evil has befallen them. (False)
- 3: I've got a rotten feelin' bout this boys, a rotten feelin' between my toes." 4: It is said a spirit of great evil lurks in the waters of the Drunderry and only awaits a full moon to come out and take people back to its watery hole. (False)
- 5: I've lost five of my cows in the past year to them goblins. I don't know how I can make it any longer.
- 6: Gritznak often travels to the north along the banks of the Drunderry, accompanied only a few guards, where he meets others of his kind to discuss business. (False)
- 7: When the sickle moon is high and the 'even star' sits in its cusp, a spirit of the dead comes from the river's deep to watch over the fisherman and fight evil. (False)
- 8: It's that tower, deep in them swamps, it's sendin' agents to raise an army of the dead." (True, though not here!)

- 9: Red Cap it is, it's Red Cap the Goblin who is behind this." (False)
- 10: Runin' scared I tell you, we got' em runin' scared, should make easy targets." (False)
- 11: Wat, wat yuh askin' me fur? I don't keer 'bout no Greeetznak, I got mee potatoes to git! Now git. Git out tuh the Drunderry der and go up and git dat Greeetznak, he's in some 'ole temple or sich, I got no knowin." (True)
- 12: Keep your eye out for them little elves fellah's, they don't like us big 'uns at all and 'll take your stuff and steal your goods right there while your watching." (False)

PERSONS OF IMPORT

The following is a list of important personages in Malforten. These are the significant non-player characters with whom the characters are most likely to interact. There are other inhabitants, however, and the Castle Keeper is encouraged to develop them as necessary. A list of potential names is supplied at the end of the module for the Castle Keeper's use to develop locals.

Eryl the Hoskin: Eryl the Hoskin is the local militia leader, and one of the first people with whom the characters meet after arriving. He resents the characters' arrival, as he believes that he and the militia can win against the gnoll given time and planning.

Eryl is confrontational and not a little derisive of the characters, and doubts they will be able to accomplish what he has yet to do. However, he does not seek out a fight with the characters and does not insult them. He is willing to give the 'mercenaries' a chance, because if they do succeed he has lost nothing. It was Eryl who decided to petition the lords in Outremere to offer aid in the first place and he will feel vindicated in having done so should the party succeed in their task. He will also be thankful to the party and offer them his friendship in return should they appear honorable in undertaking the task.

He suspects someone in town is giving information to Gritznak about the militia's strengths and weaknesses but has no idea who. It is merely a suspicion, and one he does not voice to anyone unless he really trusts them.

Eryl is tall and thin with a thick beard and shoulder length hair, usually braided. He has a slight limp from a battle long ago and speaks slowly to ensure others understand what he is saying. He lives in a farmhouse outside of town with his wife, Sara and two sons, Joskin and Dale.

Eryl the Hoskin (*He is a chaotic good, human, 3rd level fighter, whose vital stats are: HP: 16, AC 14. His prime attributes are: str, con and int. He carries a chain hauberk, medium shield, longsword and glaive.*)

Nefydd Goff the Erder: Nefydd has lived in Malforten for nearly a dozen years and is familiar with the area around the town. He willingly talks about the happenings therein. He is from the south, near the coast of the Amber Sea. He was once an active highwayman, but when he killed several members of a local noble's family he sought out more peaceful lands where there was no bounty upon his head. He landed in Malforten and has, presumably, changed his ways. Nefydd lives alone in a small house near the Empty Flagon and raises several cows. He also has a potato field and carrot patch. He enjoys fishing, as it affords him the opportunity to be alone.

He suspects several of the farmers give information to the goblins in exchange for their lives or a reduction in tribute, although he has no idea who might be doing so. Nefydd knows that every couple of weeks some goblins who ride wolves camp out north and east of Malforten on a hillock that overlooks the town. He has not shared this information with anyone, as he is waiting to see how the situation with Gritznak develops.

"Taxes to Outremere, taxes to Gritznak - what's the difference?" he often mumbles to himself.

Nefydd Goff the Erder (*He is a neutral evil, human, 1st level fighter whose vital stats are: HP: 6, AC 14. His prime attributes are: str, dex and wis. He carries a studded leather armor, small shield, short sword and short bow.*)

Gwion the Conner: Gwion is a farmer and fisherman living with his wife, Owena and one remaining child, his daughter Vivianna. His other daughter died of an illness some years ago, and he faults his move to Malforten for this. He regrets having come here and hopes to leave soon. He lives near the Drunderry and spends most of his time fishing and caring for his few cows. His house has only one small room in which all three live.

Several months ago, while looking for a stray cow, he was caught by some goblins and threatened with death. He offered the goblins information on the militia and the reward in return for sparing his life. He now meets a goblin near the banks of the Drunderry River once a week or so on his frequent fishing trips. On these trips, he gives the goblins information on what is occurring in Malforten.

Gwion the Conner (*He is a chaotic neutral, human Od6 level commoner, whose vital stats are: HP 2, AC 10. His significant attribute is: str 17. He carries a woodsman's axe and dagger.*)

Ifon Picton: Ifon moved here some time ago to avoid the chaos of his personal life back in the west. His philandering at the courts in Outremere left many a broken heart in his wake, and not a few angry and vengeful lords seeking his head. He has since decided on a life of anonymity. This decision does not rest well with him, as his natural inclination for travel and trouble-making is bound to lead him to dire straits some day.

Other than regaling patrons at the Empty Flagon once a week or so, he keeps a low profile and sporadically tends to his few thin cattle. Ifon is well versed in the ancient lore of the region and knows much about the history of the Horned One, the Curse of the Drunderry, and other sundries. He willingly parts with this information over a flagon of brew at the tavern or in his house.

Ifon Picton (*He is a lawful neutral, human, 3rd level bard whose vital stats are: HP 17, AC 10. His prime attributes are: cha, int and wis. His significant attributes are: wis 14 and cha 15. He carries a longsword, dagger and ring of enchantment.*)

Amanda Rhyan the Paish: Amanda worships Wenafar, the Goddess of Fay. She comes from the north where the worship of Wenafar is more widespread and accepted. She, like many of her order, has come here to help intervene in and smooth relations between the fay and humans, as they are often contentious. As is the manner of those who worship Wenafar, Amanda never proselytizes, rather, she acts. She blesses the locals' crops and cattle, heals the injured if asked, pays tribute in food and wine to the fay, and tries to attract others to her ways by example.

Many inhabitants appreciate her gifts, and voluntarily bring her food and other goods in exchange for her services. Many in the community have also given over to following her habits of leaving goods and trinkets for the fay on every full moon.

However, several in the community do not consider the fay beneficent creatures at all and view her, and her worship, with suspicion. It is not unknown for milk cows to suddenly go dry, crops to wither and moles to get into food storage. Often, these events are seen as actions of the fay. Those who view the fay with suspicion are not entirely incorrect to do so and, not coincidentally, those who leave food and wine for the fay suffer less from the natural hazards of farming.

Amanda meets with a group of pixies in the forest to the north of Malforten every other full moon. She has never taken anyone with her to meet the pixies, but will do so if she believes that person is sufficiently disposed towards her manner of belief and capable of keeping the information secret. She and the pixies meet for celebrations, and in order to exchange information.

Amanda is concerned about Gritznak, and anxiously awaits her next meeting with the pixies in hopes of gleaning information about his doings. The pixies, for their part, would rather have the current inhabitants of Malforten here than have the orcs, goblins and ungern make a return to this land. In truth though, the fay would rather no one be in the area.

Amanda lives in a small hut on the north side of town. She collects hundreds of herbs for various medicinal purposes and, not surprisingly, for spicing up food. She is well known for making good tasting meals for celebrations.

Amanda Rhyon the Paish (*She is a chaotic good, human, 4th level druid whose vital stats are: HP 15, AC 15. Her prime attributes are: dex, int and wis. Her significant attribute is: wis 14. She carries staff, dagger, scale mail and a +1 shield.*)

Kiint the Leper: Kiint the Leper is an ugly man, and few enjoy speaking to him or even being in his presence. He is a loner and spends most of his time hunting for the small gazelle so plentiful across the Drunderry. He showed up in Malforten one afternoon and has never left. None know anything of his past, as not only are most unwilling to speak with him, but he tends to be rather private himself. Kiint actually has a type of leprosy that none has ever been able to heal. Of course, he has never had the coin to pay for such a healing either. He is actually a good man with a healthy mind, it is just that his particular disease has left him scarred and ostracized.

