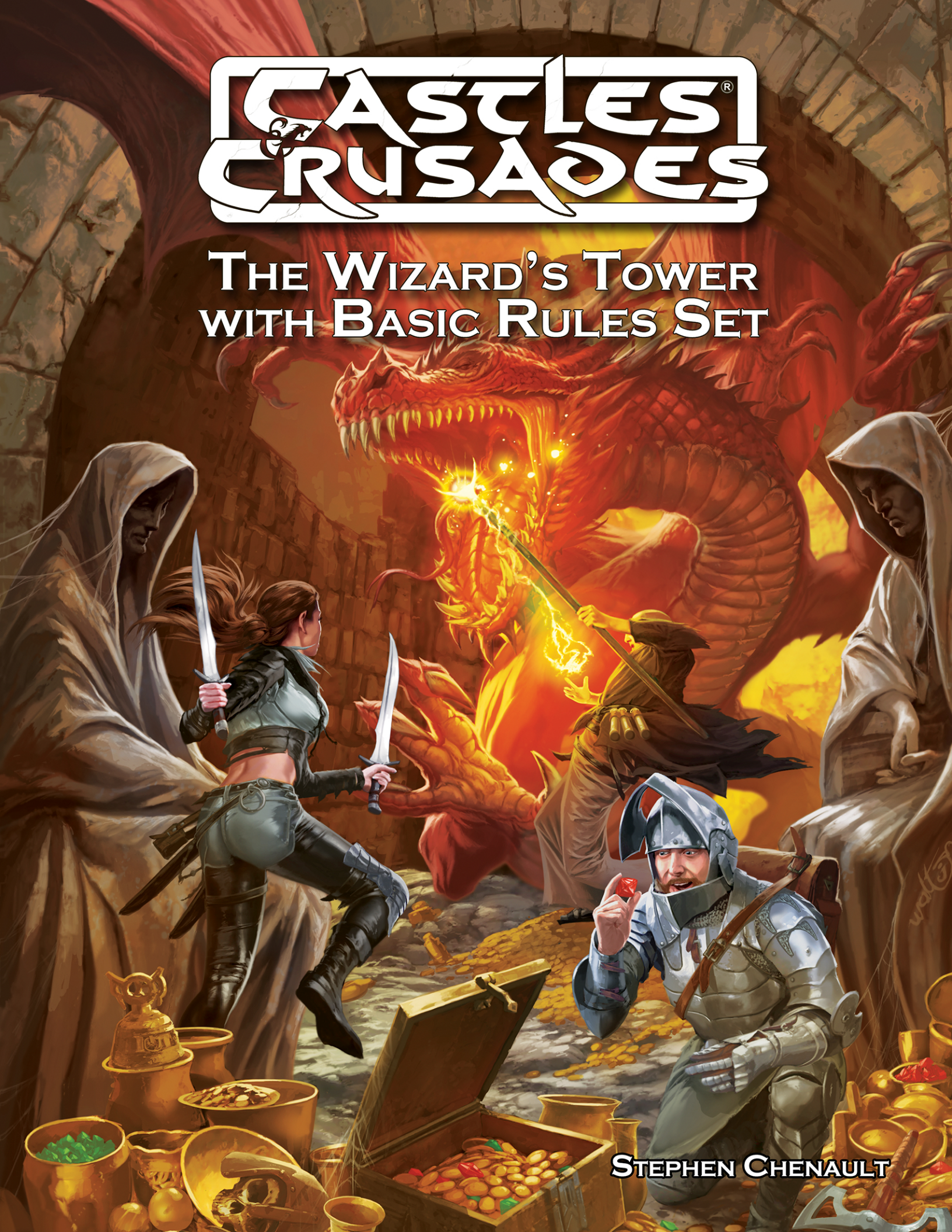


CASTLES[®] CRUSADES

THE WIZARD'S TOWER WITH BASIC RULES SET



STEPHEN CHENAULT



THE WIZARD'S TOWER WITH BASIC RULES SET

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Printed in the United States of America

CREATING THE CHARACTER

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

IMAGINE A CHARACTER: Decide, in a general manner, the type of character desired. Is the character a noble dwarf fighter, a haggard half-orc barbarian, or a disdainful elf knight? Create the character as you imagine him or her to be. In the end, imagination is the only limit when creating a persona.

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

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

CHOOSE A RACE: Select a race that best fits your imagined character concept. Each race is unique and has its own special abilities, capacities, culture and personality. Closely examine each race prior to making a selection. In particular, ensure that the race selected does not have cultural or personality characteristics that conflict harshly with the persona of the character you wish to create. .

