



A Guide and Rules System for Fantasy Roleplaying

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Players Handbook



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Introduction

What is Castles & Crusades? Castles & Crusades is a role playing game. It is a game in which those playing assume the roles of characters and through them, act out fantastic adventures. With Castles & Crusades, a world of heroism and epic adventure awaits; knights battling dragons, wizards dueling with arcane magics, the brave rescuing mystic artifacts from the clutches of evil villains, where a barbarian warrior and a sly thief make their way in the world, seeking fortune and fame, or a band of desperate heroes battle against an apocalyptic doom, standing for justice and honor as the world succumbs to chaos and evil. In this game, your imagination is the only limit for the possible.

Unlike traditional games, Castles & Crusades is a unique form of story-telling entertainment the object of which is not to win, but to have fun. This is achieved by creating a story in which players take the characters they create on adventures and fantastic escapades. With that in mind, the Castles & Crusades rules are designed to be easy to learn, simple to use and flexible, allowing the players to start their character's adventures quickly and begin creating a memorable and fun gaming experience.

Castles & Crusades requires no game board, pieces, props or even a video screen. All you need to begin playing are these two books of rules, (the Players Guide and the Monsters and Treasure Guide), a pencil or pen, some paper, and a set of dice (d4, d6, d8, d10, d12, d20). These, and a few friends with vivid imaginations and you are set to begin.

Creating the Player Character

Each person playing Castles & Crusades assumes the role of a character and creates a persona for that character. In brief, these are the five steps to creating a character:

1. Imagine a character: Decide, in a general manner, the type of character you want to play. Is the character to be a hero or rascalion, a sorcerer or warrior, a raiding savage or sophisticated scholar? Imagine it, and it shall be so!

2. Roll attributes: Each character has six attributes (strength, intelligence, wisdom, dexterity, constitution, and charisma) which are generated randomly by rolling dice.

3. Choose a class: A class represents an archetypical hero upon which a character can be modeled and are broadly interpreted to allow for many character personas. There are four classes to choose from: Fighter, Wizard, Cleric and Rogue. Each class has unique abilities and specialized areas of knowledge that affect the game.

4. Choose a race: Choose a race for the character. The options are human, dwarf, elf, and halfling. Each race is unique and presents an endless variety of personas upon which a player can create a character.

5. Flesh out the character: The most important step in character creation is the last. The player creates the character's persona in detail, finishes generating the final rules related abilities and equips the character with clothing, armor, weapons, and adventuring gear. The player should, determine the character's personality, physical description, world view, background, goals, and motivations. All game related traits such as Hit Points and ability modifiers are generated and recorded on the character sheet. After that, it is time to game!

Attributes

Attributes are a representation of a character's physical and mental abilities. There are six attributes: strength (str), constitution (con), dexterity (dex), charisma (cha), wisdom (wis) and intelligence (int). Each is expressed by a number ranging from 3 to 18 and has a corresponding modifier which is added to or subtracted from applicable die rolls as explained in the rules.

There are two types of attributes: primary and secondary. Many activities in the game require the player to make an attribute check to determine the success or failure of that character's action. The number required for successfully performing an action is partially determined by whether or not the attribute being tested is primary or secondary.

The Six Attributes

Strength: This attribute reflects a character's physical strength, including the ability to lift or move heavy objects, to bend bars, and to carry weight. The modifier affects melee combat, melee damage, and all checks involving strength.

Constitution: This attribute reflects a character's stamina, including the ability to withstand pain, to suffer physical damage, and to fight off sickness and poison. The modifier affects hit points, and all checks involving constitution.

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

Intelligence: This attribute reflects a character's mental aptitude, including the ability to learn and to apply that learning, and the capacity for deductive reasoning. The modifier affects the number of arcane spells that a character can cast each day and all checks involving intelligence.

Wisdom: This attribute reflects a character's depth of personal experience, the ability to make decisions or judgments and spiritual connection to a deity. The modifier affects the number of divine spells that a character can cast each day, the ability to turn undead, and all checks involving wisdom.

Charisma: This attribute represents a character's strength of personality, will power, leadership, attractiveness and ability to influence others. The modifier affects the loyalty and reaction of other creatures to the character, the number of undead that can be turned, and all checks involving charisma.

Attribute Modifiers

Each attribute score has a corresponding modifier that is added to or subtracted from certain die rolls in the game. The modifier is the number added to or subtracted from a roll of the dice when a character acts or reacts during the game.

Table 1: Attribute Modifiers

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



The Primary and Secondary Attributes

Primary attributes represent those physical or mental abilities that a character is well trained in or very experienced with using. Secondary attributes represent those with which the character has an average ability. The distinction between these is important. Almost all non-combat related actions which have a distinct chance of failure require a check to determine if it is successful or not. These checks include attribute checks, class ability checks and saving throws.

For a check to be successful, the result on the die (d20) with its modifiers must equal or exceed a base target number. This base target number is determined by whether or not the check with which the attribute is associated is a primary or secondary attribute. The base target number for a prime attribute is 12 and the base target number for a secondary attribute is an 18. This is covered in greater detail later, but it is important to understand that checks which involve the use of a prime attributes are significantly more likely to be successful than those without.

Generating Attributes and Prime Attributes

The player rolls 3d6 and adds the results together for a total score of between 3 and 18. This process is repeated six times for a total of six scores. The player then assigns each score to an attribute as desired. When assigning attribute scores, the player should consider the race and class of the character they wish to create, since the race may raise or lower an attribute score and they can effect the character's class abilities.

Attribute scores only increase or decrease as a result of magic, poison, curses or other extraordinary events. Should an attribute score change as a result of race, spell, or other situations during game play, the modifier changes accordingly.

The player chooses one prime attribute for his character. Another prime attribute is designated by the character's class. Human's are allowed to choose an additional prime attribute. For example, the fighter class has a designated strength primary attribute. The player then chooses one other attribute as a primary attribute for the character. If the fighter is a human, the player is allowed to choose a third primary attribute.

Character Classes

A character class represents a character's chosen profession. The class the player chooses for a character should be that which best represents the type of character the player intends to create and the setting for the adventure.

There are four types of character classes for the player to choose from: **Clerics** are religious people who follow the dictates of a deity or pantheon and can be broadly interpreted as ascetic hermits, wandering monks, religious warriors or priests. **Rogues** are a canny sort who depend on a nimbleness and quickness of spirit and body to fulfill their self serving needs and desires and can be broadly interpreted as thieves, scallywags or even pirates. **Fighters** are warriors of great renown who depend on the keen edge of a sword to solve their problems in battles the world over and are broadly interpreted as soldiers, generals, mercenaries and gladiators. **Wizards** bind arcane magics to their will and are often possessed of an overwhelming need for knowledge and, as oft as not, power. They are broadly interpreted as warlocks, magicians and sorcerers.

The following section describes each class and its powers. Table 2 is a list that describes the terminology used in the class descriptions.

Table 2: Class Description Terminology

Prime Attribute: There is one prime attribute designated for each class. The player selects the second prime attribute.

Hit Dice (Hd): The dice type rolled for hit points at each level. The constitution bonus is added to this.

Weapon and Armor Allowed: The types of weapons with which members of that class are skilled.

Abilities: Abilities possessed by the class.

Bonus to Hit (BtH): The modifier that is added to a to hit roll at that level.

Experience Point Progression (EPP): Experience points needed to gain the next level.

Cleric

Prime Attribute: Wisdom

Hit Dice: d8

Weapon and Armor Allowed: Clubs, crowbill, hammers, flails, maces, morningstar, quarterstaff and special (see below). All armor and shields.

Abilities: Spell casting, turn undead

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, these warrior priest follow the practices of the gods, and guide others through faith and action to their deity's tenets.

A cleric must worship a deity or pantheon of deities. The gods are as varied as man in their motivations, desires and practices from good or evil to lawful or chaotic. Some gods are greater than others, some less so, but all imbue their clerics with divine magic to help them in their battles against foes whether mundane or spiritual. The greater a cleric's wisdom, the more clear is an understanding of the god's will.

Typically, a cleric wields the same weapon or types of weapons favored by the deity or pantheon worshiped. The selection of weapons beyond these is limited to those which allow a cleric to subdue and convert an enemy rather than kill him. Being trained for combat, the cleric is able to wear any armor and use shields.

A cleric who grossly violates the code of conduct expected by his deity, by acting in a manner opposed to the god's alignment and purposes loses all spells and class features and cannot gain levels as a cleric until he atones.

Cleric Abilities

Spells: A cleric casts divine spells. The number of spells available are listed in the table below. A cleric is limited to a certain number of spells of each spell level per day. Clerics prepare spells each day through prayer to their deity or deities, followed by contemplation and study. (See the Magic section for more details.)

Bonus Spells: Clerics with a high wisdom gain bonus spells. For clerics with a wisdom score of 13-15, one extra 1st spell is available, for 16-17 one extra 2nd level spell and for 18-19 one extra 3rd level spell. The extra spells are only available if the cleric has reached the appropriate level to cast them.

Turn Undead: A good aligned cleric has the ability to turn undead, while evil clerics can control such creatures. To do so, a cleric must declare his attempt and reveal his holy symbol and utter an appropriate chant (see page 26).

Cleric

Level	Hd	BtH	Abilities	EPP	Spells per day by level				
					0	1st	2nd	3rd	4th 5th
1	d8	+0	Spells, Turn Undead	0	2	1			
2	d8	+1		2201	3	2			
3	d8	+1		4401	3	2	1		
4	d8	+2		8801	4	3	2		
5	d8	+2		17601	4	3	2	1	
6	d8	+3		35201	4	3	3	2	
7	d8	+3		70401	4	4	3	2	1
8	d8	+4		140801	5	4	3	3	2
9	d8	+4		280001	5	4	4	3	2 1
10	d8	+5		420001	5	4	4	3	3 2

Fighter

Prime Attribute: Strength

Hit Dice: d10

Weapon and Armor Allowed: All

Abilities: Weapon specialization, combat dominance, extra attack

From the maelstrom of war and conflict arise great warriors who are tested on the brutal fields of battle. These men, ever few in number, nobly war against cruel overlords and barbarous hordes or are driven to conquest and brutish slaughter by depraved spirits and malignant desires. Kings and tyrants, warriors and brigands, foot soldiers and raiders, adventurers and treasure hunters; these are fighters.

The fighter is the archetypical warrior, superior to all other classes in armed combat. They are born with a strength of will and spirit that find the field of battle, the clash of metal and ring of steel invigorating at times and necessary at others. These are those who fear little and face their foes with gritted teeth and steely determination. Whether brigand or noble, the fighter is characterized by his willingness and ability to use brute strength and swift sword to solve problems or overcome foes.

A fighter relies on his strength more than all else. To heft heavy metal weapons, don weighty armor, and face mighty foes in mortal combat, the fighter must have great physical power. Fighters come from all walks of life and serve purposes of their own making or those of others. Whether for ill or good, the fighter makes his own morality.

All cultures have armors and weapons unique to them, yet all function in essentially the same manner. A fighter's training allows him to use any and all weapons and armor.

Abilities

Weapon specialization: At 1st level the fighter chooses to specialize in a single weapon of any type. This is usually a weapon peculiar to the culture or society to which the fighter belongs. Specialization imparts a +1 bonus to hit and a +1 bonus to damage at 1st-6th level. At 7th level and above, the weapon imparts a +2 bonus to hit and +2 bonus to damage.

Combat dominance: At 4th level, the fighter gains an extra attack against opponents with 1HD of a d6 or less hit die type. This ability increases as the fighter progresses in levels. The fighter gains an additional attack for every four levels gained after 4th level. At 8th level then, the fighter is allowed three attacks. This ability does not combine with the Extra Attack ability described below.

Fighter

Level	Hd	BtH	Abilities	EPP
1	d10	+1	Weapon Specialization	0
2	d10	+2		2001
3	d10	+3		4001
4	d10	+4	Combat dominance	8501
5	d10	+5		17001
6	d10	+6		34001
7	d10	+7		68001
8	d10	+8		136001
9	d10	+9		272001
10	d10	+10	Extra attack	472001

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. If the fighter is in combat with several opponents, some of whom are 1HD with a d6 or less hit die type and the others are 1HD or more of d8 or d10 hit die type, the player must choose either to use the extra swing ability or the combat dominance ability.

Rogue

Prime Attribute: Dexterity

Hit Dice: d6

Weapon and Armor Allowed: Broadsword, club, dagger, dart, hand axe, hand crossbow, javelin, light crossbow, longsword, mace, quarterstaff, rapier, shortbow, short sword, and sling. Leather armor, leather coat, padded armor and small shields.

Abilities: Climb, trap, hide, listen, move silently, open locks, pick pockets, back attack and sneak attack.

Ancient cities with high towers and crumbling walls, sprawling towns along coastal highways, villages, castles, and hamlets all have one thing in common, there are rogues in their midst. Rogues straddle the moral fence and, for ill or good, they make their living in the shadows, through stealth, deceit, and thievery, or at times, in service to some greater purpose known only to themselves.

The archetypical ner-do-well, rogues can be scions of the wealthiest families or simple street urchins. Some make their living by burglary, while others find their skills best suited to plundering dungeons or unraveling riddles in dark caves. To perform many of his abilities, a rogue relies on his dexterity and should be nimble and quick, with near perfect hand-eye coordination. Rogues often use a street language of the trade when dealing with other rogues and rogue-types. Both words, hand signals, demeanor, and other signs comprise the language of rogue's cant.

A rogue's weapons must be suitable for stealth and sneak attacks. They likewise favor light armor to better use their stealth abilities. A rogue may wear leather armor, a leather coat, or padded armor, and can employ small shields without any penalty to the use of the character's abilities. A rogue may wear any other type of armor, helmet, and shield that confers an armor class bonus greater than +2 but suffers a penalty when using class abilities. The penalty is equal to a -1 for each point above AC 12 the armor confers. For example, a rogue wearing chainmail, AC 15, suffers -3 penalty to all ability checks.

Abilities

Climb: This ability allows a rogue to climb up, down, or across a slope, wall or steep incline at one-half speed with a successful dexterity check. A failed check means that the character makes no progress, and a check that fails by 5 or more means that the character falls. Nothing can be carried in the hands while climbing. Natural slopes and inclines, such as a cliff face, do not require an attribute check.

Traps: A rogue may use this ability to find, disable, or set a trap. Each use requires a separate intelligence check, and each check may be made only once. To find a trap, a rogue must spend one round in a small area or one turn in a 10x10 foot area looking for the trap. Magical traps may be much more difficult to find. To disable a trap, a rogue must first know the location of a trap and make a successful dexterity check. Failure indicates that the rogue set off the trap and suffers the trap's effect. A rogue can disarm a magic trap, although it may be much more difficult a challenge than for nonmagical traps. Generally, it takes 1-4 rounds to disarm a trap. To set a trap, or to reset a previously disabled trap, a rogue must make a successful check. If resetting a trap that the rogue previously disabled, the rogue gains a +5 bonus to the check.

Hide: If the character is not being directly observed, a rogue can use this ability to conceal himself from others. A successful dexterity check makes the rogue hidden and almost invisible to others. The rogue can move up to one-half normal speed and hide at no penalty while hiding but suffers a -5 penalty while moving one half to normal speed.

Listen: With a successful wisdom check, a rogue can use this ability to listen intently and hear noises that others might not detect. Generally, success indicates the rogue can hear soft sounds, like a whisper or cat stalking, within 30 feet outside or in the open, or on the other side of a door. If listening through a stone wall, the rogue suffers a -10 penalty to the check. It takes one round to listen. A rogue can retry this ability once a round.