He knows much about the surrounding territory and can show the characters safer passage along the Drunderry River than is otherwise possible. If he accompanies and leads anyone around the Drunderry, the Castle Keeper only makes one random encounter check during the day and one at night. He knows the location of the Imperial Road along the Drunderry River Valley and is aware that goblins move up and down the east bank of the river unmolested. He is willing to travel to the edge of the Fallow Hills but does not go further unless pressed.

For those who befriend him, he shows great loyalty. If Kiint the Leper acquires 1000 experience points while traveling with the characters, he can become a 1st level ranger should the Castle Keeper choose. He lives by the river in a small shack made of driftwood and bramble. He has hidden a *potion of sleeping* and 25sp here.

Kiint the Leper (*He is a neutral good, human, 1d6 HD commoner whose vital stats are HP 3, AC 12. His prime attribute is: wis. His significant attributes are: dex 16 and cha 6. He carries a longbow, leather armor, and axe.*)

Blodwyn Lycharn: Blodwyn is a wizard who lives in a small house on the edge of town. Ostensibly, she raises a milk cow and tends to a vegetable garden, but is usually too busy reading old texts to tend to her farm's needs. She lives with her cousin Menlaus who is currently her understudy. He has grown quite bored with his time in Malforten and eagerly seeks any manner of leaving the village.

Blodwyn moved to Malforten to study local flora, in the hopes of finding new and interesting objects for use in creating spells and potions. For it was not long ago that, on one of her trips to the Blacktooth Ridge, she recovered a tome with potion recipes in it. Her hope is to gather the more exotic items necessary for the concoction of those potions rather than hiring others to do so for her. The Drunderry River valley is replete with rare herbs and objects used in potion making. Also, the bones of dead fay are rather valuable and Malforten is, purportedly, near a fay graveyard. To date her attempts to find this graveyard have not been successful, but she continues to research never-the-less.

Not much of a traveler these days, and having little desire to go to dangerous places any more, she is unlikely to leave Malforten and undertake any great escapades. However, she might be willing to make trips to nearby places should she believe rare herbs or materials for making potions can be gathered.

Blodwyn is anxious for Menlaus to leave. She finds his company grating and his impatience taxing. She offers to acquire equipment for him if others take him away. Her house, a broad building near the Empty Flagon, is full of texts and papers, herbs and flora, concoctions and brews. She has the makings of a lab but is not quite there. Blodwyn is concerned about the latest developments with Gritznak but has few solutions to offer.

Hidden about her house are the following items: *potion of giant strength*, *potion of levitation*, 3 scrolls (*hold portal*, *sleep* and *shield*), a *wand of magic missiles* with 10 charges, a spell book (0 - *read magic*, *light*, *detect*, *magic*; 1st

- *hold portal*, *magic missile*, *shocking grasp*, *sleep*, *shield*, *spider climb*; 2nd- *acid arrow*, *knock*, *levitate*), a *tome of potions* that has the recipe for 12 potions in it, 100sp and 45gp.

Menlaus, for his part, does not want to stay in Malforten any longer. He is young, impatient and ready to move on and face the challenges many of his family have. He has little fear, having never been injured in a fight, and no experience in traveling the more desolate areas of the world.

Blodwyn Lycharn (*She is a chaotic neutral, human, 4th level wizard whose vital stats are: HP 8, AC 11. Her prime attributes are: dex, int and wis. Her significant attributes are: dex 16, con 6 and int 16. She carries a staff, dagger, ermine cloak and a +2 dagger in addition to those items listed above.*)

Menlaus (*He is a lawful neutral, human, 1st level wizard whose vital stats are: HP 2, AC 11. His prime attributes are: dex, int and cha. His significant attributes are: dex 14 and int 13. He carries a staff, clothing, dagger and has a spell book with the following spells in it: 0 - read magic, light; 1st- magic missile, shield, spider climb.*)

Griffry the Hat: Griffry the Hat is a priest of Corthain but has given up adventuring for the life of an ascetic and, incidentally, much of what Corthain requires in a priest of this order. Griffry no longer forcefully rights wrongs and his sense of revenge for grievous crimes has dissipated. Events in his life have left him jaded, angry and second-guessing himself. In the wars of Outremere it seemed to Griffry that, in righting wrongs, more people were suffering than if the acts had just been ignored.

In particular, the wars were devastating to communities that were, in no particular way, involved in the conflicts. He has not reconciled himself to the seeming contradictions of his order and the demands of constantly warring upon those who would make the world and its peoples slaves. If Griffry does not adjust his ways he will never receive further dispensation from Corthain.

Griffry generally only has healing spells, and helps the people of Malforten by curing the injured and ill. Some members of the community expect more from him, and his failure to live up to those expectations has left him not a few detractors. Should a player convince Griffry to act more like the priest of the god of vengeance and righteousness, they will have a powerful ally and lifelong friend.

Griffry lives in a well made wooden house near the edge of town. In addition to his duties about town he raises several cattle and herding dogs. Inside his house he has various robes and accouterments of his office as well as two *potions of healing*, 3 scrolls (*delay poison*, *sanctuary*, *remove paralysis*), 210sp and 71gp.

Griffry the Hat (*He is a lawful good, human, 3rd level cleric whose vital stats are: HP 13, AC 16. His prime attributes are: str, wis and cha. His significant attributes are: str 13, dex 14 and wis 14. He carries a mace, scale mail and a ring of spiritual hammers with 7 charges left.*)

Ian Meanz: Ian Meanz is a lowly thief and malcontent. He escaped the hangman's noose by sheer luck some years ago. He is a wanted man, and one particular baron in Outremere would pay dearly to have Ian brought back for justice. He left Outremere and headed east, and about a year ago settled in the Empty Flagon until his money ran low. He then moved into an abandoned house on the edge of town, where he whiles away his time doing little other than trying to decide whether he should head back west or not. His real concern is whether or not the bounty is still on his head.

He is wary of strangers, especially those who are in town to collect a bounty in the first place. As such, he avoids interaction with the characters until they show themselves to be unconcerned about the bounty on his head. Once having decided the characters are not after him, Ian will eventually approach them and try to hire on or attach himself to the party should they head back west or up north. He reveals as much as he can about the town and its inhabitants, and in private conversation expresses his disdain for most of the village's inhabitants.

Should the characters travel with Ian, they will be set upon by some fay. These may be pixies or nixies or others. Ian has been stealing from the plates of offerings that are left by Amanda and others. The fay do not

find this at all humorous. Although the fay will do little to harm the characters or Ian, they will make life difficult by spoiling food, stealing shoes and other acts that would irritate the characters. The focus of their pranks will be Ian.

Ian Meanz (*He is a neutral evil, human, 2nd level rogue whose vital stats are: HP 7, AC 13. His prime attributes are: dex, con and cha. His significant attributes are: str 13, dex 14 and cha 15. He carries studded leather armor, 3 daggers, light crossbow, magical thieves tools that confer a +1 to all checks involving picking locks, 34sp and 210cp.*)

Mathonwy the Gibber: Mathonwy raises dogs. And that is about it. There are a series of large pens in the back of his house where the dogs spend much time barking and howling for food. His dogs are very well trained and sold as cow dogs, hunting dogs, guard dogs and, on occasion, fighting dogs. His dogs are highly prized in town.

Mathonwy is also known for his short temper, which he often takes out on his neighbors, though never his dogs. He knows how to use his whip both to keep his dogs in line and in fights, if ever necessary. However, he never abuses his dogs and takes poorly to those who do—even after they have been purchased. Several years ago, Mathonwy took his whip and beat a poor farmer who had brutalized a dog the farmer had purchased several months prior. Mathonwy did this in the center of town in front of everyone.

Mathonwy sells his dogs for a high price. They are about 25 gp or a year's worth of meat for one dog. However, should the dog be killed or mistreated he will not sell another dog to the same person (or group) for under 50gp. There will not be a third time.

Mathonwy the Gibber (*He is a chaotic neutral, human, 1st level fighter whose vital stats are: HP 12, AC 11. His prime attributes are: str, int, cha. His significant attribute is: dex 15. He carries a dagger and whip.*)

Dogs (HD 1d6, HP variable, AC 11, attacks: bite 1d4, special: these dogs are difficult to surprise and confer a +5 bonus to any surprise checks against them or their companions. Hunting dogs can track like a 5th level ranger.)

Madith Carn the Old: Madith is an older man who once served in the armies of the Lords of Outremere before having his title taken away for a misdeed on the battlefield. Shortly afterwards, in a battle against orcs, his leg was hewn off. Shamed and beaten in battle, Madith retired and wandered for a few years before arriving in Malforten to settle permanently. He lives alone and tends to a vegetable garden and a few cattle.