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

ATTRIBUTES

Attributes represent a character's physical and mental traits.

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

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

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

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

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

THE SIX ATTRIBUTES

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

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

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

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

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

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

GENERATING ATTRIBUTE SCORES

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

Normally, attribute scores only increase or decrease during the course of a game as a result of magic, poison, curses or other extraordinary events. Should an attribute score change during game play, the modifier changes to correspond to the new score, if applicable. It is possible for an attribute score to fall below 3 or exceed 18 during game play. However, attribute

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scores for characters that fall outside of this range are rare, and are usually associated with monsters, powerful magical items or other entities controlled by the Castle Keeper.

ATTRIBUTE MODIFIERS

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

PRIMARY AND SECONDARY ATTRIBUTES

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

Human characters have three primary attributes. Demi-human races (dwarf, elf, gnome, half-elf, halfling and half-orc) have only two primary attributes. Each class has one primary attribute associated with it that cannot be changed. The player selects the others. So, a human character receives one primary attribute designated by the class and the other two are selected by the player. If playing a demi-human character, the player can select only one additional primary attribute. For example, the primary attribute for the ranger class is strength. If the player chooses to play an elf, he or she selects one of the five remaining attributes as the other primary attribute. If it were a human ranger, the player would select two more primary attributes rather than just one. The remaining attributes are considered to be secondary.

ATTRIBUTE CHECKS

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



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

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

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

A more thorough discussion of the rules and use of checks, called the **SIEGE engine™**, is located in the Castle Keeper's section of the rules.

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

CLASSES

CLASS DESCRIPTION TERMINOLOGY

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

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

ALIGNMENT: The suggested alignment for the class.

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

ARMOR: All members of the class are proficient in the use of every armor type on this list.

FIGHTER (STRENGTH)

The fighter is the archetypical warrior, superior to all other classes in armed combat. Fighters come from every geographic region and occupy all social strata. They are born with a strength of will and spirit that leads them to seek the field of battle. They find the clash of metal and the

ring of steel invigorating at times, and necessary at others. Fighters do not live in fear of the melee; they face their foes with gritted teeth and steely determination, longingly anticipating the next test of their strength and skill. All fighters, regardless of background, are characterized by the will and ability to use their brute strength and swift sword to solve problems or overcome foes. Fighters are a unique breed and make their own way in the world, for ill or good.

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

ABILITIES

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

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

COMBAT DOMINANCE: At 4th level, the fighter gains an extra attack with any weapon when fighting opponents with 1 hit die. In order to use this ability, the fighter must direct all attacks in a combat round against opponents that meet these criteria. The fighter can split the available attacks among qualified opponents as desired. This ability improves as the fighter progresses in levels. The fighter gains an additional attack for every four levels gained after 4th level. So, at 8th level, the fighter is allowed a total of three attacks, and so on.

PRIME ATTRIBUTE: Strength

ALIGNMENT: Any

HIT DICE: d10

WEAPONS: Any

ARMOR: Any

ABILITIES: Weapon specialization, combat dominance, extra attack

Level	HD	BtH	EPP
1	d10	+1	0
2	d10	+2	2,001
3	d10	+3	4,001
4	d10	+4	8,501
5	d10	+5	17,001
6	d10	+6	34,001

ROGUE (DEXTERITY)

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

Rogues must be exceedingly dextrous. A rogue must be nimble of hand and foot. They must be quick of wit and mind.

Their weapons are generally of the smaller variety and not very impressive, being knives, daggers, saps and such, or those that can be used from a great distance such as bows, slings and darts.

ABILITIES

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

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

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

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

As the rogue gains experience, the damage inflicted increases. At 5th level, a back attack deals triple damage, and at 9th level a back attack inflicts quadruple damage. A back attack cannot be combined with the sneak attack ability. This ability is affected by wearing armor not on the armor list for the rogue.

CANT': Rogues often use a street language known only to those in the trade, called cant. Code words, hand signals, demeanor, and other signs comprise the cant. The cant can be used to convey complex ideas. The language may vary to some degree both geographically and culturally, making cants unique to each region, city, or even within a city. This ability is affected by wearing armor not on the armor list for the rogue.

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

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

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

HIDE (Dexterity): Rogues use this ability to conceal themselves from others. A successful check means that the rogue is hidden so well as to be almost invisible. The rogue can move up to one-half normal speed and remain hidden. Hide checks suffer no penalty in this circumstance. At more than one-half and up to full speed, the character suffers a -5 penalty to the check to remain hidden. It's practically impossible (-20 penalty) to hide while running or charging.