Pick Pocket (Dex): A rogue trained in this ability can, on a successful dexterity check, remove the contents from a pocket, pouch, or otherwise take something from a person without being noticed. This ability also includes "sleight of hand" maneuvers which allow the rogue to hide or move an item in a manner such that those around him are not readily aware where the item has been hidden. Such maneuvers are similar to hiding a coin, performing the peanut trick, and the like

Back Attack: A rogue prefers to use stealth to catch an opponent unaware and gain an advantage. If a rogue is able to rear attack an opponent that is unaware, he gains a to hit and damage bonus. To catch an opponent unaware, a rogue must make a successful move silent or hide check to sneak up behind the foe. A rogue that does so receives a +4 bonus to hit and doubles the damage inflicted. At levels 5-8, a back attack deals triple damage, and at 9th + levels, a back attack inflicts quadruple damage. When making a back attack, a rogue must use a melee weapon under 3 feet in length and be able to see the target. Also, a rogue can only back attack a living creature with a discernible anatomy. Back attack cannot be combined with the sneak attack ability.

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 any attack. For example, a rogue could be having a conversation with a potential victim while hiding a poisoned stiletto up the sleeve, intending to strike once a piece of vital information is learned. These situations do not necessarily require a predicate hide or move silently check, although the Castle Keeper may place a such a requirement depending upon the circumstances and the efforts the character underwent to set up the sneak attack. A rogue able to make a sneak attack gains a +2 bonus to hit, and a +4 bonus to damage. Ranged attacks can be use for sneak attacks if the target is within 30 feet. A rogue can't strike with deadly accuracy from beyond that range. Sneak attack cannot be combined with back attack.

Move Silently: With a successful dexterity check, this ability allows a rogue to move so silently others cannot hear the rogue. The rogue can perform this ability indoors and outdoors. The 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 impossible to move silently while running or charging.

Open Lock: A rogue trained in this ability is capable of opening locks. A successful dexterity check indicates the lock has been opened. This ability requires the use of rogue's tools such as a pick, pry bar, blank key, wire, or other appropriate tool. A rogue may only make one attempt per lock, or until the rogue gains another level.

Rogue					
Level	Hd	BtH	Abilities	EPP	
1	d10	0	*see below	0	
2	d10	+1		1501	
3	d10	+1		3001	
4	d10	+1		6001	
5	d10	+2		12001	
6	d10	+2		24001	
7	d10	+2		48001	
8	d10	+3		96001	
9	d10	+3		192001	
10	d10	+3		288001	

*climb, trap, hide, listen, move silently, open locks, pick pockets, back attack and sneak attack

Wizard

Prime Attribute: Intelligence

Hit Dice: d4

Weapon and Armor Allowed: Club, dagger, dart, knife, staff, no armor can be worn

Abilities: Spells

Amidst every culture are those who strive to understand the arcane. They are fearless in their quest for knowledge and power and bend themselves to mastering eldritch sorceries and unraveling the riddles of the world. These are wizards and they are a breed apart.

The wizard is vastly superior to all others in understanding magic. They come from all social strata and are found in all positions of society from advising kings and nobles to wandering the world or working in solitary confines seeking to understanding the eldritch powers of magic. No matter their station in society, all wizards serve themselves first, for the mastering of magic is a dangerous task that affords little distraction.

Intelligence is a wizard's greatest asset, for to harness the arcane one must have a keen mind, quick wits and great mental dexterity. Magic itself is the guidepost by which wizards measure who and what they are so they feel no bind to the codes or ethics of other men and are often separate even from the cultures they live in.

Most spells require somatic and verbal actions. These often complex gestures and intonations cannot be performed unless the wizard is free to move and speak. As such, most wizards wear loose robes or tight fitting clothing. Any use of armor or shield prevents the wizard from casting spells.

Abilities

Spells: A wizard casts arcane spells. A wizard is limited to a certain number of spells of each spell level per day. The table below shows the number of spells per day a character of the class may cast. A wizard must prepare spells ahead of time by sleeping and studying a spell book. While studying, the wizard decides which spells to prepare for the day.

Bonus Spells: Wizards with a high intelligence gain bonus spells. For wizards with an intelligence score of 13-15, one extra 1st spell is available, for 16-17 one extra 2nd level spell and for 18-19 there is one extra 3rd level spell. The extra spells are only available if the wizard has reached the appropriate level to cast them.

Spellbooks: Wizards must study their spell books each day to prepare their spells. A wizard cannot prepare any spell not recorded in a spell book. (See page 17 for more information.)

Wizard

Level	Hd	BtH	Abilities	EPP	Spells per day by level					
					0	1st	2nd	3rd	4th	5th
1	d4	+0	Spells	0	4	2				
2	d4	+1		2601	4	3				
3	d4	+1		5201	4	3	1			
4	d4	+1		10401	4	3	2			
5	d4	+1		20801	5	4	2	1		
6	d4	+2		41601	5	4	3	2		
7	d4	+2		83201	5	4	3	2	1	
8	d4	+2		166401	5	4	3	3	2	
9	d4	+2		333001	5	5	4	3	2	1
10	d4	+3		500001	6	5	4	3	3	2

Character Races

Choosing a race is a vital part of creating your character. In a practical sense, racial composition establishes your character's abilities and, in the case of the human, allows for the selection of an extra prime attribute. In a more literary sense your racial composition confirms what type of character you are going to play. Imagine a short, stocky, bearded warrior girded in iron with a great war axe and you could very well be imagining a dwarf. If you see yourself tall and lithe, clear of vision with golden hair, all wrapped in the mystic of the fey, you could be an elf. Were your hands small and nimble, and your feet bare and your back strong, you might be a halfling. If the image you see is of a tall man, wrapped in the folds of your own robes leaning on a staff, you could be a human.

There are three races, other than human, to choose from; dwarf, elf and halfling. Each race is unique and embodies characteristics not found in any of the others. This list does not preclude the possibility of the player or the Castle Keeper creating new races. If you are venturesome enough to go down this path, keep in mind that any added races should be roughly equivalent to the others in play. When choosing a race, attention must be given to understanding that races' culture. Whether using the social descriptions developed for Castles & Crusades or creating your own, successful and fulfilling roleplay results from a meshing of the character's personality with its race.

Furthermore, each race comes with a certain number of prescribed abilities, ranging from seeing in the dark to finding hidden doors; from sneaking in shadows to locating sliding walls. Read each race very carefully in order to understand both its extraordinary abilities and its limitations. Though not perfectly balanced in terms of game mechanics, the races are designed to allow the player to create the flavor they want for their character.

Racial Modifications

Each race has an attribute score modification. These modifications occur after assignment of a score to an attribute. Humans are the average upon which the remaining races are constructed. As such, they do not have racial attribute modifications. Also, each race, except humans, when playing a rogue, have a unique modifications to specific rogue abilities. These are described with the race.

Dwarf

Dwarves hail from the depths of the earth, and have lived there for ages beyond count. Much like the stone they so resemble, dwarves possess great fortitude and the indomitable will of granite. They are a proud, loyal and honorable people with lives as long as the tunnels they delve beneath wind scoured mountains. Renowned for their stonework and metal craft, dwarves expend much of their life perfecting their crafts and mining ever deeper for rarer and more precious ore and gem. There, in those dark holes, the dwarves have unearthed many abominations and made ferocious enemies, for the underworld is home to baneful creatures without number who consider dwarves their mortal foes.

Characteristics

Description: Dwarves resemble the rock and stone they so love. They are short, stocky, and muscled from years of labor at the forge or tunneling through the earth. Dwarves grow long beards and mustaches, considered a sign of maturity and honor; the most renowned of dwarves have great, thick beards hanging to their feet. Imparted from hours at the forge and the demanding mines, even at an early age, dwarves skin is dark, ruddy, cracked and fissured. In contrast, their deep-set eyes tend towards blue, hazel and gray, piercing the gloom of the underworld as if it were day.

Languages: Common, Dwarven, Gnome, Goblinoid, Halfling, Elven, Ogrish, Giant

Size: Small

Movement: 20 feet

Attribute Modifiers: +1 Constitution, -1 Dexterity

Abilities

Animosity (elves): Dwarves distrust and do not understand elves. As a result, a dwarf suffers a -2 penalty on charisma checks when dealing with an elf.

Deepvision: Dwarves can see in dark areas that seem pitch black to normal humans. This vision extends up to 120 feet. Colors tend to erode the darker the environment becomes and objects appear in shades of gray rather than color. It is otherwise like normal sight, and dwarves can function just fine with no light at all.

Determine Depth and Direction: A dwarf can intuit depth, sensing his approximate depth underground as naturally as a human can sense which way is up. The dwarf can also determine direction underground as easily.

Enmity (goblins/orcs): The dwarves never-ending wars against goblins and orcs have left them with a burning enmity. Dwarves gain a +1 bonus “to hit” goblins and orcs, but they suffer a -4 penalty to charisma checks when dealing with them.

Defensive Expertise (giants, ogres): A dwarf’s size and experience in battling giants and ogres give them a +4 bonus to armor class when fighting those creatures.

Resistant to Arcane Magic: Dwarves are particularly immune to arcane magics. They receive a +1 bonus to all saving throws against arcane spells and spell-like effects.

Resistance to Fear: Dwarves receive a +2 bonus on all saving throws against fear.

Resistant to Poisons: Dwarves are particularly immune to poisons of all types. They receive a +2 bonus to all poison saving throws versus poisons.

Stonecraft: Dwarves possess extensive knowledge about stonework. With a successful wisdom check the dwarf can do the following:

1: Spot and find unusual construction or unique features of stonework.

2: A dwarf who merely passes within 10 feet of unusual stonework (new construction, unfamiliar architecture, secret doors, stonework traps, unsafe stone surfaces) can notice it as if he were actively looking for the door. When a dwarf does actively search for unusual stonework, he receives a +4 bonus to his wisdom check.

Rogue Ability: Dwarf rogues receive a +2 to the find traps ability.

Elf

Elves are an ancient, almost timeless race who embody the grace and beauty of the natural world, its strength, and at times, its unremitting wrath and fury. Elves live exceedingly long lives, giving them a patience unknown to other races. It also allows them a great amount of time in which to acquire knowledge of the world and its history. They are thus well informed and sage-like in their depth of perspective on action and consequence. Naturally dextrous and lithe, elves are the most graceful race. They often appear ethereal to those who have never beheld them.

Characteristics

Description: Elves range in size and coloration but are generally light skinned and pale in color, although green hues are not unknown. At maturity they stand on average 5 ft. 6 in., and weigh around 115 lbs. Their ethereal nature lends to them an natural grace and beauty. Elves have thin, aquiline facial features with large, searching eyes of mixed colors. Their ears are long and tapered, and they often have long, uncropped hair.

Castles & Crusades

Languages: Common, Elven, Dwarven, Gnome, Goblinoid, Halfling, Sylvan

Size: Medium

Movement: 30 feet

Attribute Modifiers: +1 Dexterity, -1 Constitution

Abilities

Enhanced Senses: Elven physiology is blessed with enhanced vision and hearing. Elves can see and hear noises twice as far as a normal human.

Low-light Vision: An elf's ability to see twice as far as a human functions even under starlight, moonlight, torchlight, or similar conditions of poor illumination. They retain the ability to distinguish color and detail under these conditions as well.

Move Silently: This ability allows an elf to move silently in wilderness areas with a successful dexterity check. The elf 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 elf suffers a -5 penalty. It's practically impossible to move silently while running or charging.

Spell Resistance (18 Charm/Sleep): Elves are particularly immune to spells and spell-like abilities that charm or unnaturally cause sleep. (See page 26 for details.)

Spot Hidden Doors: An elf's enhanced vision and perceptive ability allows them to spot secret, hidden, and concealed doorways with a successful wisdom check. An elf who merely passes within 10 feet of a secret, hidden, or concealed doorway is entitled to a wisdom check to notice it as if they were actively looking for the door. When an elf does actively search for such doorways, they receive a +2 bonus to their wisdom check.

Weapon Training: Elves are taught the ways of war 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 a bow (composite longbow, composite shortbow, longbow, shortbow) and a longsword.

Rogue Ability: Elf rogue's receive a +2 to listen and move silent checks.

Halfling

Halflings appear, upon first sight, to be small, well nourished humans. They share many of the mannerisms and habits of their larger cousins yet closer inspection reveals large hairy feet and 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 and only rarely leave the safety of their homes and communities and even then generally only doing so at the behest of others.

Characteristics

Description: Halflings average about 3 ft. in height and have wide, round eyes, and large feet, these being well padded and hairy. As a result, halflings seldom 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 thick hands fits their agrarian lifestyle like a well worn frock coat. Most halflings prefer dull colored clothing so as not attract attention to themselves.

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

Size: Small

Movement: 20 feet

Attribute Modifiers: +1 Dexterity, -1 Strength

Abilities

Fearless: Halfling's receive a +2 bonus on all saving throws against fear.

Hide: A successful dexterity check hides the halfling, making them almost invisible in outdoor settings. If the halfling moves while attempting to remain concealed, they suffer a penalty to their check. At up to one-half of their movement allowance they suffer a -5 to their check. From one-half their move to full speed they suffer a -10 to their check. It is impossible to move faster than their normal speed and attempt to hide. If people are observing the halfling, even casually, the character can not hide. If the observers are momentarily distracted though, the halfling can attempt to hide. This check, however, is at -10 because the character has to move quickly.

Move Silently: Halflings can move as quietly as a breeze upon a successful dexterity check. The halfling can move up to one-half of their 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.

Twilight Vision: Halflings 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 or under torchlight or similar conditions of poor illumination.

Resistant to Poisons: A lifetime of good food mixed with hard work and a self reliant spirit all combined make halflings more resistant to the ills and wills of life than most others and receive a +1 bonus to all constitution and charisma saving throws.

Rogue Ability: Halfling rogue's receive a +2 to hide and move silent checks.

Human

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

Characteristics

Description: Humans range greatly in height and weight, as well as in other physical features such as skin and hair color and type. Males typically stand between 5 ft. 6 in. and 6 ft. 2 in., with females being slightly shorter, although both sexes occasionally exceed the average height. Humans tend to adapt to their environments both culturally and physically, thus leaving some with pale to pink skin coloration in cold climates and others with darker skin coloration in warmer climates. Since humans are exceedingly migratory, these generalizations do not always correspond as expected.

Languages: Common plus additional languages equal to the intelligence modifier.

Size: Medium

Movement: 30 feet

Language: Common

Abilities

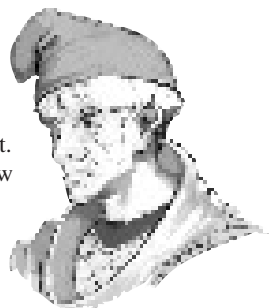
Extra Prime: Humans are allowed to choose an additional prime attribute for a total of three.

Completing the Character

The most important step in character creation is the last. The player creates the character's persona in detail, finishes generating the final statistics related to class and racial traits then equips the character with clothing, armor, weapons, and adventuring gear. The player should, for example, determine the character's personality, physical description, worldview, background and motivations. Some of character's traits are quantified in game terms, such as alignment, which summarizes the character's overall worldview. Other game play related traits such as hit points (the amount of physical damage a character can sustain) are generated and recorded on the character sheet. Finally, the effects of the character's spells and equipment are detailed.

Persona

The persona and appearance is entirely the choice of the player designing the character but appreciating the campaign setting and needs. Choose the personality traits first. Is the character hot-tempered, mild natured, mean spirited, slow witted, determined, arrogant or any other of the vast sum of traits to choose from? The list of possible personality traits is inexhaustible. The traits should relate to both the character's race and class though. A roguish character of halfling ancestry is likely significantly different than a roguish character of elfish ancestry.