Madith lives a life of regret for his misdeed, and deems himself a failure after the battle in which he lost his leg. This was, to him, a sign from the deities that his name and being were forever besmirched and no redemption was possible. Strong of body but not of heart, he hopes to find a deserving recipient of his prized lance. He believes this last act is very important, and it is in fact more important than he knows. For not only does he believe that the act of finding a deserving recipient of his lance will bring him redemption, it actually will. Giving away his lance will be an act of utter humility and a signal of his acceptance of defeat. It will be the most humble act in his life. This act of humility will bring him back into the good graces of his deity and allows him to gain heart again. After giving away his lance, he will give away the remainder of his worldly possessions excepting his arms and armor and head back to the west and into Outremere to seek out his destiny—whatever that may be.

Madith Carn the Old (*He is a lawful good, human, 4th level knight whose vital stats are: HP 21, AC 16. His prime attributes are: str, con and cha. His significant attributes are: str 14 and con 13. He owns chainmail, large metal shield, broadsword, halberd, dagger, +2 lance, ring of harm resistance which reduces damage received from one attack per round by 1 point, 124gp and 213sp.*)

PLACES OF IMPORTANCE

THE EMPTY FLAGON

This is the only tavern in town. It is owned by Kerrywyn the Yellow, who is so named because of his bright yellowish-blond hair, which flows long and unbraided down his shoulders. The Empty Flagon is a single story wood structure with a thatch roof. The front of the building is a large common room with a dirt floor, stone fireplace and a single bar. Numerous tables are spaced about the room. In the rear of the Empty Flagon is a series of small rooms that let for 1sp a day. Separate from the main building is the kitchen and several rooms where Kerrywyn and his entire family sleep. Kerrywyn has a wife, two sons and four daughters, one of whom is married and with child. His children help around the tavern and raise the cattle, chickens and sheep which are used for meals.

The whole family is fairly affable and doing quite well considering their circumstances. Kerrywyn is hoping to marry off his oldest daughter as soon as possible, and makes this intention known to any newcomers who appear well-off or who might be able to care for her.

The Empty Flagon is usually empty during the day, but in the mornings and evenings it fills up as people come to enjoy about the only brew to be found in town. Kerrywyn's brew is not the best to be had, nor even really good, but his potato flapjacks and sausage links are praised for their taste. The food is good and plentiful, with a breakfast costing 5cp, noon meals 10cp and evening meals 5cp. The brew he offers costs 1cp per cup. He often trades food and beer for favors as most of the townspeople have little coin to spend.

THE ROPE AND BARREL

This is the only trading store in town. It is run by Walker the Shrub, a grizzled old man with a large unkempt beard who spends more time chewing tobacco and ruminating than selling wares. He carries a wide assortment of farming equipment but usually lends them out rather than selling them. In return, he is well fed and taken care of. He travels west every couple of months to gather more goods. He often trades foodstuff from Malforten for the farming implements.

He is always stocked with rope, barrels, salt and lamp oil. He rarely has any but the most common of weapons such as daggers and a few short swords and axes. He never has any armor nor the more exotic of weapons. His wife, Nelda, badgers him constantly about his profligate habits and wasteful or lazy nature. However, thankfully for Walker, Nelda is found more often at the Empty Flagon complaining to neighbors than at home complaining to him.

THE SHRINE OF WENAFAR

On the outskirts of Malforten is a pagoda-like shrine to Wenafar, the goddess of the fay. Two sides of the structure are open to the elements, while the other two are constructed of planks of wood. Atop this is a rickety wooden roof. Within is a statue of the goddess Wenafar sitting down with her hands out. In front of her are offering bowls, usually filled with food stuffs of some type. Pixies and nixies sometimes sneak into town after dark to 10 take the food in the offering plates. If, for some reason, food is not here when they arrive, someone in the village suffers the loss of a cow, finds some food stores with mice or rats in them, or even get some leaks in their roof. The pixies are a little demanding.

THE GAOL

Though Malforten has no sheriff or real 'legal' authority figure, it does have a gaol. On occasion the town must punish a wrongdoer and does so by placing them in here. The gaol is located across from the Empty Flagon and is nothing more than a small log building with a metal grate over the door. In the rear of the gaol is a large, dying oak tree use to hang people if necessary. It has not been used in a long time, though an old frayed rope still hangs from it. At one time they had a goblin in here, but eventually hanged it.

During full moons on winter nights, mushrooms sprout up underneath the tree. These are known as Hangman Spirits. They are not eaten, but are prized by assassins and the like for making mild poisons. The poison is easy to make. Simply take the stalks, ground them up, boil them, scrape the froth, allow the residue to dry and one has a powdered poison.

CASTLES & CRUSADES

Hangman Spirit Poison: For the poison to activate it must be ingested or enter the bloodstream through an open wound. It is often placed in drinks or applied as a paste to daggers or arrows. It cause 1d2 points of damage and paralysis for 1d12 hours unless a constitution save is made, in which case it causes nausea and sleepiness for 1d6 hours.

WILDERNESS AREAS

THE CRAGGY RIDGE

This is a high point located about a mile north of Malforten. It offers a decent view of the river valley leading down to Malforten. One can easily see the town from this vantage point. Every month or so, several of Gritznak's wolf rider goblins come here to watch the comings and goings in the village.

Few suspect how much happens upon this ridge after the setting of the sun and the rising of the moon, for it is the final resting place of many a dead fay. For ages beyond count, the fay, should they feel the icy cold hand of death coming their way, come here to commune with Wenafar and pass on through to their final resting place. Many fay have spent their last moment alive speaking to Wenafar on nights of the crescent moon. The place is now haunted by fay 'guardians of the dead,' although it is no longer used as it wonce was. The guardians of the dead do not care that others climb atop the rocks and linger there, but do become quite irate should they ever begin rooting around at the ridge's base and digging things up. For buried there are innumerable fay, their bones like sticks of ivory.

During the night and under the crescent moon, one can see a thousand pin pricks of light twinkling at the foot of the ridge, each being the soul of a fay. They appear only under the crescent moon and then only for as long as it is out.

Should anyone attempt to dig up any of the bones of the fay, they will be accosted. At first these will only be smaller and less powerful fay but, as they pass the information along, ever more powerful fay come to do harm to the those disturbing the bones.

THE DRUNDERRY RIVER VALLEY

The Drunderry River runs through the Fallow Hills down into the plains below and then empties into the Elmarsh Lake in the south. It is narrow and fast in the Fallow Hills, rushing and tumbling over rocks and boulders and around sharp bends.

Once in the plains, though, the river fans out and slowly courses south. It is a shallow and broad river with many sandbars thick with vegetation. The river valley is mostly populated by normal fauna, and attracts large herds of gazelle and wildebeasts to its banks. There are also giant leopards and crocodiles which pose occasional problems for those who are not careful.

On the east bank of the river runs an old imperial road. Most of the road has been covered beneath sand or washed away entirely during spring flooding, so following it is nearly impossible.

However, a close search up and down its course does reveal intact portions here and there that lead in the direction of the Fallow Hills or south, depending on the direction one cares to follow it. A family of pixies and a nymph live in the Drunderry River Valley between Malforten and the Fallow Hills.

Travel in the Drunderry River Valley uses **Table 3** for random wilderness encounters. Roll a d10 for encounters three times during the day and twice at night for travel up or down the river. A 1 indicates an encounter has occurred. If an encounter occurs, roll a d20 to determine the type.

TABLE 3: Drunderry River Valley Encounters

1-2:	Wild Boar	(1-4)
3-4:	Wolves	(1-3)
5:	Crocodile	(1-3)
6:	Nixies	(2-8)
7:	Stirges	(1-2)
8:	Inhabitants of Malforten	(1-3)
9:	Bandits	(2-5)
10-11:	Pixies	(2-7)
12:	Goblin band	(1-6)
13:	Leopard	(1)
14-15:	Large Snake	(1)
16-17:	Bugbear	(2-3)
18-19:	Herd animals	
20:	Nymph (see Liquid Song below)	

TREE FORTS AND FAIRY FIRES

About 20 miles north of Malforten, a family of twenty pixies and their queen live in the Drunderry River Valley in the bowls and upper limbs of the massive cottonwood trees that grow along the banks of the river. They ignore most traffic along the river unless it comes too close to their abode. Then, they come out and try to confuse any travelers and reroute them in another direction. If the travelers appear to be well disposed towards them or any are elves, they will not bother with such antics, instead attempting to stop the travelers and converse with them. They have much information they can share with any adventurers should they bother to listen to these wee people. They tell the characters the location of the Imperial Road and offer tantalizing hints about the location of a tower in the Fallow Hills. This is the Tower of Kuthrad Ondal and not the Temple of Baleon Nakt.