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

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

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

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

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

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

This ability also allows the rogue to perform "sleight of hand" maneuvers. A successful dexterity check indicates the rogue has hidden or moved an item in such a manner so that observers are not aware of where the item has been hidden. Such typical maneuvers are hiding a coin, sliding a card up a sleeve, performing the shell game, and the like. A penalty to the check may

be applied if there is an observer present that is determined to note where an item is moved. This penalty is equal to the wisdom attribute bonus for the observer. This ability is affected by wearing armor not on the armor list for the rogue.

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

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

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

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

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

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

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

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

PRIME ATTRIBUTE: Dexterity

HIT DIE: d6

ALIGNMENT: Any

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

ARMOR: Leather armor, leather coat, and padded

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

Level	HD	BtH	EPP
1	d6	0	0
2	d6	+1	1,251
3	d6	+1	2,501
4	d6	+1	6,001
5	d6	+2	12,001
6	d6	+2	24,001

WIZARD (INTELLIGENCE)

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

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

ABILITIES

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

A wizard must prepare spells before casting them by studying from a spell book. While studying, the wizard decides which spells to prepare.

BONUS SPELLS: With a high intelligence score, a wizard gains bonus spells. If the character has an intelligence of between 13-15, they receive an extra

1st level spell. If the intelligence score is 16 or 17, the wizard receives an extra 2nd level spell, and if 18 or 19, the wizard receives an extra 3rd level spell. Bonus spells can only be acquired if the wizard is at a high enough level to cast them. Bonus spells are cumulative.

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

PRIME ATTRIBUTE: Intelligence

ALIGNMENT: Any

HIT DICE: d4

WEAPONS: Club, dagger, dart, staff

ARMOR: None

ABILITIES: Spell casting

Level	HD	BtH	EPP
1	d4	0	0
2	d4	+1	2,601
3	d4	+1	5,201
4	d4	+1	10,401
5	d4	+1	20,801
6	d4	+2	42,501

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

WIZARD SPELLS PER DAY

Level	0	1st	2nd	3rd	4th	5th	6th	7th	8th	9th
1	4	2								
2	4	3								
3	4	3	1							
4	4	3	2							
5	5	4	2	1						
6	5	4	3	2						

CLERIC (WISDOM)

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

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

ABILITIES

SPELLS: A cleric casts divine spells. The spells available are listed on the cleric spell list. A cleric is limited to a certain number of spells of each spell level per day. The *Cleric Spells Per Day Table* shows the number of spells per day a



character of the class may cast. Clerics prepare spells each day through prayer to their deity or deities, followed by contemplation and study.

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

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

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

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

Turn undead is covered in greater detail in *Turning Undead, below*.

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

PRIME ATTRIBUTE: Wisdom

HIT DICE: d8

ALIGNMENT: Any

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

ARMOR: Any

ABILITIES: Spells, turn undead

Level	HD	BtH	EPP
1	d8	+0	0
2	d8	+1	2,251
3	d8	+1	5,001
4	d8	+2	9,001
5	d8	+2	18,001
6	d8	+3	35,001

CLERIC SPELLS PER DAY

Level	0	1st	2nd	3rd	4th	5th	6th	7th	8th	9th
1	3	1								
2	4	2								
3	4	2	1							
4	4	3	2							
5	4	3	2	1						
6	5	3	3	2						

RACES

There are seven races: *human, dwarf, elf, gnome, half-elf, halfling, and half-orc* (four in these quick start rules). Choosing a race is a vital part of character creation. Race establishes a character's abilities and weaknesses. In a more literary sense, the character's race helps to define the character's identity. Where attributes and class answer very important questions about the character, race is an equally if not more important defining factor in a character's persona.

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

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

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

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

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

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

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

DWARF

Dwarves hail from the depths of the earth, and have lived there for ages beyond count. Much like the stone they resemble, dwarves possess great fortitude and an indomitable will of granite. They are a proud, loyal, and honorable people, with lives said to be as long as the tunnels they delve beneath wind-scoured mountains.

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

PERSONALITY: Dwarves feel bound by codes of honor that obligate them to kin and kingdom. They consider themselves eternally beholden to their parents and immediate kin, for their parents brought them into the world.

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

Dwarves place high value on their skills both as craftsmen and warriors – and rightly so. Dwarves are meticulous craftsmen.

Dwarven stubbornness is nothing more than an expression of the codes of loyalty, debt, obligation and the determination they project into their daily lives. Dwarves are slow to shift loyalties and loathe breaking oaths, doing so only in dire circumstances. The word of a dwarf is as valuable as gold and gems, flowing from generations of tradition and belief.