In finalizing a character's persona, imagine how the culture and immediate environment the character was raised in affected him. Then determine how this interacted with the character's basic personality traits. This conflates into a worldview.

Alignment

Alignment is understood to represent the basic and most essential aspects of a character's worldview and help to guide the player in managing a character's actions. It aids the Castle Keeper in managing the essential nature of those people and creatures the character's encounter throughout their adventuring career.

There are seven alignments. Each is discussed below.

Lawful Good: The character is dedicated to following the strictures of the community in which he was raised and to act to the benefit of those around him.

Lawful Neutral: The character finds the structure of his society worthwhile and remains within the scope of expected activities generally believing that good and evil only exist only in perceptions.

Lawful Evil: The character appreciates the need for an organized and well regulated social structure and believe there are no limits on action to maintain that structure.

Neutral: The most fatalistic of alignments. Neutral characters find no meaning in law, chaos, evil or good, rather they view them with equal disregard knowing the process is far more important than the acts of those within it. There are *Neutral Good* and *Neutral Evil* aligned characters also. Each acts with or without regard for the common good.

Chaotic Evil: Character's of this alignment tend not to value anything and have a burning disdain for all things and seeks only to destroy.

Chaotic Neutral: The character has great disregard for those elements of life that constrict action, whether they be laws, traditions or living beings.

Chaotic Good: Characters of this bent view the greatest good as being attainable only by complete freedom of action.

Equipment

Perhaps one of the most enjoyable aspects of developing a character is when a player purchases their equipment. This step is often overlooked in its capacity to finalize much of a character's persona. In purchasing equipment, characters are constrained by their class, race and persona. A wizard does not look like a fighter and a dwarf does not appear as an elf. Each class, race and persona is different and this should be reflected in their equipment inventory. As such, when equipment is purchased, a certain degree of latitude should be taken in the actual appearance of the item itself. Longswords come in many shapes, with different handguards and ornamentation, though all act similarly in combat. Likewise with clothes and even lanterns.

Characters start the game with enough gold to equip themselves for their first adventure. The amount is class dependent. This should be amended by the Castle Keeper as fits the campaign needs (social standing of characters, high adventures, gritty adventures etc.).

Clerics	20-200 gold pieces (2d10x10)	Exchange Rate:
Fighters	30-240 gold pieces (3d8x10)	1 gp = 10 sp
Rogues	30-120 gold pieces (3d4x10)	1 sp = 10 cp
Wizards	10-100 gold pieces (1d10x10)	1 gp = 100 cp

The following equipment list contains the items cost and, for weapons and armor, its affects on armor class (AC) and damage (DMG). It is not an exhaustive list so the Castle Keeper should expand it as needed basing prices off of comparable items in this list.

Equipment List

Armor Type	Cost	AC Bonus	Weapon	Cost	Dmg
Cloth	2 gp	+1	Axe, Hand or	8 gp	1d6
Padded	5 gp	+1	Throwing		
Leather	10 gp	+2	Axe, Two-Handed	20 gp	1d12
Cuir Bouille	35 gp	+2	Bardiche	8 gp	1d10
Ring Mail	40 gp	+3	Battleaxe	10 gp	1d8
Studded leather	25 gp	+3	Club	--	1d6
Chain shirt	100 gp	+4	Crowbill	10 gp	
Scale Mail	50 gp	+4	Cutlass	10 gp	1d6
Breastplate	200 gp	+5	Dagger	2 gp	1d4
Chainmail	150 gp	+5	Flail, Light	8 gp	1d8
Banded Mail	250 gp	+6	Flail, Heavy	15 gp	1d10
Splint Mail	200 gp	+6	Halberd	10 gp	1d10
Platemail	600 gp	+7	Hammer, Light	1 gp	1d4
Full Plate	1500 gp	+8	Lance, Light	6 gp	1d6
			Lance, Heavy	10 gp	1d8
Armor Type	Cost	Bonus	Longspear	5 gp	1d8
Buckler	15 gp	+1	Longsword	15 gp	1d8
Shield,	3 gp	+1	Lucerne Hammer	60 gp	1d12+1
Shield, Large	7 gp	+1 (+2)	Mace, Light	5 gp	1d6
			Mace, Heavy	12 gp	1d8
Armor Type	Cost	Bonus	Morningstar	8 gp	1d8
Coif, Chain Mail	20 gp	+4	Partizan	10 gp	1d10
Coif, Leather	4 gp	+2	Pick, Light	4 gp	1d4
Helm, Normal	10 gp	(*) +5	Pick, Heavy	8 gp	1d6
Helm, Great	20 gp	(*) +8	Pike & Awl Pike	5 gp	1d8

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Weapon	Cost	DMG	Item	Cost
Quarterstaff	--	1d6	Holy Water (in glass flask)	30 gp
Ranseur	10 gp	2d4	Ink 1 oz.	8 gp
Rapier	20 gp	1d6	Lantern, Bullseye	12 gp
Scimitar	15 gp	1d6	Lantern, Hooded	7 gp
Scythe	18 gp	2d4	Lockpick Set	30 gp
Spear	2 gp	1d8	Mirror, Small Steel	10 gp
Sword, Bastard	35 gp	1d10	Oil (1 pint)	1 gp
Sword, Short	10 gp	1d6	Pack, Shoulder	2 gp
Sword, 2-Handed	50 gp	2d6	Parchment (10 pcs)	5 gp
Trident	15 gp	1d8	Pole, 10 ft.	2 sp
Voulge	12 gp	1d10	Pouch, Large	1 gp
War Hammer	12 gp	1d8	Pouch, Small	5 sp

Missile/Ranged

Weapons	Cost	DMG/Range	Item	Cost
Arrow (20)	2 gp	-- /--	Rope, Hemp (50 ft.)	1 gp
Bolts (10)	1 gp	-- /--	Rope, Silk (50 ft.)	10 gp
Crossbow, Light	35 gp	1d8/80 ft.	Sack, Small	1 sp
Crossbow, Hand	100 gp	1d4/30 ft.	Sack, Large	5 sp
Crossbow, Heavy	50 gp	1d10/120 ft.	Shovel	2 gp
Dart	5 sp	1d4/20 ft.	String (50 ft.)	4 sp
Javelin	1 gp	1d6/30 ft.	Tent	10 gp
Longbow	75 gp	1d8/100 ft.	Tinderbox	1 sp
Longbow, Comp.	100 gp	1d8/110 ft.	Torch	1 cp
Shortbow	30 gp	1d6/60 ft.	Whetstone	1 gp
Shortbow, Comp.	75 gp	1d6/70 ft.		
Sling	--	1d4/50 ft.		

Common Equipment

Item	Cost
Armor and Weapon Oil	1 gp
Backpack	2 gp
Barrel	2 gp
Bedroll	1 sp
Blanket	5 sp
Boots Heavy	1 gp
Boots, Soft	4 sp
Case, Map/Scroll	1 gp
Chalk (per piece)	1 cp
Chest, Empty	2 gp
Cloak	5 sp
Clothing	1-10 gp
Crowbar	2 gp
Flask	3 cp
Flint and Steel	1 gp
Grappling Hook	1 gp
Hammer	5 sp
Holy Symbol	1-100 gp
Holy Symbol, Silver	10-1000 gp

Provisions

Item	Cost
Ale, Flask	4 cp
Rations (1 day)	5 sp
Rations (1 week)	3 gp
Wine, Common	2 sp
Wine, Fine	10 gp

Mounts, Livestock and Tack

Item	Cost
Cart	15 gp
Chariot	100 gp
Dog	5 gp
Donkey	8 gp
Feed (per day)	5 cp
Horse, Heavy	200 gp
Horse, Light	75 gp
Mule	25 gp
Pony	30 gp
Riding Equip	36 gp
Wagon	35 gp
Warhorse, Heavy	400 gp
Warhorse, Light	150 gp
Warpony	100 gp

Magic

Magic lies at the heart of fantasy.

In Castle & Crusades wizards and clerics cast spells. The method of preparation and the casting of a spell is generally the same for both classes. They must prepare their spells daily for casting. This applies to both arcane and divine magic. However, differences do exist between arcane magic and divine magic, including the details of preparation, casting, and spell acquisition.

Terminology

Magic in Castles & Crusade is defined by a language of game terms with which players of spell-casting characters and Castle Keepers should be familiar.

Arcane Magic: The type of magic learned by wizards.

Divine Magic: The type of magic granted to clerics by deities.

Components: The aspects, elements, and ingredients that comprise the formula for 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.

Spell Slots: The number of daily spells for each level that a character can cast as shown by the tables appearing in the character's class description.

Bonus Spells: Additional spells that can be cast each day due to high attribute score.

Known Spells: The spells in a wizard's spell book or the spells allowed by a cleric's deity from which a character can select and prepare daily spells.

Prepared Spells: The spells a character has memorized.

Spell Resistance: A special ability possessed by certain monsters and characters that may negate spells cast against them. (See page 26.)

Wizards

Wizards learn complex, arcane formulas to harness magic and create magical effects. These spells are known as arcane spells, and a wizard inscribes them in his own, individually unique language in a spell book. A wizard must study their spell book each day in order to prepare spells for casting. Wizards learn and add new spells through gaining a level, copying from another spellbook, finding scrolls and new spellbooks, or through research. As described in the wizard class, the wizard's level limits the number of spells the wizards can prepare and cast each day. A wizard's high intelligence score might allow the wizard to prepare bonus spells each day as well.

Each day, a wizard memorizes and prepares spells. A wizard must have access to a spell book to study. Until the wizard prepares spells from a spell book, the only spells the wizard has available to cast are the ones that the character already had prepared from the previous day or those not yet used. A wizard needs to sleep and rest for eight hours each day before preparing spells. In addition, it takes 15 minutes per spell for a wizard to study a spell book and memorize the spell for the day. The same spell can be prepared for use more than once each day. Each preparation counts as one spell toward the wizard's daily limit for each spell level.

Once a wizard prepares a spell, it remains in the character's mind until the character triggers it 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.

Clerics

Clerics cast spells through divine dispensation. A cleric's deity allows the cleric access to certain powers in order to express his will upon the in the world. Clerics must pray or meditate to receive their spells and need not study for access to them. However, a cleric must follow the precepts of their deity or risk losing access to this awesome power.

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. The time required to prepare spells is eight hours of rest followed by 15 minutes of prayer or meditation for each spell. A cleric may pick any spell from the cleric spell lists unless the character's deity imposes a restriction.

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 new spells from that level automatically. A high wisdom is a boon and allows the cleric to cast extra spells if they have attained the class level required to cast that spell level.

Casting a Spell

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). Additionally, the character must concentrate to cast a spell. If something interrupts the character's concentration while casting, the spell is lost and marked off the character's list of prepared spells.

Most spells take 1 round to cast. A spell that takes 1 round to cast comes into effect during the caster's turn for that round. Spells that take more than 1 round to cast come into effect during the caster's initiative turn on the last round of the casting time for the spell.

A character must make all pertinent decisions about a spell (range, target, area, effect, etc.) when the character begins casting. 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.

Many spell durations are measured in rounds, minutes, hours, or some other increment. When the time is up, the magic goes away and the spell ends.

Most harmful spells allow an affected creature to make a saving throw to avoid some or all of the effect. A saving throw against the character's spell has a challenge level equal to the level of the spell caster.

Spells

Each spell in the list below follows the same format. The spells are categorized alphabetically by level. Following the spell's name is the effect and the casting details of the spell. A spell with an asterisk (*) next to it means it is reversible for the opposite effect.

Cleric Spells

0-Level Cleric Spells (Orisons)

1. Detect Chaos/Evil/Good/Law: Reveals the chosen aspect in creatures, spells, or objects within 50 ft. for 10 min/lvl.
2. Detect Poison: Detects poison in one creature or small object touched.
3. Light: An object shines like a torch for 10 min/lvl.
4. Purify Food and Drink *: Purifies 1 cu. ft./level of food or water.

1st-Level Cleric Spells

1. Bless *: Allies within 50 ft. gain +1 attack and +1 on saves against fear for 1 turn/lvl.
2. Command: One subject obeys one-word command for 1 round.
3. Cure Light Wounds *: Cures 1d8 +1/level damage (max +5).
4. Detect Undead: Reveals undead within 60 ft. for 1 minute/lvl.
5. Protection from Chaos/Evil/Good/Law: Creature touched gains +2 AC and saves against chosen aspect for 2 rds/lvl.
6. Sanctuary: Opponents can't attack the caster, and the caster can't attack for 1 rd/lvl.

2nd-Level Cleric Spells

1. Aid: Target gains +1 to hit and on fear saves for 1 turn/lvl, and 1d8 temporary hp.
2. Darkness: 20-ft. radius sphere of supernatural darkness lasting 10 min/lvl.
3. Delay Poison: Stops poison from harming subject for 1 hour/level.
4. Hold Person: Holds one person helpless for 1 round/level.
5. Remove Paralysis: Frees one creatures from paralysis, hold, or slow.
6. Silence: Negates sound in 15-ft. radius for 1 min/lvl.

3rd-Level Cleric Spells

1. Cure Blindness or Deafness *: Cures blind or deaf creature.
2. Cure Disease*: Cures or infects subject with chosen disease.
3. Continual Flame: Makes a permanent, heatless torch similar to light spell.
4. Cure Serious Wounds *: Cures 3d8 +1/level damage (max +15).
5. Dispel Magic: Cancels magical effects on creature, object, or 25 x 25 ft. area.
6. Prayer: Allies within 50 ft. gain +1 on all rolls, and enemies suffer -1 to all rolls for 1rd/lvl.

4th-Level Cleric Spells

1. Air or Water Walk: Subject treads on air or water for 2 min/lvl.
2. Cure Critical Wounds *: Cures 4d8 +1/level damage (max +20).
3. Divination: Provides useful advice for specific proposed act or event to occur within 1 week.
4. Neutralize Poison: Detoxifies venom in or on target.
5. Restoration: Restores level and ability score drains.
6. Tongues: Speak any language for 1 turn/lvl.

5th-Level Cleric Spells

1. Atonement: Removes burden of misdeeds from subject.
2. Commune: Deity answers one yes-or-no question/level.
3. Flame Strike: Smites foes in 20 ft. area with divine fire causing 1d6 hp/lvl.
4. Healing Circle: Cures 1d8 +1/level damage in allies within 20 ft.
5. Raise Dead: Restores life to subject who died up to 1 day/level ago.
6. True Seeing: See all things as they really are whether hidden, invisible, changed, or protected by magic.

6th-Level Cleric Spells

1. Banishment: Banishes 2 HD/level extraplanar creatures within 25 x 25 ft. area.
2. Blade Barrier: Blades encircling the caster deal 12d6 damage to those entering area 30 ft tall, 60 ft long, 5 ft wide.
3. Find the Path: Shows most direct way to a location for 10 min/lvl.
4. Geas: Places a magical command on creature to carry out some service or fall sick and die.
5. Heal/Harm: Cures all damage and ill conditions in subject.
6. Word of Recall: Teleports the caster back to designated place.

Wizard Spells

0-Level Wizard Spells (Cantrips)

1. Dancing Lights: Creates figment spheres of light or humanoid shape for 1 minute
2. Detect Magic: Detects spells and magic items within 50 ft for 1 min/lvl.
3. Light: An object shines like a torch for 10 min/lvl.
4. Prestidigitation: Performs minor trick or task, such as change color, open box, hide item, mend cloth.