Pixie x20 (HD 1d6, HP variable, AC 16, PA mental, EQ daggers.)

Pixie Queen (HD 3d6, HP 15, AC 18, PA mental, EQ +3 dagger, Special: Polymorph self, permanent illusion 3x a day), know alignment, confusion that is permanent duration unless removed with remove curse, dispel magic at 10th level ability 2x a day, dancing lights 3x a day, detect thoughts, and sleep at 20% chance 2x a day.)

Liquid Song

A nymph, Ewi' ah' hnana, lives in the Drunderry River about 30 miles north of Malforten. She rarely allows others to know of her existence—even other fay. However, two events bring her out of hiding. On the full moon of each month, she leaves the river and performs a ritual to the goddess of the moon, thanking her for the rise and fall of the tides and the push and pull of the world's forces. Often this ritual is performed on her own and involves little more than a sacrificial fire and intonations.

Should the characters come upon her performing one of these rituals, they all suffer the possibility of being charmed by her divine beauty. On these nights, she makes her way up and down the river attempting to force any unwanted creatures away. She helps goodly aligned individuals, though may take a servant if it fits her mood.

Nymph (HD 3d6, HP 14, AC 17, PA physical, EQ none, special: divine beauty.)

The Imperial Road

The Imperial Road is an ancient roadway that stretched from the heart of the Horned One's empire in the Dread Mire all the way to the sea. This roadway was paved with large blocks of granite carved by giants and placed in the earth by some of the greatest engineers of the age. Yet, as with most things, time and nature slowly destroyed it. The Imperial Road was poorly maintained even during the height of the empire, and since its collapsed, it has essentially eroded away or been buried by the shifting banks of the Drunderry River.

The Imperial Road is difficult to follow, though an observant character will note its appearance on occasion along the east side of the Drunderry River. When the roadway lifts up into the Fallow Hills, it is a little easier to follow, as the processes of erosion have not affected it as much here. In the Fallow Hills

a fairly constant stretch of it is easily noted. Following the Imperial Road takes travelers all the way to the Blacktooth Ridge and beyond.

FALLOW HILLS

The Fallow Hills stretch far to the north and are a rocky, tumultuous landscape that is difficult to travel through. The vegetation is thick with small trees, thorny brush and other undergrowth. Steep, though short, cliff faces dot the hillsides. Overhangs are common and occasionally home to bear, wolves and mountain lions. Few trails cross this land, and rarely do any civilized folk travel in this region, as it is home to orcs, goblins and worse. It is a wild landscape and not hospitable to those in need of safe places to sleep at night.

The Drunderry River runs swift through the fallow hills and courses over numerous precipices and falls before emptying into the plains to its south. The Drunderry also acts as a demarcation between the eastern and western Fallow Hills. The eastern portion of the Fallow Hills is rockier with shallow granite bedrock. Its hills and cliffs are steep and the vegetation is more sparse. The western Fallow Hills are primarily sandstone and limestone bedrock, are well watered, and have thicker vegetation. The hills there are riddled with natural caves and underground streams. It is rumored that many an ancient shrine to the fay are located in this region. It is also rumored to be the location of burial grounds of lords and ladies from ancient times, times preceding the arrival of the Horned One—the Age of Heroes.

Travel in the Fallow Hills can be dangerous. Table 4 is the random encounter chart for travel here. Roll a d10 for encounters, three times during the day and twice at night. An encounter occurs on a 1. Then roll a d20 to determine the type of encounter.

TABLE 4: Fallow Hills Encounters

1-2:	Wild Boar	(1-4)
3-4:	Wolves	(1-3)
5:	Brown Bear	(1-3)
6:	Zombie (dead goblins)	(2-8)
7:	Stirges	(1-2)
8:	Bugbear	(2-3)
9:	Kobold band	(2-5)
10-11:	Large Spider	(1-4)
12:	Goblin band	(1-6)
13:	Ogre	(1)
14-15:	Mountain Lion	(1)
16-17:	Gnoll(1-2) and goblins	(2-7)
18-19:	Herd animals	
20:	Dryad	

RUINS OF KUTHRAD ONDAL

Kuthrad Ondal is the remains of an ancient elvish watch tower. It was constructed long before the coming of the Horned One, and even before the founding of the kingdom of Al-Liosh. It was built as a prophetic device, and is one of many such towers that hid within its locals the directions to the Tree of Life. It was also built with the knowledge it would one day be laid to waste, and only after the fall of the one who razed it would its prophetic magic become apparent. It is said that time destroys all things but the elves. This may also be said for what they build. When Unklar spread his rule over the world he sought this place out and laid it to waste, nearly a millennia ago. Yet after his fall the true nature of the tower came to fulfillment, for it now acts as a beacon to elves and, in its own way, points to the Tree of Life. Few tread near this place now, and even the orcs and goblins fear it, for there remains the bewitchments of ancient elvish magic.

The goblins have even named it Kuthrad Ondal, The Tower of Waste, having no knowledge of its original name. The ruins are located on a hilltop about one mile east of a section of the Imperial Road and near the southern edge of the Fallow Hills. At night, careful observation of the horizon shows a bluish glow coming from this direction. The tower ruins glow a bright blue at night, the blue of the first royal house of the first elves.

Travel to the tower is dangerous, as many fay and other creatures of ancient origin now guard it. They do not care who approaches nor for what reason, but only try to prevent anyone from getting to it. On the way to the tower, the following six events occur starting six hours away from reaching the tower. One event occurs each hour, but in no particular order and only once each.

- 1: Darkness (as the spell) is cast on the party as if from a 7th level cleric.
- 2: 2-5 pixies harass the party, but do not harm them unless they appear of evil bent.
- 3: A ghostly horn sounds, causing fear as if a 7th level cleric cast the spell.
- 4: A magic trap drops one person into a 10 foot deep pit (this trap is challenge level 5).
- 5: A large ethereal flying snake approaches the party, warns them not to go further, and curses (CL 7) them if they do. For 72 hours the characters suffer -1 to all rolls.
- 6: All the characters' food rots.

If the characters continue on despite the above occurrences, they eventually reach the tower. The ruins are a jagged and stark white series of crumbling walls and abutments in the center of which are the remains of a tall thin tower stretching some fifty feet into the sky. A blue light glows from the center of the tower remains. Nothing resides in the tower at the moment, though a lammasu occasionally comes here for rest. The lammasu is the only creature who does not face the above mentioned nuisances. Nothing remains in the center of the tower save for crumbling stones and the bones of long dead goblins and orcs. The blue light originates from the few remaining flagstones at the center of the tower. Any elf who places his hand in the light gains a single level while within a mile of the tower. That character gains all the benefits of that level.

Should the characters arrive when the lammasu is in residence they will have a powerful foe to deal with should they appear aggressive. Otherwise, the lammasu, Nefratel, likely ignores them. However, should a goodly aligned character of noble bearing try to engage Nefratel in conversation, they will be pleasantly surprised to find a very talkative companion. Nefratel can impart the following information about the tower.

Many ages ago, before the arrival of man in the world, the towers of Hithel were constructed by the elves to guard the Tree of Life. This is one such tower. Though none know where the Tree of Life is, it is said that once all the Towers of Hithel are located, the location of the Tree of Life will become apparent. Nefratel does not know where any other towers are located. He also doubts anyone would be able to locate any others, since the armies of the Horned One destroyed almost everything they could that was of elvish make. In this they succeeded for the most part, as Nefratel has never learned of another of the Towers of Hithel.

The lammasu is only partly correct. There are other Towers of Hithel remaining, though they are well hidden. Should the characters move in a direct line 150 northwest, they will encounter another tower. This tower is now called Fromkin's Eyrie (this is described in greater detail in A1, Assault on Blacktooth Ridge). There are more.

Nefratel knows much about the local area and can tell the characters about the Imperial Road and the location of the Temple of Baleon Nakt. Other information, or even quests Nefratel may have for the characters, is left up to the Castle Keeper to decide. Bear in mind, Nefratel is a fairly new arrival in the region, having only been here about 100 years.

Nefratel (*This is a Lammasu, HD 7d10, HP 48, AC 20, PA physical and mental.*)

THE TEMPLE OF BALEON NAKT

Baleon Nakt was once a small but active temple to the Horned One, an evil lord and deity who once ruled over this land. It housed a high priest, a Knight of the Dark, who had a cohort of lesser acolytes and troops to do his bidding in the region. When the power of the Horned One waned, so to did the power of this temple. For several decades the last high priest, Unguaith Kine, remained here with his most loyal servants, until he died mysteriously in his chambers. The survivors then left the temple and scattered to the four winds. In the time since, the upper portion of the temple succumbed to the elements, collapsing into rubble and virtually disappear beneath brush, bramble and thorn, while the deeps beneath the temple remained open and intermittently occupied.