ENVIRONMENT: Most often, dwarves live beneath the earth in great halls of stone, stretching for miles under expansive mountain chains. These dwarven kingdoms often extend deep into the bowels of the earth as they mine ever further for precious metals and stones. Some clans, however, spend much of their lives above ground, building tunnels only for mining, and not as abodes.

RACIAL TRAITS AND ABILITIES

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

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

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

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

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

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

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

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

STONECRAFT (Wisdom): Dwarves spend much of their lives carving halls, castles and underground fortresses out of solid rock, so they possess an

extensive knowledge of stoneworking and construction. They possess almost a sixth sense in this regard which gives them various bonuses and abilities.

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

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

SIZE: Small

MOVEMENT: 20 feet

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

ATTRIBUTE MODIFIERS: +1 Constitution, -1 Dexterity

ROGUE MODIFIER: +2 find traps in structures only

ELF

Elves are an ancient, almost timeless, race. They embody the grace and beauty of the natural world: as well as its strength, and at times, its unrelenting wrath and fury. Elves live exceedingly long lives, giving them a degree of patience unknown to other races, and affording them the opportunity to acquire a vast knowledge of the world and its history.

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

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

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

These qualities imbue most elves with a fatalism of surpassing depth. Their near-immortality creates a peculiar unease with death for their attachment to the living world is more profound and deeply felt than that of most other races. Together, these conflicting notions of time create a burgeoning and even contradictory desire to control and even stop the advancement of time, the forge of their life’s creation and the crucible of their doom.

8 CASTLES & CRUSADES

In many ways, elves become mired in their history, and change little as the world changes around them. At times, this leads elves to avoid many situations that don't directly threaten them, or that they feel would bring unnecessary harm to their creations.

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

RACIAL TRAITS AND ABILITIES

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

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

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

SPELL RESISTANCE: Elves are particularly resistant to spells and spell-like abilities that charm or unnaturally cause sleep. When making saving throws against these types of spells, an elf receives a +10 bonus. Elf spell resistance allows a saving throw against Sleep, even though Sleep normally does not have a saving throw.

SPOT HIDDEN DOORS (Wisdom): Elvish vision and keen senses allows them to spot secret, hidden and concealed doorways. An elf merely passing within 5 feet of a secret, hidden or concealed doorway is entitled to a wisdom check to spot the door, as if the elf were actively looking for it. When an elf actively searches for such doorways, the bonus to the wisdom check is +2.

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

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

SIZE: Medium

MOVEMENT: 30 feet

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

ATTRIBUTE MODIFIERS: +1 Dexterity, -1 Constitution

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

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

HALFLING

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

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

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

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

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

RACIAL TRAITS AND ABILITIES

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

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

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

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

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

LANGUAGES: Halfling, Common, Dwarven, Gnome, Elvish, Sylvan, Goblinoid
SIZE: Small **MOVEMENT:** 20 feet
TYPICAL CLASSES: Fighter, Ranger, Rogue, Cleric, Druid, Bard
ATTRIBUTE MODIFIERS: +1 Dexterity, -1 Strength
RANGER MODIFIER: +2 conceal, +2 move silent
ROGUE MODIFIER: +2 hide, +2 move silent

HUMAN

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

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

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

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

Humans are born with an innate spirit of competition that configures itself into a race for grand achievements, and a constant striving to rise above their circumstances.

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

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

RACIAL TRAITS AND ABILITIES

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

LANGUAGE: Common
SIZE: Medium **MOVEMENT:** 30 feet
TYPICAL CLASSES: Any
ATTRIBUTE MODIFIERS: None

10 CASTLES & CRUSADES

COMPLETING THE CHARACTER

The last and most important step in character creation is to create the character's persona. After generating the final statistics related to the class and race, the player should determine the character's physical description, decide on any particular mannerisms and at least get in mind the basics of a personality. Some players may want to go further and develop a world view, background and motivation. Finally, the player equips the character with clothing, armor, weapons, and adventuring gear, and then chooses spells.

PERSONA

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

ALIGNMENT

Alignment represents the basic and most essential aspects of a character's worldview and moral outlook. There are nine possible alignments: *lawful good, neutral good, chaotic good, lawful neutral, neutral, chaotic neutral, lawful evil, neutral evil, or chaotic evil*. Each alignment, except true neutral, is composed of two aspects.

CHOOSING A DEITY

Clerics and druids draw their power from the deity, pantheon of deities or whatever supernatural forces they have allegiance to. In choosing a deity, consultation with the Castle Keeper is necessary to learn more about a particular deity or pantheon and what benefits they can give a cleric as well as what is required of that cleric.