1st-Level Wizard Spells

1. Comprehend Languages: Understands all spoken/written languages for 10 min/lvl
2. Hold Portal: Holds doors shut for 1 min/lvl.
3. Magic Missile: Strikes for 1d4+1 hp; +1 missile/two levels above 1st.
4. Read Magic: Reads magical writings, scrolls, and spellbooks for 10 min/lvl.
5. Shield: Blocks magic missiles, conveys +1 to saves, AC 18 (hand-hurled), AC 17 (other ranged), AC 14 (other attacks) .
6. Shocking Grasp: Touch delivers 1d8 +1/level hp electricity damage.
7. Sleep: Put 2d4 HD of creatures into comatose slumber for 1 min/lvl.
8. Spider Climb: Grants ability to walk on walls and ceilings for 10 min/lvl.

2nd-Level Wizard Spells

1. Acid Arrow: Strikes for 2d4 hp + 2d4 hp each round for every three caster lvls.
2. Invisibility: Subject is invisible for 10 min./level or until it attacks.
3. Knock *: Opens or locks door, item, chest, etc, even if magically held.
4. Levitate: Subject moves up and down at caster's direction for 10 min/lvl.
5. Locate Object*: Senses direction toward object (specific or type).
6. Mirror Image: Creates decoy duplicates of the caster (1d4 +1/three levels, max 8).
7. Strength: Subject gains 1d4+1 Str for 1 hr./level.
8. Web: Sticky webs fill 25 x 25 ft. area immobilizing creatures failing Dex save.

3rd-Level Wizard Spells

1. Clairaudience/Clairvoyance: Hear or see known locale at any distance for 1 min./level.
2. Dispel Magic: Cancels magical effects on creature, object, or 25 x 25 ft. area.
3. Fireball: Exploding ball of fire causes 1d6 hp/lvl in 25 x 25 ft area; save for ½ damage
4. Fly: Subject flies at speed of 90 for 10 min/lvl.
5. Lightning Bolt: Deals 1d6 damage/lvl to creature; save for half damage.
6. Suggestion: Compels subject to follow stated course of action.
7. Tongues: Speak any language for 1 turn/lvl.
8. Water Breathing: Touched creature can breathe underwater for 2 hours/lvl.

4th-Level Wizard Spells

1. Confusion: Makes subject behave oddly for 1 round/level.
2. Dimension Door: Teleports the caster up to 450 ft.
3. Ice Storm: Hail deals 5d6 damage in cylinder 40 ft. across.
4. Hallucinatory Terrain: Makes one type of terrain appear like another (field into forest, etc.) for 2 hours/lvl.
5. Minor Globe of Invulnerability: Stops all 1st- through 3rd-level spells.
6. Remove Curse: Frees object or person from curse.
7. Wall of Fire: Deals 2d4 fire damage out to 10 ft., and 2d6+1/lvl for those passing through, for 1 min/lvl.
8. Wall of Ice: Creates thin wall 10 ft. high, 100 ft. long with 15 hp +3/lvl for 1 minute/lvl.

5th-Level Wizard Spells

1. Cloudkill: Poison fog in 25 x 25 ft. area kills 3 HD or less; 4-6 HD save or die.
2. Cone of Cold: Deals 1d6 cold damage/lvl; save for half damage.
3. Feeblemind: Subject that fails Wis save suffers drop in Int to 1.
4. Hold Monster: As hold person, but any creature.
5. Passwall: Caster can move through walls 1 ft. thick/level for 1 hr/lvl.
6. Telekinesis: Lifts or moves 25 lb./level for 1 rd/lvl.
7. Telepathic Bond: Link lets allies within 50 ft. communicate telepathically for 1 hour.
8. Teleport: Instantly transports the caster and touched objects/creatures up to 50 lb./lvl anywhere.



6th-Level Wizard Spells

1. Antimagic Shell: Negates all magic within mobile 20-ft. diameter sphere around caster for 10 turns/lvl.
2. Control Weather: Changes weather in local area to drastic effect after 20 minutes.
3. Disintegrate: Makes one creature or object vanish if Con save is failed.
4. Globe of Invulnerability: As minor globe, but up to 4th level spells.
5. Legend Lore: Learn tales about a person, place, or thing.
6. Mass Suggestion: As suggestion, plus one subject/lvl.
7. Move Earth: Digs trenches and build hills.
8. Transmute Flesh and Stone: Turns subject creature into statue, or restores petrified creature.

The Castle and its Keep

The rules are the easy part

The following section delves further into the rules the Castle Keeper needs to know in order to run an affective and enjoyable game. However, from the outset, several of the Castle Keepers responsibilities and the game's nature need discussing.

Designing a gaming session or series of sessions interlocked by plot or theme can be an onerous task but a very fulfilling one as well. To do so requires the Castle Keeper to create a plot or environment in which the players find great interest. The players must overcome challenges, be they monsters or traps, conquering evil demons, pillaging dungeons, defeating dragons or even rescuing the damsel in distress. There is no limit to plots and story lines a Castle Keeper might develop in order to entertain the players. Imagination is the only limit to your creations - everything is possible in a fantasy world.

To find this balance takes time and experience, so no easy, foolproof method can be offered but some friendly advice is proffered. If you start off with these few pieces of advice, you will be well on your way to creating memorable and fun adventures. Do not make insurmountable tasks or monsters so easy to overcome as to present no challenge. Both can damage a game. Do not give away too much treasure or magic nor too little. Do not be afraid to allow a character to die or live. Do not solve problems for the players. Do not force players to take certain actions, allow for fluid plots, encourage the players to use their imagination and create a tale to which the players write an ending.

Now, on to more rules.

Rule One

The first rule of Castles & Crusades is that *all rules are servants of the game*. This is an important concept to bear in mind and the most important rule in Castles and Crusades. The rules are designed to allow for an even playing field. They are a set of guidelines from which everyone can begin playing with one another in a consistent and mutually digestible manner. However, to further the ends of *playing the game*, the Castle Keeper should feel free to change, amend, add to or subtract from the rules as fits the needs of the adventure, the players or the overall feel of the game.

The rules are your servant not your master!

Attribute Checks

Throughout the game, the Castle Keeper and players must resolve whether or not specific actions succeed or fail. These actions include swimming mighty rivers, leaping across chasms filled with molten lava, picking pockets or reacting to poisons delivered by the bite of a heinous snake. All of these actions and a plethora of others fall into the category of attribute checks. Further, should there be a question as to whether or not the attribute check is the correct rule to use; use it. The attribute check is a simple rule that underlies virtually the entirety of Castles & Crusades and we fondly refer to it, for lack of a better phrase, as the “SIEGE engine™”.

Before describing the rule, it is important to note that only those activities which have a significant chance of failure and around which revolve plot development and which the Castle Keeper decides is necessary, need be resolved with an attribute check. It is not advisable to use the attribute check too often as narrative development and not just 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 ability checks, saving throws and other instances which the Castle Keeper deems there is a need.

Once it is determined that an attribute check is necessary, the Castle Keeper must associate that activity to an attribute. For example, if Bjorn Jorgenson attempts to push a statue over onto the kobold war chief Giblett, and the statue is exceedingly heavy even for the great Bjorn, he should make an attribute check. In this instance, strength is the associated attribute. Using the attribute descriptions located on page 3 should aid in determining which attribute to associate with specific actions. With class abilities, the associated attribute is in the ability description. For example, when Mealy the rogue picks a pocket, the associated attribute is dexterity. Saving throws, which are covered in the following section, also list their associated attribute.

Once the associated attribute is chosen, the Castle Keeper must then determine what number the character needs to beat in order to successfully perform the activity. This number is called the challenge class (CC). To determine the challenge class, three simple steps are required.

The first step is determining the challenge base (CB). This number is either 12 or 18. It is dependent on whether or not the attribute being used is the character's prime attribute. If the attribute is a prime, the challenge base is 12. If the attribute is secondary, the challenge base is 18. Bjorn, a fighter, has a strength prime attribute so his challenge base is 12. If Bjorn were a wizard and he had not chosen strength as a prime attribute, his challenge base would be 18.

The second step is to determine the challenge level (CL) of the action. Although this sounds difficult, it is fairly easy. The challenge level is nothing more than level of difficulty the Castle Keeper assigns to an action. It is determined in several manners.

The first is the simplest. If the attribute check involves a reaction to or interaction with a monster, non-player character or other character, the challenge level is equal to the hit dice of the monster or level of the non-player character or character. 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 is 8 or if a 6th level wizard casts a spell on a character for which he is allowed a saving throw, the challenge level is 6. If a rogue attempts to deactivate a trap set by a 4th level rogue, the challenge level is 4.

The second method is arbitrary and requires the Castle Keeper to create an adequate challenge level. If a character is attempting a task (such as making an extraordinary jump, swinging on a rope and grabbing an object, etc.) for which the Castle Keeper requires a successful attribute check to complete, the Castle Keeper assigns a challenge level to the task (a good way to do this is think of an equivalent monster). A rule of thumb is that for easy tasks, a challenge level of 1 to 5 is adequate. For very difficult tasks, a challenge level of 6 to 10 works well. For exceedingly difficult to heroic tasks, the Castle Keeper can assign a challenge level exceeding 10. When in doubt, err on the low side since it never hurts a game to have a character succeed in something difficult.

The final step is to add the challenge level to the challenge base for the challenge class. This is the number which the player must equal or exceed on the roll of a d20 to succeed at the task. Bjorn, who has a strength prime, has a challenge base of 12. Pushing over that statue is a difficult task for Bjorn, but not terribly so, so a challenge level of 4 is assigned to the attempt. Adding these two numbers together (12+4) is 16 and that is the challenge class. Now the player must roll a 16 or better to push the statue over.

The player making the attribute check now has to determine the modifiers to his d20 roll. This is very simple and all the player does is add the attribute score modifier and the character's level to the d20 die roll. Bjorn then rolls a d20, adds his strength score modifier (16 strength = +2 modifier) and his level (5th level fighter) for a total of +7. An 11 is rolled, 7 is added resulting in an 18. This beats the 16 required, so the statue creaks and sways for a moment, but falls on top of Giblett, the kobold war chief, and squashes him.

In short, the entire process of the attribute check can be summed up with this: The player making the attribute check rolls a d20, adds the appropriate attribute score modifier and their class level to the result. This number must be equal to or greater than the challenge class designated by the Castle Keeper. That number is generated by whether or not the attribute in question is prime (12) or secondary (18). Add this to the level of the challenge and this is the challenge class.

The most difficult portion of the attribute check is determining the challenge level. A few words of are necessary for managing this. Consider how difficult the task should be to adequately challenge the character. The higher the challenge level, the more difficult it will be for the character to succeed at the task or action.

Saving Throws

A saving throw is simply an attribute check made by a player for the character to avoid damage or other unwanted alteration or harm caused by a creature, situation, or effect during game play whether the gaze of a basilisk, the breath of a dragon, a spell or even a trap. A player makes a saving throw in the same manner an attribute check is conducted. The following are the most common types of saving throws in Castles & Crusades. They are dealt with individually as each is unique and needs explanation. The Castle Keeper should be able to better extrapolate from the following how to associate attributes and actions.

Types of Saving Throws

There are six different kinds of saving throws. They correspond to the six attributes: strength, intelligence, wisdom, dexterity, constitution, and charisma. Any effect that causes a saving throw is associated with an attribute. The situations and effects that trigger a saving throw generally fall into one of the following categories. This list is not definitive.

Save Type	Categories
Strength:	Paralysis, Constriction
Intelligence:	Arcane Magic, Illusions
Wisdom:	Divine Magic, Confusion, Gaze Attack, Polymorph/Petrification
Dexterity:	Breath Weapon, Traps
Constitution:	Disease, Energy Drain, Poison
Charisma:	Death Attack, Charm, Fear
Variable:	Spells (see spell descriptions)

Breath weapons: Any character caught in the area of a breath weapon must make a saving throw or suffer the breath weapon's full effects. Generally, the character must dodge the effects of a breath weapon so a dexterity check is appropriate. A successful check generally halves damage or avoids the affect altogether.

Charm: 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 spell.

Confusion: 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, rerolled each round: 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 1 round; 7-9: attack the nearest creature for 1 round; 10: act normally for 1 round. Any confused creature who is attacked automatically attacks the attackers on the next turn.

Death attacks: In most cases, death attacks allow the victim to make a constitution save to avoid the affect, but if the save fails the character dies instantly.

Disease: When a character is injured by a disease attack, touches an item smeared with diseased matter, or consumes disease-tainted food or drink, the character must make an immediate constitution saving throw. If successful, the disease has no effect—the immune system fought off the infection. If failed, damage or the effect occurs after an incubation period. Once per day afterward a constitution saving throw is made to avoid repeated damage. Two successful saving throws in a row indicate that the disease has been fought off and recovery begins. The Castle Keeper should roll these constitution saving throws for the player so that he doesn't know whether the disease has taken hold.

Energy drain: A constitution saving throw is required to avoid the affects of an energy drain. Most energy drains require a successful melee attack—mere physical contact is not enough. Energy drains take away levels. The amount is detailed in the spell or in the appropriate monster description. Negative levels or hit points remain for 24 hours or until removed with a spell, such as restoration. After 24 hours, the afflicted creature must attempt a constitution save. If the saving throw succeeds, the negative level goes away with no harm to the affected character. If the save fails, the character's level is permanently reduced by one. A character who loses a level to an energy drain instantly loses one hit dice. The character's base attack bonus, and class abilities are now reduced to the new, lower level. The victim's experience point total is immediately set to the midpoint of the previous level.

A character with negative levels at least equal to the current level, or drained below 1st level, is instantly slain. Depending on the creature, the character may rise the next night as a monster of that kind. If not, they rise as a wight. A creature gains 5 temporary hit points for each negative level it inflicts (though not if the negative level is caused by a spell or similar effect).

Fear: Spells, magic items, and certain monsters can affect characters with fear. The character facing a creature who emanates fear or who has a spell cast upon him makes a charisma saving throw to resist this effect. A failed roll means that the character is shaken, frightened, or panicked.

Shaken: Characters who fail their saving throw by up to 5 points are shaken and suffer a -2 penalty to attack rolls, saves, and checks.

Frightened: Characters who fail their saving throw from 6 to 10 points are frightened. Characters who are frightened suffer a -4 penalty to attack rolls, saves, and checks and flee from the source of their fear. Other than that stipulation, once they are out of sight (or hearing) of the source of their fear, they can act as they want. Characters unable to flee can fight.

Panicked: Characters who fail their saving throw by 11 points or more are panicked and suffer a -4 penalty to, saves, and checks, flee from the source of their fear in a random direction and have a 50% chance of dropping what they're holding. Other than running away from the source, their path is random. Characters cower if they are prevented from fleeing and can not attack.

Gaze Attacks: Each character within range of a gaze attack must attempt a wisdom saving throw each round at the beginning of his turn. Generally, the character avoids the gaze using a wisdom check. If the character has no chance of avoiding the gaze, only a constitution check is made. If either check fails, the character suffers the effects of the gaze attack.

Magic/Illusion: This category differs from spells cast by a creature or from a scroll. It serves as 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 the type of magic is divine, then a wisdom saving throw is made.

In some cases, the specific effect of the spell calls for another type of saving throw. For example, 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: Some monsters and spells have the supernatural or spell-like ability to paralyze or hold their 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.

Petrification/Polymorph: Magic 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 as long as a majority of his body remains intact. He cannot move or take actions of any kind, not even purely mental ones. His strength and dexterity scores are effectively (but not actually) 0. He is unaware of what occurs around him, since all of his 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 likewise incomplete.

Poison: When a character takes damage from an attack with a poisoned weapon, touches 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 1 minute later, which he can also avoid with a successful constitution saving throw.