The temple is located near a section of the Imperial Road, several day’s travel into the Fallow Hills. If the characters are following the Imperial Road, after several days, they note a large statue of a horned beast in the center of the road. It rests upon a black basalt pedestal, covered in vines and worn by time. The statue has eroded with time so that it is chipped and pock-marked, but its right arm is stretched out pointing to the east. This is a statue of the Horned One and was used as an indicator that one is entering hollowed grounds. The arm points to the Temple of Baleon Nakt.

The temple is difficult to locate, and only the concerted efforts of those who travel the wilds of the world can pick up the trail to its location. In fact, if it were not for Gritznak and his men, the location of the temple might never be known. But, as they have travelled to and from the temple many a time in the previous years, a small but well worn trail leads directly to it.

Ten miles due east of the statue, atop a mound surrounded by bare gray rocks, are the remains of Baleon Nakt. All that appears to remain of the temple are several free-standing walls covered in vines, a few columns, a set of stairs going up to nothing, and heaps of rubble. However, close inspection reveals otherwise. There are trails leading in and out of the rubble, going north, south and east. They all converge on a large opening in the center of what was once a large building. Here, there is a black hole in the earth with stairs leading down into darkness.

BENEATH BALEON NAKT

The dungeon beneath Baleon Nakt is sentient and capable of thinking and acting. It is alive! The power of the Horned One still lingers here and gives life to these walls and floors. In the years of the Horned One’s waning power, the temple killed the last High Priest, Unguaith Kine, in hopes of preserving and raising him when the time was beneficial. The temple senses the timing is right and hopes to raise this last Knight of the Dark. Through Gritznak, whom the temple has protected, sacrificial victims have been brought to the temple and rituals performed for raising the high priest. The process is nearly complete and lacks but one more sacrifice.

Once the characters enter the dungeon, the temple attempts to manipulate the characters into moving closer to the sacrificial room (Level 2, Area 8) and prevent them from exiting the complex. In order to manage this, the temple creates illusions and obstacles for the characters. The temple is capable of creating an illusionary 10 foot wall once per hour and of creating an actual 10 foot wall once every six hours. Through these means the temple intends to confuse the party and prevent their escape, by controlling and influencing their movements. Gritznak is in the sacrificial chambers awaiting the arrival of the party and the enactment of the last sacrifice.

There is one known entrance to the dungeon complex beneath the temple and it is guarded by some goblins, though they are often lax in keeping watch, as the temple has never been raided and they do not expect anyone to enter their abode. This will not be the case once a raid occurs. The goblins then keep a keen lookout for interlopers.

The walls of this complex are a mixture of stone, brick and the granite bedrock. For the most part the walls are all intact, if not a little worse for wear. However, all walls that the temple creates are weak and easily broken through. A pick and about 10 minutes of labor will knock holes in any of them. The same is true of any walls that abut one another. The noise caused by this activity increases the chance for random encounters; for every two minutes spent digging through a wall, a random encounter check is made.

Little more than goblins and kobolds live in the dungeon at this point. Other

than those mentioned above, or in special circumstances described in the following text, a random encounter check occurs every two hours the party is in the dungeon. A 1 on a d10 indicates a random encounter. If an encounter occurs, roll a d6 and refer to Table 5 for the encounter type.

TABLE 5: Dungeon Random Encounters

1:	1-4 goblins and gnoll	(1)
2:	2-4 goblins	
3:	2-8 kobolds	
4:	1-4 kobolds and 1-2 war dogs	
5:	2-8 goblins	
6:	1-2 gnoll and wolf	(1)

BALEON NAKT

LEVEL 1

Area 1: Entry

This is the only known entrance for the dungeon complex. However, all such complexes, when initially designed, had alternate entries and secret exits. Where these may be, no one currently knows.

There is a large statue in the center of the room, depicting a maleficent looking creature with two large curved horns protruding from its head. In front of the statue on the floor is a small golden bowl. Elsewhere there is a long roughly hewn table with several chairs around it. There are flagons on the table and the smell of stale beer permeates the air. Several piles of hay with blankets on them are lumped against a wall, while a make-shift fire has been set in the middle of the room, giving the entire room a ghastly red glow.

There are four goblins in the room now. These goblins are not keeping a good lookout; two are asleep, one is drunk (suffers -2 to hit) and the other is rolling some dice against a wall. If the party makes a lot of noise coming down the stairs, the goblin playing dice investigates and, if able, gives warning to the others.

The golden bowl (50gp value) in front of the statue is an offering plate and is crusted with dried blood. Before passing beyond the statue and down the corridor, an offering of blood must be placed in the bowl or, once the last character passes from the room and deeper into the dungeon, the statue emits a low howl that rumbles down the corridors, causing a random encounter check and alerting several goblins to the presence of intruders. The blood sacrifice can be as little as a small drop of blood from a finger or a much larger amount—from a dead goblin perhaps. Anyone’s blood will do as long as they are alive when it splashes into the bowl. The blood of good aligned creatures smokes and sizzles like water in boiling fat if put in the bowl.

Goblins x4 (HD1d6, HP 2, 2, 3 and 4, AC 12, PA physical, EQP leather armor, shortspear, short sword or mace, and 1d4sp each.)

Area 2: Storeroom

This was once a storeroom used by the priests and held various cloaks, hats, and other accouterments of ritual use. It is now nearly empty except for old crates and other useless sundries the goblins have stolen from caravans or farmers over the last year. There is a barrel of dried fruits in here; enough for 10 days rations. The rest of the foodstuffs have rotted.

Area 3: Meeting Hall

This was a general meeting hall for the priests of Unklar when the temple was in use. Large, blood red columns stretch to the ceiling, meeting in a confusion of angles and arches far above the floor. At the far end of the room are two open passageways and a raised section of floor. Currently, this is a stabling area for the wolves the goblins ride into battle. Six makeshift wooden stalls and cages line the far wall, containing six large, mean-looking wolves. The wolves begin to howl and gnash their teeth as soon as anyone enters the room. In addition to the cages, hay covers much of the floor and several large animal carcasses hang from hooks at the far end of the room. A table is pushed up against a wall and large chunks of meat are piled on it. A massive, blood

smear cleaver is stuck in the table. The howling of the wolves do not alarm anyone in the dungeon, since they do it so often and so ferociously. It does, however, attract the attention of the stable master, and he comes to quiet the wolves. The stable master (in Area 3a) is a massive gnoll with an ill temper and short fuse. As soon as he enters the room, he begins bellowing at the wolves. His muscular frame virtually quivers with rage as his voice echoes loudly down the hallways. He beats on the cages and wolves until they are quiet. If the wolves begin to yelp in pain before the arrival of the stable master, this sends out alarms, as no one else ever messes with the wolves. The stable master charges into the room with a massive battle axe and shield, along with 4 goblin helpers (also from 3a). Should the stable master encounter anyone in the room, he calls upon the four goblins for help.

Wolves (HD 2d8, HP 8, 10, 12, 12, 14, 15, AC 13, PA physical, atks: 1 bite; dmg 2-8).

Area 3a: Antechamber

This room was once used to store goods used for meetings. It has been taken over by the stable master and his helpers and is used as their quarters. There is a large table in the center of the room, a fire pit with a pot hanging over it, one cot and four bedrolls. There are cards and dice on the table along, with several soup bowls and a few daggers. A pile of copper coins sits in the middle of the table (28cp). Several small clubs, chains and harnesses are hanging from a wall. There is a chain mail shirt of special make here also. This is used for one of the wolves giving the wolf the equivalent of an AC 16 in battle. This barded wolf is used by Gritznak.

Stable Master (HD 2d8, HP 16, AC 15, PA physical, eqp: chain hauberk, shield, whip, club, pouch with 18gp and 32sp).

Goblins x4 (HD1d6, HP 2, 2, 3 and 4, AC 12, PA physical, EQP leather armor, shortspear, and short sword or mace, and 1d4cp each.)