Clerics, and even some druids, require holy symbols or icons representing their deities or the supernatural powers. These symbols serve as a conduit between the deity and the character. They range in size, shape and form, and can be worn as necklaces, pendants, bracelets, rings or any other jewelry. Rods, staves, wands, scepters and even weapons can serve as holy symbols. The shape and design of the symbol should be limited only by the type of deity, style of game, and the imagination of the player.

EQUIPMENT

STARTING COIN

Every character begins the game with some coin of the realm. The amount depends upon the character's class and is listed below.

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

STARTING GOLD		
Fighter, Ranger	30-240gp	(3d8x10)
Rogue, Assassin, Bard	30-120gp	(3d4x10)
Barbarian, Monk	20-80gp	(2d4x10)
Wizard, Illusionist	10-100gp	(1d10x10)
Cleric, Druid	20-200gp	(2d10x10)
Knight, Paladin	60-240gp	(6d4x10)
Coins exchange at the rate listed to the right. All coins equate to about one ounce in weight.	Gold (gp)	10gp = 1 Platinum piece (pp)
	Silver(sp)	10 sp = 1 gold piece (gp)
	Copper(cp)	10 cp = 1 silver piece (sp)

EQUIPMENT

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

Ranseur	10 gp	2d4
Rapier	20 gp	1d6
Scimitar	15 gp	1d6
Scythe	18 gp	2d4
Spear	2 gp	1d8
Sword, Bastard	35 gp	1d10
Sword, Short	10 gp	1d6
Sword, 2-Handed	50 gp	2d6
Trident	15 gp	1d8
Voulge	12 gp	1d10
War Hammer	12 gp	1d8

MISSILE/RANGED		
WEAPONS	COST	DMG/RANGE
Arrow (20)	2 gp	—/—
Bolts (10)	1 gp	—/—
Crossbow, Light	35 gp	1d8/80 ft.
Crossbow, Hand	100 gp	1d4/30 ft.
Crossbow, Heavy	50 gp	1d10/120 ft.
Dart	5 sp	1d4/20 ft.
Javelin	1 gp	1d6/30 ft.
Longbow	75 gp	1d8/100 ft.
Longbow, Comp.	100 gp	1d8/110 ft.
Shortbow	30 gp	1d6/60 ft.
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
Holy Water (in glass flask)	30 gp
Ink 1 oz.	8 gp
Lantern, Bullseye	12 gp
Lantern, Hooded	7 gp
Lockpick Set	30 gp
Mirror, Small Steel	10 gp
Oil (1 pint)	1 gp
Pack, Shoulder	2 gp
Parchment (10 pcs)	5 gp
Pole, 10 ft.	2 sp
Pouch, Large	1 gp
Pouch, Small	5 sp
Quill	1 sp
Razor	5 sp
Rope, Hemp (50 ft.)	1 gp
Rope, Silk (50 ft.)	10 gp
Sack, Small	1 sp
Sack, Large	5 sp
Shovel	2 gp
String (50 ft.)	4 sp
Tent	10 gp
Tinderbox	1 sp
Torch	1 cp
Whetstone	1 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

SPILLS

In **Castle & Crusades** wizards and clerics (with illusionists and druids in the fullgame) 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 Castle keepers and players of spell-casting characters should be familiar.

ARCANE MAGIC: The type of magic learned by wizards.

DIVINE MAGIC: The type of magic granted to clerics by deities.

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 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 to access 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.

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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

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. 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.

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.

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.

SPILLS

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.

SPELL LISTS

CLERIC SPELLS (Divine)

0-LEVEL CLERIC SPELLS (Orisons)
1. CREATE WATER Creates 2 gallons/level of pure water.
2. DETECT CHAOS/ EVIL/ GOOD/ LAW* Reveals aura of creatures, spells or objects.
3. DETECT MAGIC Detects magical aura and its strength along 50 ft. path.
4. DETECT POISON Detects poison in one creature or small object.
5. ENDURE ELEMENTS Protection from natural elements and weather.
6. FIRST AID Bandages bleeding wound.
7. LIGHT Object shines like a torch.
8. PURIFY FOOD AND DRINK Purifies 1 cu. ft./level of food or water.
1ST-LEVEL CLERIC SPELLS
1. BLESS* Allies gain +1 to hit and +1 on saves against fear.
2. BLESS WATER* Makes holy or unholy water.
3. COMMAND Subjects obey one-word command for 1 round.
4. CURE LIGHT WOUNDS* Cures 1d8 damage.
5. DETECT SECRET DOORS Reveals hidden doors within 60 ft.
6. DETECT UNDEAD Reveals undead within 60 ft.