Spells: Arcane or divine spells cast by a creature or from a scroll sometimes allow a saving throw to negate, lessen, avoid, or resist their effect. Each spell's spell description indicates what type of saving throw must be made.

Traps: When a character sets off a trap, a dexterity saving throw is allowed to avoid all or some of the effects of the trap. The trap description should describe the effect of succeeding or failing a Trap saving throw.

Spell Resistance

Spell resistance (SR) is a special defensive ability. A defender's spell resistance is like an AC 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 affect that creature.

Spell resistance applies even if a given spell also allows a creature a saving throw. The effects of SR, if any, are applied first, and then the creature may also make a Save. In most cases, SR 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.

Turning Undead

The cleric has the ability to turn undead. This ability allows the cleric cause undead creatures such as skeletons, ghosts, ghouls and even vampires to turn away from the cleric and possibly flee or cower in fear. Turn undead is a special attack.

To turn undead, the cleric must have a holy symbol device and show it to the undead creature. Turn undead is a wisdom attribute check for the cleric. The challenge level for the turning is the monsters hit dice. So, a cleric rolls a d20, adds his level and wisdom bonus. This must be greater than or equal to 12 plus the hit dice of the creature being turned to be successful. The number of undead turned is 1d12 plus the cleric's charisma score modifier.

Gaining Levels

Characters gain levels as they adventure. Gaining levels equates to becoming better and more experienced at one's chosen profession. To gain a level, the character must accumulate enough experience points to meet the next levels goal. The experience points needed are located in the appropriate character class description. For example, a 1st level fighter needs to acquire 2001 experience points before gaining 2nd level.

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 role playing and successful adventuring.

Monster experience points are located in the Monster and Treasure Guide. Experience point awards 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. Experience points awarded for role playing see the Monster and Treasure Guide. Bear in mind, the Castle Keeper does not have to award this amount if the player did a poor job of role playing 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 that level confers upon the class.

Combat

Introduction

Much of the excitement playing Castles & Crusades occurs during combat. Whether a knight facing a horde of blood thirsty orcs, a rogue facing off with a nefarious pirate or a cleric cornering an evil demon, the ensuing combat is often the climax of many roleplaying sessions. Combat is also the nexus of many rules in Castles & Crusades. Managing that combat is often a challenging affair as the Castle Keeper must not only know all the rules but, to maintain a sense excitement through description and action, the Castle Keeper must know how to apply the rules fluidly as part of the roleplaying experience.

To facilitate this, the rules for combat have been kept as simple as possible with much maneuver room left for Castle Keeper caveat to enable a narrative development that is equally as important to the game as the rules. The rules have been designed to organize the action in combat but, as the essence of combat is its narrative, an understanding and manipulation of these rules to support the narrative is also essential.



Outline of a Combat Round

Combat occurs in rounds. Each participant acts in an order established by the roll of a die (d10), called initiative. Characters take an action like moving, attacking and opponent, quaffing a potion, or casting a spell. When a character swings or engages in melee, the player rolls a die (d20) to hit the opponent. If the resulting number is greater than or equal to the armor class of the character's opponent, a hit is scored. If the hit is successful, damage is determined. If a character casts a spell, the affects occur immediately unless noted otherwise in the spell description. Creatures follow the same procedure, only the Castle Keeper manages those actions.

Sample Combat Round

With a furious scream and battle axe in hand, Angthar, a fighter, leaps off a narrow ledge into a troop of goblins scouting near his village. He lands amidst them, reigning blows left and right as they scratch and claw to get away from Angthar's deadly blade.

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The Castle Keeper and the player both roll to determine if the goblins are surprised by Angthar's sudden attack. A d10 is used to determine who goes first in the combat round. The Castle Keeper rolls a 4 for the goblins and the player rolls a 7 for Angthar. Angthar, a 4th level fighter, gets to swing first. The player rolls a d20 and adds Angthar's strength bonus (strength 14, +1 attack bonus) and bonus to hit (+4) to the roll. The player rolls a 12, then adds a +1 and +4 for a total of 17. The goblins are only wearing leather armor so have an armor class of 12. Angthar hits a goblin with his battle axe. The battle axe does 2-8 (2d4) damage. The player rolls the 2d4 and adds +1 to the roll (Angthar's strength bonus) for a total of 6 points of damage. The goblin only has 4 hit points so dies with one swing of the battle axe.

Angthar's lands a devastating blow upon one goblin, cleaving it down before it could even pull out its sword to defend himself. But the goblin captain screams a blood curdling war cry and charges into the fray while his warriors attack the lone barbarian in their midst. It is the goblins turn to swing for an attack. Angthar is surrounded and the goblins get six attacks. Luckily, Angthar is wearing magical chainmail taken from a giant's treasure horde some years ago.

Combat Terms

The following is a list of common terms use for combat rules.

Attack roll: This is a d20. When making a melee attack, a d20 is rolled, modifiers added and subtracted to determine if an attack is successful.

Bonus to hit: This is a feature distinct to each class and is added to the attack roll.

Closing: This is the determination of who sees whom and how they act in order to move into contact with one another.

Combat round: This is the amount of time it takes for all those involved in the round to take an action or move.

Damage: If an attack is successful, damage is delivered. The amount depends on the weapon or item being used.

Armor Class: All monsters or player characters attacked have an armor class. In large part, this is dependent on the type of armor being worn but in some cases armor is natural and just an abstraction for how difficult it is to strike and damage an object or creature. Armor class normally ranges from 10 to 20 but can extend even higher.

Hit Points: This is the amount of damage a character, creature or object can take before being killed or broken.

Initiative: This is a roll used to determine the order of action in a combat round. Initiative is determine by the roll of a d10.

Ranged Combat: Melee with ranged weapons, that is, weapons that are thrown or propelled and can strike at a distance of greater than ten feet.

Combat Round

The combat round is ten seconds long during which all the characters and monsters get a chance to act. Generally, only one action is allowed. A round is about 10 seconds long but this is more an abstraction than an exact amount of time.

Surprise

Surprise is a situation in which an one party catches another party unawares and unprepared for combat. Before any other action takes place, surprise must be determined. For this to happen, both parties must be unaware of the other or one or the other must be attacked so suddenly as to be unable to have had time to prepare for actions. In many instances, the Castle Keeper must make decisions as to whether surprise is actually possible.



In those instances in which surprise is possible, there is always a chance something could go awry and the surprise does not occur, so a determination must be made. There are two types of surprise. One is that in which an ambush occurs and the other is an accidental encounter. In both cases, if the surprise is successful, the surprising party is allowed one free round of activity. This is followed by normal combat rounds.

Accidental Encounter: This occurs if both parties are unaware of one another and suddenly come upon each other. One or both parties can be in motion. In this case, each side makes a dexterity check. If it is successful, they have surprised the other party. It is possible that both parties can be surprised, in which case, surprise is negated and the round proceeds as normal. If one party succeeds in the dexterity check while the other fails, the failing party is surprised. This allows the surprising party one full free round of action while the surprised party is not allowed to act. If both fail the dexterity check, no surprise occurs and the round proceeds as normal. To make a dexterity check for accidental surprise, the character or monster with the greatest chance for success makes the check .

Ambush: The other type of surprise occurs when one party lies in wait for another. In this case, the surprising party must have prepared an ambush and be well hidden. It is up to the Castle Keeper to decide if this is even possible or if the characters or monsters have the capacity to manage such an action. To determine if the ambush is successful, the ambushing party makes a wisdom check and so to the ambushed party. If the ambushing party is successful and the ambushed party is not, the ambushing party is allowed one free round of action. If both are successful, then a determination of surprise is made. In this case, the ambushed party has no chance of surprising the ambushers though, only preventing a surprise. If both fail, the round proceeds as normal. As with accidental surprise, the character or monster with the highest chance for success rolls the check.

Initiative

The order of action in a combat round is determined by an initiative roll. Each combatant or party rolls a d10. Those with the highest number go first and actions descend from there. There are two manners of establishing initiative.

Initiative is individual. Each party member rolls for initiative and each monster encountered rolls initiative. All involved then act when it is their turn. In the case of ties, the one with the highest dexterity goes first. In case of equal dexterity, initiative between those is determined by the higher dexterity score and if that is equal, a simultaneous action occurs. This method has the advantage of allowing more individualized action and better replicates the unorganized sense of action on the battlefield. Initiative is staggered each round. Staggering initiative means that the parties re-roll initiative each round.

For those with weapons of greater than 10 foot reach facing those with weapons of less than 6 foot reach and when a large creature is fighting a medium size or smaller creature, in the first round only, they are allowed to swing at opponents first if they approach within ten feet regardless of initiative and if they have not already taken an action that round. This counts as an action for that round.

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. The stone giant, mirthless and fearless, sweeps his club around aiming at Hambone's head. Hambone ducks and dodges as he charges and Stankee the stone giant's massive clubs glances off Hambone's shoulder as he moves in close and slices at the stone giant's leg, slashing a deep gash in its leg.

In this instance, initiative is rolled. Hambone gets a 9 and the stone giant gets a 3. Hambone wins initiative and acts first. He intends to charge forward and attack the stone giant. In so doing, Hambone must move 15 feet and attack. The stone giant is large and Hambone is small. The stone giant has an effective closing range of 10 feet and as Hambone enters that 10 foot radius, the stone giant is allowed to swing. The giant swings and hits the halfling. Hambone then moves in and swings himself. The round is over and the rounds proceed as normal from there.

Combat Actions

In a combat round, the players and their opponents are able to take many actions including drawing weapons, attacking, moving, casting spells, turning undead, firing missile weapons, and quaffing potions to name just a few. The actions available in a single round are listed below. The list is not exhaustive and it is up to the Castle Keeper to adjudicate as to how long many actions take place and whether or not they can occur in a single round. Following the list is a more detailed explanation of those actions.

Attack	Cast Spell
Use Class Ability	Use Item
Charge	Parry
Full move	Draw weapons and attack

Full Move: If no other action is taken, a character or creature can move up to their full movement. This includes jogging (2x normal move rate) and running (4x normal move rate).

Attack: This is melee. The attacker is allowed to attack for full effect, including ranged attacks. This can be accompanied by a short move. This is covered under in greater detail under melee below.

Cast Spell: A character is allowed to cast one spell. Several spells require two or more rounds to cast, in which case the character must wait until the following round for the

affects of the spell to take place. This action can be accompanied by a short move only. This move is not in addition to normal movement.

Use class ability: The character or monster is allowed to use any class ability that they have. Most class abilities take only one round to accomplish. Those that do not are described as such in the appropriate class ability. This action can be accompanied by a short move only. This move is not in addition to normal movement.

Use Item: An item that is carried and is readily available can be used. This includes drinking potions, using wands, casting a spell from a scroll, activating magical abilities of magical artifacts, use of equipment, lighting a torch/lantern, casting grappling hook etc. This action can be accompanied by a short move only. This move is not in addition to normal movement.

Movement in the Combat Round

Once initiative or surprise is determined, those who can act are allowed to move. Movement rates are listed in the racial or monster description. These movement rates indicate the distance a character or monster can move in a round. For characters or monsters that are carrying a lot of gear, movement can be reduced at the Castle Keeper's discretion. Movement is listed in feet. Movement is, like the round, an abstraction. It is a manner of establishing the space various characters and creatures can move in a given period of time. Movement can take place in a straight line, curved or corner cutting. The only things that can interfere with movement is running into obstacles such as tables and, importantly, other creatures. There are three types of movement: normal, jog, run.

Normal Movement: This is the movement listed in the racial and monster description section. In a single round, a character or monster can move their full movement but not attack or take a full round action, though they can draw weapons and do other simple actions.

Jog: In this case movement is doubled. The character is considered to be moving fast. As with normal movement, the character can take a half movement at the jog rate and attack but take no other full round action.

Run: In this case movement is quadrupled. The character is considered to be moving very fast. As with normal movement, the character can take a half movement at the run rate and attack but take no other full round action.

Charging

Charging is a special type of movement such that after the end of the movement the character or monster engages in melee and has the intent of using the leverage from the charge to inflict greater damage should a hit be scored. To charge, a character must either jog or run in a straight line in the direction of the enemy. They must expend at least one half their run or jog movement points.

A successful charge has two effects: a bonus to damage if a successful hit is scored and a penalty to armor class for the one charging. In a charge, a successful hit gives a +2 to damage but a -4 to armor class for the remainder of the round. If the charge takes place such that an opponent has an opportunity to swing due to reach, the opponent gets to swing with the armor class adjustment for the charger. If a successful hit is made, the charge attack is negated, though the movement and normal attack is still allowed.

Melee

Melee occurs after characters have closed for combat and one or both swings to hit an opponent for damage. Melee consists of several steps. It is important to note that the to hit roll does not necessarily represent one swing, rather, it represents several swings either one of which may deal a damaging blow or a series of small blows that cause damage.

First, the character swinging rolls a d20 to hit. To this result, minimally, the class bonus to hit is added. If applicable, many variables are added to the die roll. These include but are not limited to: strength bonus, magical weapon bonus, racial modifiers, class ability modifiers, back attack modifiers, spell effect modifiers, combat to hit modifiers and situational modifiers. All of these are covered in their appropriate section of the rules except situational modifiers and combat to hit modifiers which are covered below.

Situational modifiers are those the Castle Keeper deems appropriate for the situation. These are often in those situations which are impossible to make rule for and the Castle Keeper must use reason to determine what modifier is applied. For example, should a character be swinging across a room on a rope, holding a sword in one hand and decide to take a swing at someone he is passing over, the Castle Keeper must decide the appropriate modifier to hit.

In general, situational to hit modifiers can be broken down into three categories: hard, difficult and heroic. For tasks that are hard, up to a -5 can be subtracted from the die roll and for those that are difficult up to a -10 is subtracted from the die roll. For heroic actions up to a -20 can be added but modifiers in that range should be exceedingly rare if ever even used. The instance above is ridiculous.

Combat to hit modifiers include the following or related events. These modifiers are use per Castle Keeper's discretion though are generally applicable.

Opponent Unaware	+4
Opponent Prone	+5
Opponent Prone and defenseless	+10
Opponent is at lower elevation	+2
Fighting from horseback or unstable platform	-2
Firing range weapons from horseback or unstable platform	-4

After adding or subtracting all modifiers from the to hit roll, if the resulting number is higher than the opponents armor class rating, a hit is scored and damage applied.

Armor Class

Armor class is the defensive capacity of the opponent. It takes into account an active defense (aware of the combatant), armor worn and a general ability to withstand attacks. It does not represent armor alone. It can also include the toughness of hide or a natural ability to avoid being hit - like a fly. Armor class is primarily determined by the armor worn though as this offers the most immediate protection.

Armor class starts at 10 and goes up as high as modifiers allow. The following is a list of the armors and the modifier applied to arrive at an armor class.

Armor type and AC

Armor	AC
Clothing, none	+0
Padded, Leather Coat	+1
Leather Armor (boiled leather ~ cuir bouilli)	+2
Studded Leather Hide, Ring mail	+3
Chain Shirt, Scale mail	+4
Chainmail, Breastplate	+5
Splintmail, Banded	+6
Plate mail (pieces of plate and chainmail)	+7
Full Plate (solid metal suit)	+8
Shield	+1

Apply a character's dexterity modifier to the character's armor class any time 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.

Other modifiers can apply to armor class at the Castle Keeper's discretion depending upon the nature of the combat and the situation the combatant and their opponents are in. Also, many spells and magic items can be used to enhance armor class.

Shields are a special case. The +1 modifier is used for all shields, but a small shield will only offer the bonus against one opponent, medium shields against two opponents and a large shield against three opponents.