Area 4: Sagging Floor

This passageway is in need of repair. It sits over a corridor in Level 2 of the dungeon. The Goblins know not to use it as it is about to collapse. Close inspection reveals a sagging floor with broken and cracked masonry. One familiar with stonework might note it as being in poor condition and about to collapse. (A wisdom check is made at challenge level 5). Walking down this hallway is dangerous. If the total weight placed on any given ten foot section of floor exceeds 400 lbs, the floor has a 1 in 10 chance collapsing. For each 20 lbs over 400 lbs the chance of collapsing increases by one (420 lbs has a 2 in 10, 440 lbs 3 in 10, etc.). If the corridor collapses, it does so in 30 foot sections, 15 feet in front and 15 behind the center. Those falling suffer 1d6 falling damage and 1d6 damage from the rubble (a successful dex check halves the damage). They fall into the corridor marked "XXX" on level 2. Also, should the floor collapse, a random encounter does occur.

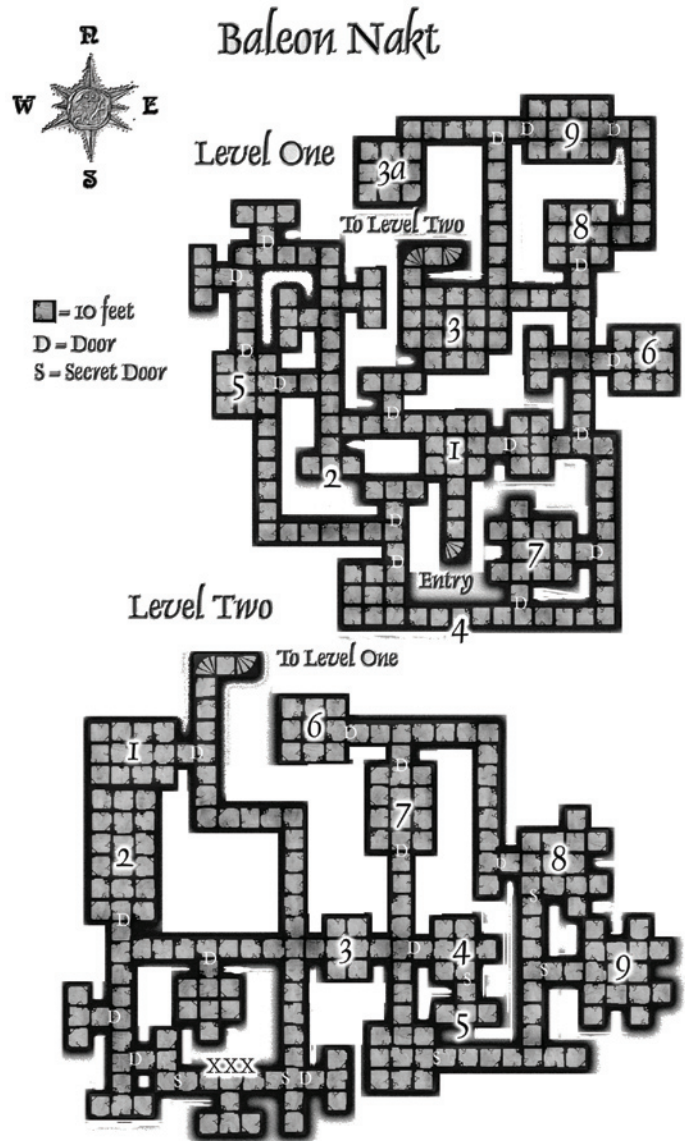
Area 5: Priests' Chambers

This once housed four priests of the temple. Currently, it houses about 10 goblins at various times. At the moment, there are only four goblins in this room and they are gambling, arguing and drinking some mash whiskey they stole from Malforten. The room is cluttered with blankets, hay, old foodstuffs, roaches and other vermin. A large brazier is in the middle of the room providing light. A small keg of lamp oil sits in one corner of the room. This is enough fuel for one lantern for 12 hours.

Goblins x4 (HD1d6, HP 2, 2, 3 and 4, AC 12, PA physical, EQP leather armor, shortspear, and short sword or mace, and 1d4cp each.)

Area 6: Well

This room was the well chamber, producing water for the inhabitants of the temple. There was a hole in the roof where buckets could be lowered down into the shaft in the floor, but it was covered up when a wall on the surface collapsed and fell on top of it. The well encasement is still here and fairly intact, though one can no longer draw water from it. A retractable pulley mechanism is still located beside the well. Along the walls are various tubs and buckets, some wood, some metal.



A large spider lives in the well shaft. The Goblins occasionally feed it, so when anyone enters the room the spider begins to crawl up the shaft, expecting some corpse or other morsel to chew on. This is a massive wolf-like spider that does not spin webs but leaps in for an attack. The spider has hauled several victims down into the well, and if anyone cares to enter the shaft they find mounds of rotting flesh and cracked bones. The goblins pick most of their victims clean before hauling them in here, but the wolf spider has brought a few unwary explorers down into its shaft over the years. In 3-18 rounds of searching the bottom of the well, 25gp, 37sp, a rusted chain hauberk (human sized), and a necklace with gems on it (150gp) are found. This is a demanding task, and should a character undertake it, they have the risk of contracting a contagion. A constitution check is necessary, and if the character fails they become ill within 24 hours, becoming incapable of moving more than ¼ normal movement for 2d4 days due to a fever and stomach cramps. Combat and spell casting are impossible during this time, and all other checks are made at -2.

Wolf Spider (HD 3d8, HP 19, AC 14, PA physical, attacks: 1 bite, damage 1d3, Special: jumps 30 feet, bite delivers poison. A constitution save must be made or the person bitten is paralyzed for 48 hours.)

CASTLES & CRUSADES

Area 7: Miners Chambers

This room once housed two large ogres. The ceiling in here is very high, and several deep alcoves were built in it to make the ogres feel even more at home. The ogres were responsible for construction, mining and related activities. The rotted and rusted remains of the tools of their craft still remain in the room. There are very large picks, shovels and hammers heaped up in one corner of the room. Chisels, smaller hammers and other large-sized stone working implements are in another. Each of the alcoves contain old and rotted piles of fur and tanned hides. When searched, roaches, mice, spiders and other vermin scatter. If searched carefully, in one pile the characters find a small bag with 30gp and 50sp in it. The goblins have not bothered searching this room, figuring the tools are useless - or worse, they might be forced to use them in some way.

Area 8: Store Room

At one time this was nothing more than a store room for incoming goods. The room is currently used as a loot collection point. Four goblins are in here going through boxes looking for something to eat, like dried meat or salted fish. There is a large mangy dog with the goblins. The dog is sniffing around some of the crates. Unless the party is sneaking down the corridor, the dog hears them and begins to growl, attracting the attention of the goblins and allowing them to prepare for combat. If the dog is not silenced quickly, it barks and yelps for a bit and then dashes off down the hallway at the far end of the room to its master in **Area 9**.

The goblins have broken open every box and crate in the room, and there are piles of cloth, rope, beaver pelts and other odds and ends lying about. Additionally, there are several crates of apples, potatoes, dried beans and other assorted foodstuffs in the crates. Some salted fish has been found and the goblins are eating it as if it were their last meal - and perhaps it is.

Goblins x4 (HD1d6, HP 4, 4, 5, 6, AC 12, PA physical, EQP leather armor, shortspear, and short sword or mace, and 1d6sp each.)

Dog (HD 1d6, HP 2, AC 11, attacks: bite 1d4.)

Area 9: Scriptorium

This room was once used as a scriptorium. Commands and edicts from the capitol in Aufstrag were copied and sent on from here. Copious records of all this were also kept. The records were partially destroyed when the temple was abandoned, and most those that remained decayed with time. This room has 3 kobolds and their kobold leader, Slissas, in it. They are riffling through the remains of the records, and slowly looking for something. Slissas is hoping to find a map of the complex so he can locate treasure rooms, secret passages or other important material. He can not read, but knows how to interpret a map. The kobolds generally ignore the ruckus the goblins make and only leave this room if the dog comes in barking. They then head down the hallway to investigate.

The room has several overturned chairs and desks in it with huge wooden cabinets covering all the walls. Several of the cabinets are burned. There is an old pile of burned and half-burned material in the center of the room which has moldered with age. The few extant documents remaining in the room have been collected and piled on the floor near the door. A lantern sits nearby these documents. This is where Slissas sits and goes over them. If the characters investigate the documents, for the most part they find letters and letters and more letters to various lords, dignitaries and others. However, if the characters spend at least 10 minutes going through the papers in the burn pile in the center of the room, they find a *Comprehend language* spell written upon a piece of vellum. The magical nature of the vellum prevented it from being burned. If the characters peruse the documents by the door for at least 15 minutes and are careful to examine the documents, they find one that mentions treasure houses along the Blacktooth Ridge. The Blacktooth Ridge is far north of this location and the treasure houses are called the Vargolg and Krekingolg.

Kobolds x3 (HD 1d4, HP 3, 3 and 4, AC 15, EQP short spears, shield, blow gun and d12 sp each.)