7. INVISIBILITY TO UNDEAD

Undead can't perceive subject.

8. PROTECTION FROM CHAOS, EVIL, GOOD OR LAW*

+2 AC and saves, plus other defences.

9. REMOVE FEAR*

Protects from fear; grants new save vs fear.

10. RESIST ELEMENTS

Grants +2 bonus to saves vs selected element.

11. SANCTUARY

Opponents can't attack the caster.

12. SHIELD OF FAITH

Aura grants +2 bonus to AC and saves.

13. SOUND BURST

A pulse of sound that causes 1d8 damage.

2ND-LEVEL CLERIC SPELLS

1. AID

+1 to hit, +1 on saves against fear, 1d8 temporary hit points.

2. AUGURY

Learns whether an action will be good or bad.

3. CONSECRATE*

Makes location holy, turning and harming undead.

4. DARKNESS*

Creates 20 ft. radius supernatural darkness.

5. DELAY POISON

Stops poison from harming subject for 1 hour/level.

6. DETECT TRAPS

Reveals traps along a path 50 ft. long.

7. HOLD PERSON

Holds one person helpless; 1 round/level.

8. LESSER RESTORATION

Dispels attribute damage effects for one attribute.

9. REMOVE PARALYSIS

Frees one creature from paralyzing effects or slow spell.

10. SILENCE

Negates sound in 15 ft. radius.

11. SPEAK WITH DEAD

Corpse answers questions.

12. SPIRITUAL WEAPON

Divine weapon attacks on telepathic command.

3RD-LEVEL CLERIC SPELLS

1. ANIMATE DEAD*

Creates and controls undead skeletons and zombies.

2. CONTINUAL FLAME

Makes a permanent, heatless flame.

3. CREATE FOOD AND WATER*

Feeds three humans (or one horse)/level.

4. CURE SERIOUS WOUNDS*

Cures 3d8 damage.

5. DISPEL MAGIC

Cancels magical spells and effects.

6. GLYPH OF WARDING

Inscription harms those who pass it.

7. LOCATE OBJECT*

Senses direction toward object (specific or type).

8. MAGIC CIRCLE (Against Chaos, Evil, Good, Law)

As 10 ft radius protection spell.

9. PRAYER

Allies gain +1 on most rolls, and enemies suffer -1.

10. REMOVE BLINDNESS OR DEAFNESS*

Cures subject.

11. REMOVE CURSE*

Frees person or object from curses.

12. REMOVE DISEASE*

Cures all diseases.

WIZARD SPELLS (Arcane)

0-LEVEL WIZARD SPELLS (Cantrips)

1. ARCANE MARK

Inscribes a personal rune (visible or invisible).

2. DANCING LIGHTS

Creates figment torches or other lights.

3. DETECT MAGIC

Detects magical aura and its strength along 50 ft. path.

4. DETECT POISON

Detects poison in one creature or small object.

5. ENDURE ELEMENTS

Protection from natural elements and weather.

6. GHOST SOUND

Figment sounds.

7. LIGHT

Object shines like a torch.

8. MAGE HAND

Five-pound telekinesis.

9. MENDING

Makes minor repairs on an object.

10. MESSAGE

Short, whispered communication at a distance.

11. OPEN/CLOSE

Opens or closes small or light things.

12. PRESTIDIGITATION

Performs minor tricks or tasks.

1ST-LEVEL WIZARD SPELLS

1. ALTER SIZE*

Object or creature grows or shrinks 10%/level (max 50%).

2. BURNING HANDS

1d2 + 1/level fire damage.

3. CHANGE SELF

Changes the caster's appearance.

4. CHARM PERSON

Makes one person the caster's friend.

5. COMPREHEND LANGUAGES

Understands spoken and written languages.

6. ERASE

Mundane or magical writing vanishes.

7. FEATHER FALL

Objects or creatures fall slowly.

8. FLOATING DISK

3 ft. diameter horizontal disk that holds 1000 lbs.

9. HOLD PORTAL

Holds door shut.

10. IDENTIFY

Determines single feature of magic item.

11. JUMP

Make astounding leaps 1 min/level.

12. MAGIC MISSILE

Strikes for 1d4+1 damage; +1 missile/two levels.

13. PROTECTION FROM CHAOS, EVIL, GOOD, OR /LAW*

+2 AC and saves, plus other defenses.

14.

READ MAGIC

Read magical writings, scrolls, and spellbooks.

15. SHIELD

Invisible disc raises AC and blocks magic missiles.

16. SHOCKING GRASP

Electric touch deals 1d8 +1/level damage.