Ranged Combat

Ranged combat is much like melee combat except it occurs with ranged weapons. The differences are that for all ranged weapons the hit modifier is not the strength bonus but the dexterity bonus. Magical bonuses apply as well as any situational modifiers the Castle Keeper may deem necessary. There are no backstab or back attack bonus for ranged weapons.

There are two types of ranged weapons, hand thrown or thrust and mechanically driven. Hand thrown weapons are those whose momentum and distance cast are dependent upon a character's strength. These include javelins, daggers and spears. Mechanically driven weapons are those whose momentum and thrust are dependent on the mechanism which propels them forward such as crossbows and bows. When a successful hit is scored with a thrown weapon, the strength bonus is added to damage. Mechanical devices do not receive this bonus.

Cover and concealment influence ranged weapon attacks. Whenever an opponent is over ten feet distance from the combatant, cover and concealment modifiers apply.

Concealment

Concealment includes those circumstances where nothing physically blocks an attack, but there is something that interferes with the attacker's accuracy, causing the following to hit adjustments:

1/4 concealment	-2 to hit	light fog, light foliage
1/2 concealment	-4 to hit	dense fog
3/4 concealment	-6 to hit	dense foliage, near total darkness
Full concealment	-10 to hit	attacker blind, defender, invisible, total darkness, pea soup fog

Cover: A character who takes cover gains a bonus to AC, as follows:

1/4 cover	+2 AC
1/2 cover	+4 AC
3/4 cover	+6 AC
Full cover	+10 AC

Ranged weapons that miss their target continue to fly on and can potentially hit another target if the range is under 50 feet. 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 traveled it accrues a -1 to hit. The exception to this is the crossbow which can continue up to its range with no penalty.

Ranged weapons also have range increments listed in the weapons chart. There is close, medium and far ranges. Modifiers to hit apply to each range increment. If the target is in the medium range, a -2 to hit applies and if at long range a -4 to hit applies.



Damage

Hit Points represent the amount of damage, physical and mental, a character or monster can take before passing out or dying. Hit points are reduced by weapons damage, magical spells and poisons, amongst other things.

If a hit is successful, damage is assessed and hit points are reduced. Damage delivered from a blow by a weapon depends on the weapon being used. The weapons chart in the equipment section has all the pertinent information regarding damage by weapon type. Damage is applied immediately and the results are immediate. If a character or monster dies as a result of the damage inflicted, it gets no opportunity to swing, cast spells or anything else.

In general, when '0' Hit Points are reached, the character passes out. They are not dead but incapable of acting and passed out due to blood loss and physical or mental damage. Those so wounded can do little more than crawl from the battlefield or call out for help. They recover consciousness in 1-6 hours and can move at ½ their normal move rate but can not participate in combat, cast spells, turn undead or any other similar actions.

At -1 to -6 hit points, the character is unconscious and needs bed rest to recover unless healed. Hit points are recovered at a rate of two per day plus constitution bonus if resting and being well cared for. If the conditions are harsh and daily wound washing is not available, healing occurs at the constitution bonus only. If magically healed, the creature can only return to '0' hit points and must rest 24 hours before being healed again or recovering any more hit points.

At -7 to -9 hit points, the creature is mortally wounded and loses one hit point per round after reaching -7 hit points. First aid stops hit point loss but does not increase hit points and 24 hours must pass before the healing process can begin. The affects of magical healing occur immediately.

At -10 hit points, death occurs. Death is irrevocable except by resurrection or reincarnation or other spell bribes to the castle keeper.

Combat Maneuvers

Players try all manner of inventive actions during combat. It is impossible to enumerate and describe all the possibilities and it is unproductive to try and do so. However, some of the more common combat maneuvers and their effects are listed below.

Dodge: A character can dodge up to three attacks in a round sacrificing their own attack. They gain a +2 to their armor class.

Disengaging from Combat: The character is allowed to take a half move with no attack and normal armor class. The attacker can follow. If the character chooses to take a full move, no attack is allowed and the combatant receives an extra attack at +2.

Disarm: A fighter, rogue, punk, cleric can disarm an opponent. The character must successfully hit an armor class equivalent to the HD or level of the opponent +18 to successfully disarm him (example: a fighter would need 23 to disarm a 5 hit dice creature). The opponent receives a dexterity bonus, if applicable, to his rating.

Rear Attack: Attacking a defender from behind gives the attacker a +1 bonus to hit. The thief does not get to add this to his back attack bonus.

Unarmed Combat

Unarmed combat is similar to armed combat only that no melee weapons or natural weapons, such as claws, are being used. Many creatures use unarmed combat when fighting. This is covered in the appropriate creature descriptions. There are three essential types of unarmed combat: pummeling, overbearing and grappling. Each method follows the same basic principle but with different modifications to the to hit roll and type of damage inflicted. Damage received from unarmed combat is not the same as damage received in normal combat. It heals at a rate of 1 point per turn plus one's constitution bonus.

Pummeling: This is the use of fists, feet or other body parts to inflict damage on an opponent, much like a boxer or a kung-fu fighter. The combatant rolls a d20 to hit, adds the strength modifier and any appropriate modifiers the Castle Keeper deems necessary. A successful hit causes 1-2 hit points of damage plus a strength bonus.

Overbearing: This is used to knock an opponent down. This is a common tactic in wrestling and varying styles of hand to hand combat as well as when an animal charges someone and knocks them over. The combatant rolls a d20 to hit and adds a strength modifier if any. Armor class is differentiated based on size. For each size difference larger add 2 to the opponents armor class. For each size difference smaller subtract 2 from the opponents armor class. If the hit is successful, the creature is knocked over. One can not knock over an opponent more than two sizes larger than the attacker. The creature is considered prone and any following attack receives a +5 to hit. The prone creature can stand the next round and take a full round action except a full move. In addition, the opponent takes 1-2 points of damage.

Grappling: This is used to grab and hold a person as with classical wrestling or when a snake constricts its body around its prey. Grappling is directed at holding an opponent and subduing him. It is enacted by rolling a d20 and adding strength bonus and basic attack bonus to the die roll. The opponents armor class is based on dexterity and strength bonus as well as size. Should an attack be successful, the opponent is held and can not act except to attempt and break the hold. Breaking a grappling hold is done by making a combination of opposed strength checks. The combatant and opponent both roll a d20 and add their strength bonus'. If the one being held has the higher roll, the hold is broken.

Monsters

Name (Size): The monster's name and size appears first. Size will be either small (S), medium (M), or large (L).

Hit Dice (HD): This column gives the monster's number and type of Hit Dice (HD). All monsters attack as fighters of a level equal to the monster's number of HD. Thus, a monster's number of HD equals the monster's bonus to hit in combat (ex. a 5d8 HD monster has a +5 bonus to hit).

Saves (SV): This reflects a monster's prime attributes for saving throw purposes. Physical (P) indicates that the monster has prime attributes of Str, Dex, and Con. Mental (M) indicates that the monster has prime attributes of Int, Wis, and Cha. Some monsters have both physical and mental prime attributes (P/M), and some have either one or the other (P or M) as decided by the CK.

Armor Class (AC): The monster's armor class.

of Attacks: This column indicates the number of attacks a monster gets each round. Sometimes the specific type of attack used and any special attacks is given.

Damage: The amount of damage the monster's attack inflicts on a successful roll to hit. Extra damage is recorded. For example, a Black Pudding strikes for 1d4 points of damage and possibly doing a further 2d4 in acid damage.

Monster (Size)	HD	SV	AC	# of Attacks	DMG
Basilisk (M)	6d8	P	16	bite, gaze	1d10, turn to stone
Black Pudding (L)	10d10+20	P	3	constrict	1d4 + 2d4 acid
Blink Dog (M)	4d8	P	16	bite	1d6
Bugbear (M)	3d8	P	17	1	by weapon
Centaur (L)	4d10	P	14	hoof (2) or weapon	1d6 ea or weapon
Chimera (L)	9d10	P	19	claw (2); or gore/bite (2)	1d3 ea; 1d4, 2d4,3d4
Cockatrice (S)	5d6	M	14	bite	1d3, turn to stone
Djinni (L)	7d10	M	16	pummel	2d8
Dragon (L)	13d12+39	P/M	21	bite, claw (2), tail, wings (2), or breath	2d6, 1d8 ea, 1d8, or breath
Dryad (M)	2d8	M	17	weapon	by weapon
Dwarf (S)	1d8	P	16	weapon	by weapon
Eagle, Giant (L)	10d6	P	18	talon (2), beak	1d12 ea, 1d12
Efreeti	10d10	M	18	pummel	3d8
Elemental (M)	4d8	P	18	pummel	2d6
Elf (M)	1d8	M	15	weapon	by weapon
Ettercap (M)	5d8	M	14	claw (2), bite	1d3 ea, 1d8+poison
Ettin (L)	10d10	P	18	weapon	by weapon+6
Frost Worm (L)	14s10+20	P	18	bite or breath	2d8+8 or breath
Gargoyle (M)	4d8	P	16	claw (2), bite, gore	1d3 ea, 1d6, 1d4
Ghost (M)	10d8	M	20	special	special
Ghoul (M)	2d8	P	14	claw (2), bite	1d3 ea, 1d6 (paralysis)
Giant (L)	9d10	P	20	club	2d8
Gibbering M. (M)	4d8	M	19	bite (6) or spittle	1d4 ea, 1d4 (blind)
Gnoll (M)	2d8	P	15	by weapon	by weapon
Gnome (S)	1d6	M	16	by weapon	by weapon
Goblin (S)	1d6	P	15	by weapon	by weapon
Golem (M)	7d10	P	18	fists (2)	2d8 (ea)
Gorgon (L)	8d10	P	20	gore	2d6, breath weapon
Griffon (L)	7d10	P	15	claw (2), bite	1d4 ea, 2d8
Halfling (S)	1d6	P	16	by weapon	by weapon
Harpy (M)	3d8	M	13	claw (2), weapon	1d3, by weapon
Hell Hound (M)	4d8	P	16	bite	1d6 +1d6 fire
Hippogriff (L)	3d10	P	15	claw (2), bite	1d6 ea, 1d10

Hobgoblin (M)	1d8	P	15	by weapon	by weapon
Horse, Riding (L)	3d10	P	13	hoof (2)	1d4 ea
Hydra (L)	6d10	P	15	bite (5)	1d10 ea
Invisible Stalker (M)	8d10	M	30	pummel	4d4
Kobold (S)	1d4	P	15	by weapon	by weapon
Kraken (L)	3d10	P	20	tentacle (6), bite	2d6 ea, 5d4
Lammasu (L)	7d10	P	20	claw (2)	1d6 (ea)
Lich (M)	18d8	M	20	touch and special	1d10+1d6 cold (paralysis)
Lizard, Giant (L)	4d8	P	16	claw (2), bite	1d4 ea, 1d8
Lizardfolk (M)	2d8	P	15	claw (2), weapon	1d2 ea, or by weapon
Lycanthrope	4d8	P	16	bite	2d4 (lycanthropy)
Manticore (L)	6d10	P	17	claw (2), bite, tail (6)	1d3 ea, 1d8, 1d6 ea
Medusa (M)	6d8	M	15	by weapon snakes	by weapon, 1d4+poison
Mimic (L)	7d10	M	15	pummel	3d4
Minotaur (L)	6d10	P	14	ram, bite, weapon	2d4, 1d4, weapon
Mummy (M)	6d8	P	20	pummel	1d12+rot
Naga (L)	7d10	M	15	bite or spells	1d4+poison
Night Hag (M)	8d8	M	22	bite	2d6
Nightmare (L)	6d10	M	24	hoof (2), bite	1d4+1d4 fire ea, 2d4
Nymph (M)	3d8	M	17	spells, gaze	special
Ogre (L)	4d10	P	16	pummel, weapon	1d12+3, or by weapon
Orc (M)	1d8	P	14	by weapon	by weapon
Owlbear (L)	5d10	P	15	claw (2), bite	1d6 ea, 2d6
Pegasus (L)	4d10	P	14	hooves (2), bite	1d8 ea, 1d3
Purple Worm (L)	15d10	P	19	bite, sting	2d12, 2d4
Roc (L)	20d10	P	17	talon (2), beak	3d6 ea, 4d6
Roper (M)	10d10	P	24	strand (6), bite	poison ea, 5d4
Rust Monster (L)	5d8	P	18	touch	rust
Satyr (M)	5d8	P	15	ram or by weapon	2d4 or by weapon
Shadow (M)	3d8	M	13	touch	1d4+1pt Str dmg
Shambling M. (M)	8d8	P	20	pummel (2)	2d8
Skeleton (M)	1d8	P	13	by weapon	by weapon
Snake, Giant (L)	4d10	P	15	bite	1d6+poison
Spectre (M)	7d8	M	15	touch	1d8+energy drain
Sphinx (L)	12d10s	M	22	claw (2)	2d6 ea
Spider, Giant (M)	2d8	P	14	bite	1d6 + poison
Sprite (S)	1d6	M	16	by weapon	1d2
Stirge (S)	1d4	P	16	beak	1d3 blood drain
Titan (L)	18d10	P	38	fist or by weapon	8d6, by weapon
Treant (L)	9d10	M	20	pummel	2d8
Troglodyte (M)	2d8	P	15	by weapon	by weapon
Troll (L)	6d10	P	16	claw, bite	1d4+4 ea, 2d6
Unicorn (L)	4d10	M	18	hooves (2), horn	1d6 ea, 1d1
Vampire (M)	8d8	P/M	20	pummel	1d6+4+energy drain
Wight (M)	4d8	P	15	pummel	1d4+energy drain
Will-O'-Wisp (S)	9d6	M	29	touch	2d8
Wolf (M)	4d8	P	14	bite	2d4
Wraith (M)	5d8	P o/M	15	touch	1d6+energy drain
Wyvern (L)	7d10	P	18	bite, sting	2d8, 1d6+poison
Zombie (M)	2d8	P	12	fist	1d8

Treasure Types

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. The following charts may be used to generate treasure for monsters and other adversaries.

Table: Monster Treasure by Hit Dice

Roll d% three times, once each for coins, good, and items depending upon the HD of the monster. Further sub-tables for gems, art, mundane items, and magic items appear below.