Slissas (HD 2d4, HP 7, AC 15, EQP chain hauberk, short spear, shield, blow gun, 12 gp and a gem studded necklace worth 50gp).

LEVEL TWO

Area 1: Empty Hall

This is an abandoned room, with nothing in it except a few piles of wood, remains of old chairs and a broken table. The entire north wall of this room is very unstable and likely to collapse if any weight is placed on it. It was thin to begin with, with only brick and mortar holding it together. Time and water have worn most of the mortar away, making the entire wall little more than a pile of bricks.

If a character slams into this wall, a large portion of it collapses. Anyone within 10 feet receives 2-3 points of damage from falling debris unless a successful dexterity check is made, in which case they take only half damage. Knocking down the wall reveals Area 2 beyond. Listening at the wall enables characters to hear the noise in room 2.

Area 2: Mess

This room was once used as the temple mess. Currently, the goblins also use it as a mess even though they had no idea of its previous purpose. The central area of the floor in this room is about 5 feet lower than the walkway around its rim. Columns are located all along the walkway. One stairway, at the south end of the room, descends into the lowered portion of the room. Two huge cooking pits blazing with fire have pigs on a spit roasting over them. Goblins are sprawled out all over this room singing songs and dancing their vile dances while imbibing a fairly strong liquor. There are 16 goblins in the room in various stages of inebriation, a gnoll war chief, and the cook. Each goblin is inebriated and this affects their combat skills and all checks. Randomly subtract 1-3 from all rolls made for the goblins, including the to hit roll and any attribute checks, though not damage.

The gnoll war chief has not had enough to drink to effect his combat abilities. Immediately upon noticing the characters, he rouses the goblins to attack, but he holds back and throws his daggers. If the battle starts going poorly, he attempts to run away in search of reinforcements. If the battle starts going well, he joins the melee and attempts to subdue as many characters as possible in order to bring them to Gritznak.

There is a head cook in the room. This is a grotesquely fat goblin with globs of flesh swinging and swaying with his every move. He avoids combat if at all possible, and if attacked falls to the greasy floor crying out for his life. He promises the characters anything they want, even telling them where all the other goblins are.

Gnoll War Chief (HD 2d8, HP 15, AC 15, PA physical, EQP scalemail, shield, warhammer, shortsword, two daggers, gold earrings x 3 worth 20 gp each, silver nose ring worth 15gp and a gem-studded belt worth 50gp.)

Goblins x16 (HD1d6, HP variable, AC 12, PA physical, EQP leather armor, shortspear, and short sword or mace, and 1d6sp each.)

The Goblin Cook: (HD1d6, HP 2, AC 10, PA physical, EQP none.)

AREAS 3-9

This portion of the dungeon emanates evil, and anyone capable of detecting evil recognizes it as such. The temple's 'will' is great here. Characters in this area are under a constant strain and suffer a -1 to all checks and combat rolls.

Area 3: Antechamber

There is a broad archway leading into this room. There are gold gilded letters engraved on the arch lintel. It is an intonation written in the ancient tongue of the Horned One, "In one is all." Intoning it prior to entry dispenses with the previously mentioned curse for non-good alignment characters only. If those of good alignment repeat the passage, they must make a charisma save or suffer 1 point of damage.

This was a waiting room for those wishing to seek an audience with the high priest. Entering the room gives everyone an eerie feeling, as if something is not yet completed, as if a sentence has been left half finished. This feeling of

discomfort fills all the characters. The room has rotted furniture in it. Large chairs, several cabinets, and a large brass bell on a stand are arranged about the room. Ancient scripts are engraved on the walls.

The spirit of the last high priest, Unguath Kine, lingers in these rooms. It is incapable of action, and the characters never directly see it or interact with it, but they always sense that something is watching them, as if from afar.

Area 4: Spirit Chamber

This is a cursed chamber. It was once used to call forth or talk to the spirits of the dead. The walls and floor are carved all over with bizarre and ancient scripts. There is also a dead and rotting goblin in the middle of the room. It has obviously lain here for quite some time and is missing huge chunks of flesh.

This room has a pervading sense of evil about it. Upon entering, the glyphs and portions of the script on the walls begin to move. Within 3 rounds, a figure emerges out of the wall above the entry. It is a ghoul that guards this chamber. It attacks until killed, at which point it begins to dissipate and sinks back into the floor, only to come out again 4d6 rounds later if anyone remains in the room. At the far end of the chamber is a secret door; other than this, there is nothing in the room.

Ghoul (HD 2d8, HP 14, AC 15, PA physical, Special: a hit may cause ghoul fever. EQP none.)

Area 5: Secret Chamber

This is a secret chamber once used to store vitally important information and material for rituals. Much if it was taken away when the temple was abandoned. There are a series of old rotting wood shelves cluttered with jars, candle holders, scrolls, ink wells, pens, religious items and other like paraphernalia. In the center of the room is a tall desk with two chairs by it. This is a scribe's desk. Over the desk, a chandelier (see below) is hanging from the ceiling. It still has the candles in place. There are several items of interest in this room and, at the south end of the north nook is a secret compartment. Most of the scrolls are blank, or have the beginnings of spells written upon them. Several contain manners of calling forth the spirits of the dead, but they do not work. They are failed experiments. In the mess of the scrolls is one with a *Hold Person* spell written on it and another with *Cause Fear* written on it. The desk has old quills and dry ink wells, along with unused vellum, in the drawers, along with three gold-plated ram's horns. These are three holy symbols of the chaotic evil deity the Horned One and worth 60gp, 120gp and 180gp.

Behind a pile of bottles and decanters filled with viscous materials and dried liquids, is a concealed panel. The panel itself is not trapped, but the interior of the compartment is trapped. There is a latch above the panel and inside the chamber that, when pulled, deactivates the trap. If someone reaches their arm into the chamber without deactivating the trap and lifts the gold statue inside, the trap is triggered, and a guillotine-like blade drops from within. The blade delivers 1d6 damage.

If 6 points of damage are delivered, the d6 is rolled again, and if another 6 results, an arm is severed and 12 points of damage are received; otherwise the second roll is ignored. If a successful dexterity check is made (+2 to this check due to the age of the mechanism), 1/2 damage is received. However, if a 6 is rolled, roll again as before and instead of the arm being severed, just the fingers are lost. When the trap is released, the chandelier actually jerks up. Close inspection of the chandelier reveals it is not hooked to the ceiling; rather, the chain goes into the ceiling. The trap is set again by pulling down the chandelier.

Within the compartment is a long white mace with an ebony head (+2 damage vs evil creatures), hidden here awaiting a time to be destroyed, then forgotten; a small golden statue of a tree worth 300gp; and a small sack of clay tablets. There are 6 small clay tablets about 2 inches square in the sack. Upon each is a glyph.

Each tablet has a special function. When a tablet is thrown to the floor, the following occurs, depending on the tablet.

- 1: Fire Glyph - 5 foot diameter ball of flames shoots up from the shards causing 1d6 damage.
- 2-4: Ice Glyph - Cold blast from the shards causes no damage but prevents all in 10 foot cube from taking an action for one round.
- 5: Death Glyph - Causes fear to all in a ten foot radius.
- 6: Bone glyph - Breaks a bone of the person nearest the broken shards. Roll d4: 1-right arm, 2-left arm, 3-right leg, 4-left leg.

Area 6: Private Quarters

This was once the private quarters for the High Priest of Baleon Nakt. Gritznak lives in it now. Several large chairs, a rickety bed, a table with chunks of meat on it, piles of firs, a keg of ale and three trunks are scattered around the room. There is a large snake hidden in a pile of fur on the floor. There is a broadsword, a spear, a longbow, 40 arrows and a mace in one corner. None of the trunks are trapped. Two trunks contain clothing and valueless household items like lamps, while the third, which is locked with a padlock, contains 240gp, 380sp, and 7000cp as well as 8 gems with a 20-80gp value each.

Snake (HD 2d8, HP 13, AC 15, PA physical, Attacks: 1 bite; damage 2d4, special: constricts, a strength save or the opponent receives 1d2 points of damage a round and can not act.)

Area 7

This is where Gritznak's kobold guards sleep. Both doors to the room are locked. Seven kobolds are in here at the moment, with their four large pet spiders. The kobolds are wary, having been told by Gritznak to expect visitors. Half-eaten food, moldering hay, and other trash litter the room. The kobolds have no treasure, which is why their leader, Slissas, is off hunting some.

Kobolds x7 (HD 1d4, HP 5 or 6 each, AC 15, EQP short spears, crossbows, chainmail, shield, and d12 sp each.)