17. SLEEP

Put 2d4 HD of creatures into comatose slumber.

18. SPIDER CLIMB

Grants ability to walk on walls and ceilings.

19. SUMMON FAMILIAR

Summons & binds unique companion to wizard.

20. UNSEEN SERVANT

Creates invisible force that obeys the caster's commands.

2ND-LEVEL WIZARD SPELLS

1. ACID ARROW

Make ranged attack to deal 2d4/ two lvls acid damage.

2. CONTINUAL FLAME

Makes a permanent, heatless flame.

3. DARKNESS*

Creates 20 ft. rad. supernatural darkness.

4. DETECT THOUGHTS*

Allows "listening" to surface thoughts.

5. ENHANCE ATTRIBUTE*

Raises attribute score for 1 hr/level.

6. FOG CLOUD

Fog obscures vision.

7. INVISIBILITY

Subject is invisible until attacks.

8. KNOCK*

Magically opens door, item, chest, etc.

9. LEVITATE

Subject moves up and down at the caster's direction.

10. LOCATE OBJECT*

Senses direction toward object (specific or type).

11. MAGIC MOUTH

Speaks once when triggered.

12. MIRROR IMAGE

Creates 1d4+1 decoy duplicates of the caster.

13. PROTECTION FROM ARROWS

Subject immune to most ranged attacks.

14. PYROTECHNICS

Turns fire into blinding light or choking smoke.

15. RAY OF ENFEEBLEMENT

-1 to hit and -1 to damage rolls for every four levels of the caster

16. ROPE TRICK

Up to eight creatures hide in extradimensional space.

17. SCARE

Panics one creature up to 5 HD.

18. SEE INVISIBILITY

Reveals invisible creatures or objects.

19. SHATTER

Sonic vibration damages objects or crystalline creatures.

20. WEB

Area fills with sticky webs, trap creatures in 20 ft. X 20 ft. area.

3RD-LEVEL WIZARD SPELLS

1. BLINK

Makes harder to hit and other effects.

2. CLAIRAUDIENCE/ CLAIRVOYANCE

Hear or see at a distance for 1 min./level.

3. DISPEL MAGIC

Cancels magical spells and effects.

4. EXPLOSIVE RUNES

Deals 6d6 damage when read.

5. FIREBALL

1d6 damage/level in 40 ft. diameter sphere.

6. FLY

Subject flies at speed of 90.

7. GASEOUS FORM

Subject becomes insubstantial and can fly slowly.

8. GUST OF WIND

Blows away or knocks down smaller creatures.

9. HASTE*

Doubles move and number of attacks.

10. HOLD PERSON

Holds one person helpless; 1 round/level.

11. INVISIBILITY SPHERE

Makes everyone within 10 ft. invisible.

12. LIGHTNING BOLT

Electricity deals 1d6 damage/ level.

13. MAGIC CIRCLE (against Chaos, Evil, Good, Law)

As protection spell, but 10 ft. radius.

14. NONDETECTION

Hides subject from divination, scrying.

15. STINKING CLOUD

Nauseating vapors that make helpless & limit sight.

16. SUGGESTION

Compels subject to follow stated course of action.

17. SUMMON LESSER MONSTER

Calls 3 HD or less monsters to aid caster.

18. TINY HUT

Creates shelter for 10 creatures.

19. TONGUES*

Speak any language.

20. WATER BREATHING

Subjects can breathe underwater.

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CASTLE KEEPER & THE GAME

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 is encouraged 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!

ATTRIBUTES & THE GAME

Throughout the game, the Castle Keeper and players must resolve whether or not specific actions succeed or fail. These actions might include tracking a band of goblins, detecting a trap, swimming a mighty river or resisting the effects of a giant snake's poison. To resolve these situations and others, a player rolls a d20 and adds the character's level and the attribute modifier of one of the character's six attributes that is being checked against. If the total score exceeds the number representing the difficulty of conflict requiring the check, the character succeeds.

This simple attribute check mechanic for resolving conflicts underlies the whole of the game and is called the SIEGE engine™. The name SIEGE engine™ reflects the attribute check because all conflicts in Castles & Crusades involve an attacker and a defender, just as if an army were laying siege to a castle's walls. The SIEGE engine™ mirrors the game's story-based theme of characters seeking to overcome the challenges before them.

Before describing the SIEGE engine attribute check in more detail, it is important to note that only those activities which have a significant chance of failure, as determined by the Castle Keeper, should be resolved by a dice roll. In most cases, narrative development and not chance should guide the game. Judicious use of the attribute check is essential to maintaining the fast flow of action and adventure. There are instances in which the attribute check is required. These include all class ability checks and saving throws, and those other instances where the Castle Keeper deems a check necessary to resolve a conflict.