HD	d%	Coins	d%	Goods	d%	Items
1	01–14	—	01–90	—	01–71	—
	15–29	1d6x1,000 cp	91–95	1 gem	72–95	1 mundane
	30–52	1d8x100 sp	96–100	1 art	96–100	1 magic
	53–95	2d8x10 gp				
	96–100	1d4x10 pp				
2	01–13	—	01–81	—	01–49	—
	14–23	1d10x1,000 cp	82–95	1d3 gems	50–85	1 mundane
	24–43	2d10x100 sp	96–100	1d3 art	86–100	1 magic
	44–95	4d10x10 gp				
	96–100	2d8x10 pp				
3	01–11	—	01–77	—	01–49	—
	12–21	2d10x1,000 cp	78–95	1d3 gems	50–79	1d3 mundane
	22–41	4d8x100 sp	96–100	1d3 art	80–100	1 magic
	42–95	1d4x100 gp				
	96–100	1d10x10 pp				
4	01–11	—	01–70	—	01–42	—
	12–21	3d10x1,000 cp	71–95	1d4 gems	43–62	1d4 mundane
	22–41	4d12x1,000 sp	96–100	1d3 art	63–100	1 magic
	42–95	1d6x100 gp				
	96–100	1d8x10 pp				
5	01–10	—	01–60	—	01–57	—
	11–19	1d4x10,000 cp	61–95	1d4 gems	58–67	1d4 mundane
	20–38	1d6x1,000 sp	96–100	1d4 art	68–100	1d2 magic
	39–95	1d8x100 gp				
	96–100	1d10x10 pp				
6	01–10	—	01–56	—	01–54	—
	11–18	1d6x10,000 cp	57–92	1d4 gems	55–59	1d4 mundane
	19–37	1d8x1,000 sp	93–100	1d4 art	60–99	1d2 magic
	38–95	1d10x100 gp	100	1 magic		
	96–100	1d12x10 pp				
7	01–11	—	01–48	—	01–51	—
	12–18	1d10x10,000 cp	49–88	1d4 gems	52–97	1d3 magic
	19–35	1d12x1,000 sp	89–100	1d4 art	98–100	1d4 magic
	36–93	2d6x100 gp				
	94–100	3d4x10 pp				

Castles & Crusades

8	01-10	—	01-45	—	01-48	—
	11-15	1d12x10,000 cp	46-85	1d6 gems	49-96	1d4 magic
	16-29	2d6x1,000 sp	86-100	1d4 art	97-100	1d4 magic
	30-87	2d8x100 gp				
	88-100	3d6x10 pp				
9	01-10	—	01-40	—	01-43	—
	11-15	2d6x10,000 cp	41-80	1d8 gems	44-91	1d4 magic
	16-29	2d8x1,000 sp	81-100	1d4 art	92-100	1d6 magic
	30-85	5d4x100 gp				
	86-100	2d12x10 pp				
10	01-10	—	01-35	—	01-40	—
	11-24	2d10x1,000 sp	36-79	1d8 gems	41-88	1d4 magic
	25-79	6d4x100 gp	80-100	1d6 art	89-99	1d6 magic
	80-100	5d6x10 pp	100	1d2 magic		
11	01-08	—	01-24	—	01-31	—
	09-14	3d10x1,000 sp	25-74	1d10 gems	32-84	1d4 magic
	15-75	4d8x100 gp	75-100	1d6 art	85-98	1d6 magic
	76-100	4d10x10 pp	99-100	1d2 magic		
12	01-08	—	01-17	—	01-27	—
	09-14	3d12x1,000 sp	18-70	1d10 gems	28-82	1d6 magic
	15-75	1d4x1,000 gp	71-100	1d8 art	83-97	1d6 magic
	76-100	1d4x100 pp	98-100	1d4 magic		

Table: Gems

d%	Value	Average	Examples
01-25	4d4 gp	10 gp	Banded, eye, or moss agate
26-50	2d4x10 gp	50 gp	Bloodstone
51-70	4d4x10 gp	100 gp	Amber
71-90	2d4x100 gp	500 gp	Black pearl
91-99	4d4x100 gp	1,000 gp	Emerald
100	2d4x1,000 gp	5,000 gp	Green emerald

Table: Art Objects

d%	Value	Average	Examples
01-10	1d10x10 gp	55 gp	Silver or ivory
11-25	3d6x10 gp	105 gp	Cloth of gold
26-40	1d6x100 gp	350 gp	Large well-done wool tapestry
41-50	1d10x100 gp	550 gp	Silver comb with moonstones
51-60	2d6x100 gp	700 gp	Carved exotic wood
61-70	3d6x100 gp	1,050 gp	Gold dragon comb w/garnet eyes
71-80	4d6x100 gp	1,400 gp	Fire opal pendant
81-85	5d6x100 gp	1,750 gp	Embroidered silk
86-90	1d4x1,000 gp	2,500 gp	Embroidered and bejeweled glove
91-95	1d6x1,000 gp	3,500 gp	Golden circlet with four aquamarines
96-99	2d4x1,000 gp	5,000 gp	Jeweled gold crown
100	2d6x1,000 gp	7,000 gp	Gold and ruby ring



Mundane Items

Table: Random Magic Item Generati**d% Item**

01–05	Acid (2d4 flasks, 10 gp each)
06–15	Holy water (1d4 flasks, 25 gp each)
16–18	Antitoxin (1d4 doses, 50 gp each)
19–25	Poison (1d4 doses, 50 gp each)
26–35	Silver melee weapon
36–45	2d12 silver arrows
46–55	Leather or studded leather, superior
56–60	Chain shirt or chain mail, superior

Table: Random Magic Item Generati**d% Item**

61–65	short or long bow, superior
66–70	composite bow, superior
71–75	Breastplate, superior
76–80	Helmet and Shield, superior
81–88	Common melee weapon, superior
89–91	Uncommon weapon, superior
92–95	Ranged weapon, superior
96–98	Plate mail, superior
99–00	Full plate, superior

Magic Items

Table: Random Magic Item Generati**d%****Item**

01–15	Armor and shields
16–35	Weapons
36–55	Potions
56–65	Rings
66–75	Rods, Staves, Wands
76–90	Scrolls
91–100	Miscellaneous Magic



Armor

Roll on the below chart to determine how powerful the magical armor found is. Once the magical bonus of the armor is determined, roll on the below chart to determine the type of armor. As with any magical item the CK should feel free to choose one of the following if that suits the game purpose.

Table: Armor and Shields**d%****Item**

01–20	+1 shield
21–40	+1 armor
41–50	+2 shield
51–60	+2 armor
61–70	+3 shield
71–75	+3 armor
76–85	+1 armor/+1 shield
86–90	+2 armor/+1 shield
91–95	+2 armor/ +2 shield
96–100	+3 armor/+1 shield

Table: Random Armor Type**d%****Armor**

01– 05	Padded
06– 20	Leather
21–35	Studded leather
36–45	Chain shirt
46–50	Hide
51– 60	Scale mail
61–70	Chainmail
71– 75	Breastplate
76– 85	Splint mail
86– 90	Banded mail
91–95	Plate mail
96–100	Full plate

Weapons

Roll on the below chart to determine how powerful the magical weapon found is. Once the magical bonus of the weapon is determined, roll on the below chart to determine the type of weapon. As with any magical item the CK should feel free to choose one of the following if that suits the game purpose.

Table: Weapons	
d%	Weapon Bonus
01-50	+1
51-85	+2
86-100	+3

Table: Weapons	
d%	Type
01-50	Swords
51-100	Miscellaneous Weapons

Swords

Table: Swords	
d%	Sword Type
01-15	Bastard Sword
16-30	Broad Sword
31-50	Short Sword
51-80	Long Sword
81-90	Two Handed Sword
91-100	Roll on Special Sword Table

Special Swords*	
d%	Sword Type
01-15	+4 Defending
16-30	+3 Wounding
31-60	+1 Flaming Sword
61-90	+2 Frost Sword
91-95	Vorpal Sword
96-100	Dragon Slayer

* Roll an Sword chart to determine what type of sword the special blade is, ignoring rolls 91-100.

Miscellaneous Weapons

Table: Miscellaneous Weapons	
d%	Weapon type
01-05	Arrow*
06-10	Bolt*
11-15	Bow*
16-20	Club
21-25	Crossbow*
26-30	Dagger
31-35	Dart
36-40	Flail*
41-45	Hammer*
46-50	Hand Axe
51-55	Javelin
56-60	Lance
61-65	Mace*
66-70	Morningstar
71-75	Quarterstaff
76-80	Scimitar
81-85	Sling
86-90	Spear*
91-95	Trident
96-100	Roll on Special Weapons Table

Table: Special Miscellaneous Weapons	
d%	Weapon type
01-15	Dagger of Venom
16-30	Dwarven Thrower
31-60	Javelin of Lightening
61-90	Mace of Terror
91-95	Trident of Fish Command
96-100	Slaying Arrow



* Castle Keeper's Choice

Potions

Table: Potions

d%	Potion
01–10	Healing
11–20	Clairaud./Clairvoyance
21–30	Flying
31–40	Giant Strength
41–50	Invisibility
51–60	Neutralize poison
61–70	Longevity
71–80	Levitation
81–90	Protection
91–100	Speed

Rings

Table: Rings

d%	Ring Type
01–10	Animal Friendship
11–24	Invisibility
25–40	Protection (+1–3)*
41–50	Regeneration
51–60	Spell Storing (6 Sp. Lvl)
61–70	Spell Turning
71–80	Telekinesis
81–90	Teleportation
91–100	Three Wishes

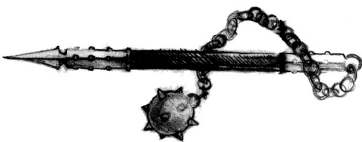
* Castle Keeper's Choice

Rods, Staves, Wands

Table: Rods, Staves & Wands

d%	Item
01–14	Rod of Cancellation
15–20	Rod of Lordly Might*
21–30	Rod of Rulership
31–44	Staff of Divination
45–59	Staff of Healing
60–69	Staff of Size Alteration
70–79	Wand of Fireballs
80–89	Wand of Dispel Magic
90–100	Wand of Suggestion

* Fighter Only



Scrolls

Table: Scrolls

d%	Spell
01–10	1 Spell Level*
11–20	2 Spell Levels*
21–30	3 Spell Levels*
31–40	4 Spell Levels
41–50	5 Spell Levels
51–60	7 Spell Levels
61–70	Restoration
71–80	Protection
81–90	Anti-Magic Field
91–100	Heal

* The CK can choose any number of magic spells that equal the number given. For example for the 3 spell levels the CK may choose to have 1 first and 1 second level spell.

Miscellaneous Magic

Table: Miscellaneous Magic

d%	Item
01–10	Amulet of the Planes
11–24	Bag of Holding
25–34	Boots of Elvenkind
35–44	Brooch of Shielding
45–59	Crystal Ball
60–69	Decanter Endless Water
70–74	Gauntlets of Ogre Power
75–84	Horn of Valhalla
85–100	Robe of Useful Items



Magic Treasure

Magic items are divided into categories: armor, weapons, potions, rings, rods/staves/wands, scrolls, and miscellaneous magic items. In addition, some magic items are cursed or intelligent.

Armor and Shields: Magic armor (including shields) offers improved, magical protection to the wearer. Some of these items confer abilities beyond a benefit to Armor Class.

Weapons: Magic weapons are created with a variety of combat powers and almost always improve the attack and damage rolls of the wielder as well.

Potions: A potion is an elixir concocted with a spell-like effect that affects only the drinker.

Rings: A ring is a circular metal band worn on the finger (no more than two rings per wearer) that has a spell-like power (often a constant effect that affects the wearer).

Rods: A rod is a scepter-like item with a special power unlike that of any known spell. Rods cast as 6th level casters.

Staffs: A staff has a number of different (but often related) spell effects. A newly created staff has 50 charges, and each use of the staff depletes one or more of those charges. Staffs cast as 6th level casters.

Wands: A wand is a short stick imbued with the power to cast a specific spell. A newly created wand has 50 charges, and each use of the wand depletes one of those charges. Wands cast as 5th level casters.

Scrolls: A scroll is a spell magically inscribed onto paper or parchment so that it can be used later.

Misc. Magic Items: These are various types of items with unique special powers.

Using Magic Items

To use a magic item, it must be activated. Some items, once donned, function constantly. In most cases, using an item requires an action, either by command word, using the item, or triggering or casting a spell with the item. Command word activation means that a character speaks the word and the item activates. Use activation is self-explanatory, simply use the item to activate it. The casting time of the corresponding spell is the time required to activate the same power in an item, unless the item description states otherwise.

Limit on Magic Items Worn

Only so many items of a certain kind can be worn and be effective at the same time. The limits include the following: 1 helmet; 1 cloak, cape, or mantle; 1 amulet, brooch; 1 suit of armor; 1 robe; 1 pair of bracers; 1 pair of gloves or gauntlets; 2 rings; 1 belt; 1 pair of boots.

Size

When an article of magic clothing or jewelry is discovered, most of the time size shouldn't be an issue. Many magic garments are made to be easily adjustable, or they adjust themselves magically to the wearer. Size should not keep characters of various kinds from using magic items. There may be rare exceptions, especially with racial specific items.

Armor and Weapon Sizes: Armor and weapons that are found at random have a 30% chance of being Small (01–30), a 60% chance of being Medium (31–90), and a 10% chance of being any other size (91–100).

Charges and Multiple Uses

Rods, staves and wands all possess charges. Each of these items can have up to 50 charges. Some can be recharged by casting similar spells into them, while others cannot be recharged and simply dissolve when the last charge is expended.

Armor & Weapons

In general, magic armor protects the wearer to a greater extent than nonmagical armor. Magic armor bonuses never rise above +3, and stack with regular armor bonuses (and with shield and magic shield enhancement bonuses).

Magic weapons have bonuses ranging from +1 to +3. They apply these bonuses to both attack and damage rolls when used in combat. Weapons come in two basic categories: melee and ranged. Some of the weapons listed as melee weapons can also be used as ranged weapons. In this case, their enhancement bonus applies to either type of attack.

Special Swords

+4 Defending: A defending weapon allows the wielder to transfer some or all of the sword's bonus to his AC.

+3 Wounding: A wounding weapon deals 1 point of Constitution damage from blood loss when it hits a creature.

+2 Flaming: Upon command, a flaming weapon is sheathed in fire. The fire does not harm the wielder. The effect remains until another command is given. A flaming weapon deals an extra 1d6 points of fire damage.

+2 Frost: Upon command, a frost weapon is sheathed in icy cold. The cold does not harm the wielder. The effect remains until another command is given. A frost weapon deals an extra 1d6 points of cold damage.

Vorpal: This potent and feared ability allows the weapon to sever the heads of those it strikes. Upon a roll of natural 20, the weapon severs the opponent's head (if it has one) from its body. Some creatures, such as many aberrations and all oozes, have no heads. Others, such as golems and undead creatures other than vampires, are not affected by the loss of their heads. Most other creatures, however, die when their heads are cut off.

Dragon Slayer: The dragonslayer is normally a +2 sword, but when pitted against any dragon it becomes +4.

Special Miscellaneous Weapons

Dagger of Venom: This black +1 dagger has a serrated edge. It allows the wielder to use a poison effect upon a creature struck by the blade once per day.

Dwarven Thrower: This weapon commonly functions as a +2 warhammer. In the hands of a dwarf, the warhammer gains an additional +1 (for a total enhancement bonus of +3) and gains the returning special ability. It can be hurled with a 30-foot range increment. When hurled, it deals an extra 2d8 points of damage against giants or an extra 1d8 points of damage against any other target.

Javelin of Lightning: This javelin becomes a 5d6 lightning bolt when thrown. It is consumed in the attack.

Mace of Terror: On command, this +2 mace causes the wielder's clothes and appearance to transform into an illusion of darkest horror such that living creatures in a 30-foot radius become panicked as if by a fear spell.

Trident of Fish Command: The magical properties of this +1 trident with a 6-foot-long haft enable its wielder to charm up to 14 HD of aquatic animals, no two of which can be more than 30 feet apart. The wielder can use this effect up to three times per day. The wielder can communicate with the animals as if using a speak with animals spell. Animals making their saving throw are free of control, but they will not approach within 10 feet of the trident. Slaying Arrow: This +1 arrow is keyed to a particular type of creature. If it strikes such a creature, the target must make a save or die instantly. The CK determines the particular type of creature.

Potions

A potion is a magic liquid that produces its effect when imbibed. Potions are like spells cast upon the imbiber. The character taking the potion doesn't get to make any decisions about the effect—the caster who brewed the potion has already done so. The person applying an oil is the effective caster, but the object is the target.

A typical potion or oil consists of 1 ounce of liquid held in a ceramic or glass vial fitted with a tight stopper. The stoppered container is usually no more than 1 inch wide and 2 inches high. Vials hold 1 ounce of liquid.

In addition to the standard methods of identification, PCs can sample from each container they find to attempt to determine the nature of the liquid inside. An experienced character learns to identify potions by memor.

Healing: The CK should roll a d6 to determine which type of potion the healing potion is,

1-2 cure light wounds

3-4 cure serious wounds

5-6 cure critical wounds

The potion acts as the spell if the entire flagon is consumed.