Spiders x4 (HD 1d6, HP 2, 3, 3,4, AC 12, PA physical, atks: 1 bite; damage 1d4).

Area 8: Sacrificial Chamber

This is the sacrificial chamber where Gritznak, acting through the temple, is attempting to raise the spirit of the last high priest of Baleon Nakt. Gritznak is here with eight goblin warriors. Should a fray occur, the temple itself joins in as described below. The room is strangely lit with a bluish haze that emanates from the walls. In the center of the room is a stone dais upon which chains and manacles are piled. In front of this is a stand with a red velvet cloth thrown over it with a large sickle laying on top. The floor is covered with the markings of an ancient script, and a blood red eye, the size of a platter, peers from the center of the east wall.

As soon as the characters enter the room, the goblins leap to attack (unless they are in manacles) and Gritznak begins intoning a prayer the temple has taught him. The goblins attempt to subdue the party, or at least one of them, so that a sacrifice can be made. If the attack is going well, Gritznak does not join in the fray; if it is going poorly, the temple causes Gritznak to quit praying and attack. The temple also attacks. The goal is to have at least one character left alive to sacrifice.

If Gritznak survives to perform the final act of the ritual and sacrifices an individual, the raising of the Unguath Kine will have been successful. Area 9 contains details on this matter. The sickle used for the sacrifice is a magical blade that causes +4 damage to all lawful good creatures.

The temple can only help in a few ways. If it still has the ability to create a wall, it does so. The temple can also heal Gritznak once for d6 hit points. As a final act, the temple can summon a spiritual hammer that fights for 2 rounds as a 2nd level fighter and which can not be destroyed. The power of the temple can be temporarily ended by attacking and destroying the eye on the wall.

Gritznak (HD 3d8, HP 18, AC 17, PA physical, EQP chain mail, shield, +1 broadsword, +1 ring of protection, 10pp and a gold necklace worth 100gp.)

CASTLES & CRUSADES

Goblins x8 (HD1d6, HP 2, 2, 3 and 4, AC 12, PA physical, EQP leather armor, shortspear, and short sword or mace, and 1d4cp each.)

Temple Eye (HD 0, HP 24, AC 10, PA none.)

Area 9: Burial Chamber

This is the chamber that housed the body of the last high priest of Baleon Nakt and other personages of import. Each nook in this chamber contains a single stone sarcophagi, all of which are open. The process of raising the high priest has been partially successful, however in a manner the temple had not foreseen. Due to Gritznak's inability to pronounce the words in the incantation properly, all the high priests in the burial chamber have been raised as skeletons, rather than just raising Unguath Kine as a living, breathing human. Each of the priests was buried with a ceremonial mace and they now use them in combat. Each mace is inlaid with silver and gold and have a value of 20-120gp each.

The skeleton of Unguath Kine is nearly sentient, but acts as a normal skeleton for combat purposes unless the last sacrifice has been made. In the latter case, the skeleton of Unguath Kine has become sentient and is 'growing' back his body. His skeletal remains then receive 8 more hit points (for a total of 16) and the ability to regenerate at 1 hit point per 24 hours.

If Unguath Kine is ever hit, he falls to the ground in a clatter of bones. If the blow did not kill the skeleton of the high priest, he falls anyway, acting as if destroyed. If it kills the skeleton, Unguath Kine is dead and the process of resurrection must begin anew. However, if the skeleton is only acting dead, the high priest will remain in that spot and await a more proper intonation of the resurrection incantation—which the Temple of Baleon Nakt will see to.

Only by looking closely into the eye socket of Unguath Kine's skull can one perceive the slight flicker of a blue flame in the back of the skull which indicates the soul or spirit of the skeleton still lives. The only manner to truly destroy the skeleton of Unguath Kine is to take it (all of it) to a lawful good priest of high standing and have it desecrated or interred in a temple devoted to a lawful good deity.

Skeletons x 5 (HD 1d8, HP 2, 2, 5, 5 and 6, AC 13, PA physical, EQ mace.)

Unguath Kine (HD 1d8, HP 8/16, AC 13, PA physical and mental, EQ mace. Special: if in second stage of raising, regenerates at 1 hit point per 24 hours.)

ENDING THE ADVENTURE

Adventures never end, just adventurers. Adventures around Malforten can continue. The Temple of Baleon Nakt may not be completely destroyed and can, in that case, still manifest its will upon the lands about. Perhaps there are deeper levels to the dungeon. Perhaps hidden beneath an illusory floor one can find the dark abode of the temple's heart. Have other, more sinister creatures or people heard of Baleon Nakt and traveled here as the adventurers finally confront Gritznak? Do several of the more nefarious inhabitants of Malforten plan on ambushing the characters and claiming the reward for killing Gritznak for themselves? Have the characters angered the fay? Are the evil creatures of the Fallow Hills on the move to fill in a sudden power vacuum in the region? All these avenues can be explored by the characters and the Castle Keeper.

Or, perhaps the characters have found the map to the Blacktooth Ridge and seek the treasures rumored to be buried there? The Blacktooth Ridge lies many miles to the north and one must cross through some fairly dangerous territory to reach it. Unless, of course, the characters travel back to Outremere proper and travel through those more populous (though no less deadly) regions.

And what of Kuthrad Ondal? Will the characters discover the secret of this place? Have they met Nefratel? Perhaps someone steeped in elvish lore may, after much exploration and research, will discover its meaning and origin. In fact, should such a person travel to the Blacktooth Ridge along the Old

Imperial Road they will end up at the tower on top of Fromkin's Pass. And close inspection of that tower will reveal its elvish footstones. Then and finally, one might note it lies 150 miles due northwest of Kuthrad Ondal.

NAME LIST

The following list of names are provided for the Castle Keeper should they be needed. There is a naming convention for this region of Outremere though it need not be adhered to, rather it is supplied for reference.

Family Names are generally not given to those of low standing. That is, few peasants, craftsmen, farmers and others of low social standing have family names. Family Names are accorded to gentry and nobility almost exclusively. The one exception is with merchants of great wealth and influence. These individuals have begun giving themselves family names to mimic nobility and thereby confer upon themselves some degree of pedigree.

As for the lower classes, there are many common names for females and males. To differentiate, the practise of giving epithets to individuals has become popular. Hence, names like Eryl the Hoskin and Griffry the Hat. Usually these epithets relate to a town (Eryl the Hoskin is from Hoskin), personal appearance (Griffry the Hat is fond of hats of odd colors and Kerrywyn the Yellow has yellow hair) or the nature of that person (Walker the Bush has an exceedingly large family tree which he refers to as a bush).

As a matter of technical commentary, the naming convention for this region is Welsh derivative, though people from across Erde do live here so this should not be considered exclusive.

Male Names

Alun	Idris	Prydwyn
Alym	Inir	Reis
Arwyn	Jenkin	Rhod
Brinley	Kane	Rwith
Brinmore	Kay	Seren
Cledwyn	Llud	Sionym
Daffi	Lyn	Steven
Dillon	Maddox	Taff
Edar	Marvin	Tewdric
Eoin	Merddin	Trefor
Galvin	Mervyn	Tudor
Geraint	Morvin	Urien
Gowan	Nai	Walter
Hamen	Owain	Wyn
Hugh	Penrod	

Female Names

Adain	Enid	Nia
Amanda	Gaenor	Owena
Annwyl	Glenys	Rachel
Brangwyn	Hywella	Rhianwyn
Blancefor	Idella	Sarah
Caron	Issolde	Siana
Cate	Jane	Taffine
Ceri	Mairwyn	Vanora
Del	Mega	Vivian
Delwyn	Meleri	Wynne
Eira	Morgana	Ysbail
Eirlys	Myfwany	

Malforten to Botkinburg Map

The map on the following page is of the westernmost region of Outremere. It shows the location of Malforten and Botkinburg in the 'A' series. It also shows the location of several encounter areas: Vargolg, Kruggle's Lair, Kuthrad Ondal and Baleon Nakt.

Notes

West Way: This is the road from Hruaset to Malforten.

River Road: This roadway stretches from about 100 miles north of Hruaset all the way to the sea in the south.

Barren Track: This road stretches south from Botkinburg to where it connects with the River Road.

Hruaset: This is the largest city in the region. It has a population of nearly 4000 humans. Hruaset is ruled by Duke Huw Bengrisse.

Elmast: This is a large town of some 1000 inhabitants. It is ruled by Baron Maugen Lodwick.

Ludensheim: This is the northernmost town in this region of Outremere. It has a population of 2000 and is ruled by the Baron Dietbold Heimer.