Clairaudience/Clairvoyance: Drinker can hear or see known locale at any distance for 5 min./level of the potion's creator.

Flying: Quaffing this potion allows the character to fly at speed of 90 for 10 minutes.

Giant Strength: This potion conveys a strength of 19 or higher, determined by rolling a d6. It lasts 10 minutes.

1 Str 19 (+3)

2 Str 20 (+4)

3 Str 21 (+4)

4 Str 22 (+5)

5 Str 23 (+5)

6 Str 24 (+6)

Invisibility: A potion of invisibility can be used up to three times. Drinking a third of the potion makes the character invisible for 1 hour or until it attacks. Drinking the whole potion makes the character invisible for a full day.

Neutralize poison: Detoxifies venom in or on target.

Longevity: An elixir of youth. If an entire potion of longevity is consumed the character becomes younger, shedding 2-12 years off of their age. There is a small percentage chance that the potion will have the reverse affect and age the character 1-6 years.

Levitation: Drinking a potion of levitation allows the character to moves up and down at their own direction. It lasts 10 minutes.

Protection from Alignment: Protection from Chaos/Evil/Good/Law: Once drank the character gains +2 AC and saves against chosen aspect for 2 rds/1vl. It lasts 10 minutes.

Speed: Drinking this potion allows the recipient to move at twice their normal speed and to make one extra attack per round. It lasts 10 minutes.

Rings

Rings bestow magical powers upon their wearers. Anyone can use a ring. A character can only effectively wear two magic rings. A third magic ring doesn't work if the wearer is already wearing two magic rings.

Rings have no appreciable weight. Although exceptions exist that are crafted from glass or bone, the vast majority of rings are forged from metal—usually precious metals such as gold, silver, and platinum.

Animal Friendship: On command, this ring affects an animal as if the wearer had cast charm animal.

Invisibility: By activating this simple silver ring, the wearer can benefit from invisibility, as the spell.

Protection: This ring offers continual magical protection in the form of a bonus of +1 to +3 to AC.

Regeneration: This ring continually allows a living wearer to heal 1 point of damage every hour rather than every day. If the wearer loses a limb, an organ, or any other body part while wearing this ring, the ring regenerates it as the spell. In either case, only damage taken while wearing the ring is regenerated.

Spell Storing: A ring of spell storing contains up to six levels of spells that the wearer can cast. Each spell has a caster level equal to the minimum level needed to cast that spell. The user need not provide any material components or focus to cast the spell.

Spell Turning: Up to three times per day on command, this simple platinum band automatically reflects the next five levels of spells cast at the wearer

Telekinesis: This ring allows the caster to use the spell telekinesis on command.

Teleportation: This ring allows the wearer to use the spell teleport 3 times per day.

Three Wishes: This ring is set with three rubies. The wishes must be dealt with carefully in order to not unbalance the game. Characters should be required to recite their specific wishes and the CK should be very strict in interpreting the wishes themselves. All manner

of harm can be caused by this device, and rarely little good. When all the wishes are used, the ring becomes a nonmagical item.

Rods

Rods are scepterlike devices that have unique magical powers and do not usually have charges. Anyone can use a rod. Rods weigh approximately 5 pounds. They range from 2 feet to 3 feet long and are usually made of iron or some other metal.

Rod of Cancellation: This dreaded rod is a bane to magic items, for its touch drains an item of all magical properties. The item touched must make a successful save to prevent the rod from draining it. In such cases, contact is made by making a melee touch attack roll. Upon draining an item, the rod itself becomes brittle and cannot be used again. Drained items are only restorable by wish.

Rod of Lordly Might: This rod has functions that are spell-like, and it can also be used as a magic weapon of various sorts. It also has several more mundane uses. The rod of lordly might is metal, thicker than other rods, with a flanged ball at one end and six studlike buttons along its length. (Pushing any of the rod's buttons is equivalent to drawing a weapon.) It weighs 10 pounds. The following spell-like functions of the rod can each be used once per day.

- Hold person upon touch, if the wielder so commands. The wielder must choose to use this power and then succeed on a melee touch attack to activate the power. If the attack fails, the effect is lost.
- Fear upon all enemies viewing it, if the wielder so desires. Invoking this power is a standard action.
- Deal 2d4 hit points of damage to an opponent on a successful touch attack and cure the wielder of a like amount of damage. The wielder must choose to use this power before attacking, as with hold person.

The following weapon functions of the rod have no limit on the number of times they can be employed.

- In its normal form, the rod can be used as a +2 light mace.
 - When button 1 is pushed, the rod becomes a +1 flaming longsword. A blade springs from the ball, with the ball itself becoming the sword's hilt. The weapon lengthens to an overall length of 4 feet.
 - When button 2 is pushed, the rod becomes a +4 battleaxe. A wide blade springs forth at the ball, and the whole lengthens to 4 feet.
 - When button 3 is pushed, the rod becomes a +3 spear. The spear blade springs forth, and the handle can be lengthened up to 12 feet (wielder's choice), for an overall length of from 6 feet to 15 feet. At its 15-foot length, the rod is suitable for use as a lance.
- The following other functions of the rod also have no limit on the number of times they can be employed.

- Climbing pole/ladder. When button 4 is pushed, a spike that can anchor in granite is extruded from the ball, while the other end sprouts three sharp hooks. The rod lengthens to anywhere between 5 and 50 feet in a single round, stopping when button 4 is pushed again. Horizontal bars three inches long fold out from the sides, 1 foot apart, in staggered progression. The rod is firmly held by the spike and hooks and can bear up to 4,000 pounds. The wielder can retract the pole by pushing button 5.
- The ladder function can be used to force open doors. The wielder plants the rod's base 30 feet or less from the portal to be forced and in line with it, then pushes button 4..
- When button 6 is pushed, the rod indicates magnetic north and gives the wielder a knowledge of his approximate depth beneath the surface or height above it.

Rod of Rulership: This rod looks like a royal scepter worth at least 5,000 gp in materials and workmanship alone. The wielder can command the obedience and fealty of creatures within 120 feet when she activates the device (a standard action). Creatures totaling 300 Hit Dice can be ruled, but creatures with Intelligence scores of 12 or higher are entitled to saving throw. Ruled creatures obey the wielder as if they were their absolute sovereign. Still, if the wielder gives a command that is contrary to the nature of the creatures commanded, the magic is broken.

Staves

A staff is a long shaft of wood that stores several spells. Unlike wands, which can contain a wide variety of spells, each staff is of a certain kind and holds specific spells. A staff has 50 charges when created.

A typical staff is 4 feet to 7 feet long and 2 inches to 3 inches thick, weighing about 5 pounds. Most staffs are wood, but a rare few are bone, metal, or even glass. (These are extremely exotic.) Staffs often have a gem or some device at their tip or are shod in metal at one or both ends. Staffs are often decorated with carvings or runes.

Staff of Divination: Made from a supple length of willow, often with a forked tip, this staff allows use of the following spells:

- Detect secret doors (1 charge)
- Locate object (1 charge)
- Tongues (1 charge)
- Locate creature (2 charges)
- True seeing (3 charges)

Staff of Healing: This white ash staff, with inlaid silver runes, allows use of the following spells:

- Lesser restoration (1 charge)
- Cure serious wounds (1 charge)
- Cure blindness/deafness (2 charges)
- Cure disease (3 charges)

Size Alteration: Stout and sturdy, this staff of dark wood allows use of the following spells:

- Alter Size (1 charge)

Wands

A wand is a thin baton that contains a single spell of 4th level or lower. Each wand has 50 charges when created, and each charge expended allows the user to use the wand's spell one time. A wand that runs out of charges is just a stick.

A typical wand is 6 inches to 12 inches long and about 1/4 inch thick, and often weighs no more than 1 ounce. Most wands are wood, but some are bone. A rare few are metal, glass, or even ceramic, but these are quite exotic. Occasionally, a wand has a gem or some device at its tip, and most are decorated with carvings or runes.

Fireballs: Exploding ball of fire causing 1d6 hp/lvl in 25 x 25 ft area; save for half damage.

Dispel Magic: Cancels magical spells and effects on creature, object, or 25 x 25 ft. area.

Suggestion: Compels subject to follow stated course of action.

Scrolls

A scroll is a spell (or collection of spells) that has been stored in written form. A spell on a scroll can be used only once. The writing vanishes from the scroll when the spell is activated. Using a scroll is basically like casting a spell, though a spell caster of any level can cast the spells on the scroll: ie a first level cleric could cast a 3rd level cleric spell scroll.

A scroll is a heavy sheet of fine vellum or high-quality paper. An area about 10 inches wide and 12 inches long is sufficient to hold one spell. The sheet is reinforced at the top and bottom with strips of leather slightly longer than the sheet is wide. A scroll holding more than one spell has the same width but is an extra foot or so long for each extra spell. Scrolls that hold three or more spells are usually fitted with reinforcing rods at each end rather than simple strips of leather.

To decipher a scroll with arcane magic spells on it, a wizard must first cast read magic. Once the wizard successfully casts read magic, they can attempt to add the new spell to their spell book, or, use the scroll by casting the spell from it.

Restoration: This spell acts as the 4th level cleric spell.

Protection: A scroll of protection contains a magical spell which serves to protect the caster. The nature of the magical protection is only limited by the CK's imagination. The protection can be, but is not limited to, one of the following types of protective spells: evil/good/chaos/law, the undead, lycanthropes and magic. The spell acts as the first level cleric spell but for 8 turns.

Anti-Magic Shell: This spell acts as the 6th level wizard spell and negates all magic within mobile 20-ft. dia sphere around caster for 10 turns.

Heal: The heal spell scroll heals all damage to the recipient, including broken bones.

Miscellaneous Magic

This is a catch-all category for anything that doesn't fall into the other groups. Anyone can use a miscellaneous item (unless specified otherwise in the description).

Amulet of the Planes: This device usually appears to be a black circular amulet, although any character looking closely at it sees a dark, moving swirl of color. The amulet allows its wearer to utilize plane shift. However, this is a difficult item to master. The user must make an Intelligence check in order to get the amulet to take them to the plane (and the specific location on that plane) that they wants. If they fails, the amulet transports them to a random location on that plane (01-60 on d%) or to a random plane (61-100).

Bag of Holding: This appears to be a common cloth sack about 2 feet by 4 feet in size. The bag of holding opens into a non-dimensional space: Its inside is larger than its outside dimensions. Regardless of what is put into the bag, it weighs a fixed amount of 10 lbs. The bag can hold up to 1000 lbs of weight.

Boots of Elvenkind: These soft boots enable the wearer to automatically move silently in virtually any surroundings.

Brooch of Shielding: This appears to be a piece of silver or gold jewelry used to fasten a cloak or cape. In addition to this mundane task, it can absorb magic missiles of the sort generated by spell or spell-like ability. A brooch can absorb up to 101 points of damage from magic missiles before it melts and becomes useless.

Crystal Ball: This is the most common form of scrying device, a crystal sphere about 6 inches in diameter. A character can use the device to see over virtually any distance or into other planes of existence.

Decanter of Endless Water: If the stopper is removed from this ordinary-looking flask and a command word spoken, an amount of fresh or salt water pours out. Separate command words determine the type as well as the volume and velocity.

- “Stream” pours out 1 gallon per round.
- “Fountain” produces a 5-foot-long stream at 5 gallons per round.
- “Geyser” produces a 20-foot-long, 1-foot-wide stream at 30 gallons per round. The force of the geyser deals 1d4 points of damage but can only affect one target per round. The command word must be spoken to stop it.

Gauntlets of Ogre Power: These gauntlets are made of tough leather with iron studs running across the back of the hands and fingers. They grant the wearer great strength, raising the character’s Str score to 19. Both gauntlets must be worn for the magic to be effective.

Horn of Valhalla: This magic instrument comes in four varieties. Each appears to be normal until someone speaks its command word and blows the horn. Then the horn summons a number of human fighters to fight for the character who summoned them. Each horn can be blown just once every seven days. Roll d% and refer to the table below to see what type of horn is found. The horn’s type determines what fighters are summoned and what prerequisite is needed to use the horn. Any character who uses a horn of Valhalla but doesn’t have the prerequisite is attacked by the fighters she herself summoned.

d%	Type of Horn	Fighters Summoned
01–40	Silver	2d4+2, 2nd level
41–75	Brass	2d4+1, 3rd level
76–90	Bronze	2d4, 4th level
91–100	Iron	1d4+1, 5th level

Summoned fighters arrive with the starting equipment for fighters. They attack anyone the possessor of the horn commands them to fight until they or their opponents are slain or until 1 hour has elapsed, whichever comes first.

Robe of Useful Items: This appears to be an unremarkable robe, but a character who dons it notes that it is adorned with small cloth patches of various shapes. Only the wearer of the robe can see these patches, recognize them for what items they become, and detach them. One patch can be detached each round. Detaching a patch causes it to become an actual item, as indicated below. A newly created robe of useful items always has two each of the following patches:

- Dagger
- Bullseye lantern (filled and lit)

- Mirror (a highly polished 2-foot-by-4-foot steel mirror)
- Pole (10-foot length)
- Hempen rope (50-foot coil)
- Sack

In addition, the robe has several other patches. Roll 4d4 for the number of other patches and then roll for each patch on the table below to determine its nature.

d%	Result
01–08	Bag of 100 gold pieces
09–15	Coffer, silver (6 in. by 6 in. by 1 ft.), 500 gp value
16–22	Door, iron (up to 10 ft. wide and 10 ft. high and barred on one side— must be placed upright, attaches and hinges itself)
23–30	Gems, 10 (100 gp value each)
31–44	Ladder, wooden (24 ft. long)
45–51	Mule (with saddle bags)
52–59	Pit, open (10 ft. by 10 ft. by 10 ft.)
60–68	Potion of cure serious wounds
69–75	Rowboat (12 ft. long)
76–83	Minor scroll of one randomly determined spell
84–90	War dogs, pair (treat as riding dogs)
91–96	Window (2 ft. by 4 ft., up to 2 ft. deep)
97–100	Portable ram

Multiple items of the same kind are permissible. Once removed, a patch cannot be replaced.



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: Using the table below, the CK adds the value of all monsters defeated or overcome on the adventure. Each monster has a base xp value, and a bonus value should be given for each special ability the monster. The total xp are then divided by the number of characters that defeated the monsters.

Money: Although not all CKs do so, some award xp for non-magical treasure. The CK should award 1 xp to the party for every 1 gp 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 CK should award a magic item's xp value to a character who possesses and uses the item for a period of time, based upon the table below, awarding the bonus value for each special ability.

Story: The CK should assign a 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 by assigning the adventure a HD and then referencing the monster table below.

Roleplaying: The CK can also award specific characters xp bonuses for good roleplaying (or penalties for bad). Like the story award, using the special ability bonus in the monster chart is a good measure for bonus xps, with the HD column in the table reflecting the level of the adventure or the characters involved.

Table: XP for Monsters		
HD	Base Value	Spec. Abil. Bonus
1	15	10
2	30	20
3	50	30
4	75	45
5	110	60
6	175	75
7	250	90
8	350	125
9	650	175
10	950	225
11	1300	300
12	1600	375

Table: XP for Magic Items			
Item Type	Base	each "+"	Spec. Abil. (ea)
Armor	250	100	100-300
Weapon	100	100	100-300
Potion	50	—	100/spell level
Ring	350	100	100/spell level
Rods, etc.	150	10/charge	100-1000
Scrolls	50	—	100/spell level
Misc. Magic	500	—	100-1000

CASTLES & CRUSADES® Character Record Sheet

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