Once it is decided an attribute check is needed, the Castle Keeper must identify the attribute to be checked against. In most cases, the answer is obvious. In the case of class abilities and saving throws, the appropriate attribute has already been identified. With class abilities, the associated attribute is in the ability's description. For example, when Melth the rogue picks a pocket, a dexterity attribute check must be made to determine success. Saving throws, which are discussed below, list their associated attribute.

Non-specified situations requiring a check are typically easy to resolve as well. The attribute descriptions located at the beginning of the book should aid in deciding which attribute to associate with specific actions. For example, Bjorn attempts to push a statue over onto the kobold war chief Krublet. The statue is exceedingly heavy, even for the great Bjorn. The Castle Keeper might require an attribute check against Bjorn's strength.

Once the associated attribute is chosen, the Castle Keeper must calculate the character's chance of success. The chance of success is determined by a number called the challenge class (CC). The challenge class mirrors armor class in that to succeed, the attribute check result must be greater than or equal to the challenge class.

To determine the challenge class, two simple steps are required. The Castle Keeper must determine the base chance of success (challenge base), and the level of difficulty of the challenge involved (challenge level).

The first step in calculating challenge class is to determine the challenge base (CB). The challenge base is always either a 12 or an 18. Challenge base is dependent on whether or not the attribute being checked against is a character's prime attribute or secondary attribute. If the attribute is prime, the challenge base is 12. If the attribute is secondary, the challenge base is 18. Returning to our example, Bjorn the fighter has a strength prime attribute. Thus, the challenge base for his action would be 12. If Bjorn were a wizard, and strength was a secondary attribute, his challenge base would be 18.

The second step in calculating challenge class is determining the conflict's challenge level (CL). The Castle Keeper has vast discretion in determining challenge level. Although the task sounds difficult, it is actually fairly easy. Challenge level is nothing more than the level of difficulty of the action attempted or the reaction made.

The simplest way to determine challenge level is by referencing the level or hit dice of the non-player character or monster to which the character making the check is acting against or reacting to. In such cases, challenge level is equal to the level or hit dice of the non-player character or monster involved. A monster's challenge level is equal to its hit dice; a spell's challenge level is equal to the level or hit dice of its caster; a trap's challenge level is equal to the level of the person who set it. For instance, if an 8 hit dice creature uses a paralyzing gaze ability on a character, the challenge level would be 8. If a 6th level wizard cast a spell on a character for which a saving throw is allowed, the challenge level would be 6. If a rogue attempts to deactivate a trap set by another 4th level rogue, the challenge level would be 4.

There are more arbitrary situations that require the Castle Keeper to create an adequate challenge level. If a character is attempting a task such as making an extraordinary jump or swinging on a rope to grab an object, the Castle Keeper needs to assign a difficulty to the task. A good way to assign such a challenge level is to think of the task's difficulty as if it were a monster, and then assign a challenge level equal to the hit dice of the monster imagined. In this way, a level or hit dice can be assigned tasks such as swimming a river, knocking down a door, jumping a pit or catching a falling object. For example, a character might wish to jump over a 6 foot wide pit. Assuming the character is unarmored and has room to run and jump, this is a fairly easy task that is perhaps equivalent to the degree of difficulty involved in a 1st level fighter combating a 1 HD monster. Thus, the Castle Keeper assigns a challenge level of 1. However, if the character is heavily weighted down, leaping across the space could be deemed a 2 or higher.

As a rule of thumb, a challenge level of 1 to 5 is adequate for easy tasks. For difficult tasks, a challenge level of 6 to 10 works well. For very difficult tasks, a challenge level of 11 to 15 suffices. Heroic actions require a challenge level of 15 to 20 or even higher. When in doubt, err on the low side since it never hurts a game to have a character succeed in something difficult.

After the challenge base and challenge level are determined, the Castle Keeper adds them together. The sum is the challenge class for the attribute check. The score is the number which the player must beat on the check.

In short, the process of the attribute check involves the player rolling a d20 and adding the character's level and the appropriate attribute modifier. That total number must be equal to or greater than the challenge class, as determined by the Castle Keeper.

Before concluding, it is recommended that the Castle Keeper keep the challenge class secret. By keeping it secret, anticipation and the unknown thrill of success or failure is maintained in the game. Simply telling the player that the attribute check is made against a prime attribute or secondary attribute conveys an idea of the base chance of success, and allows the player to make the attribute check roll. The player would then convey the total result to the Castle Keeper without knowing what score is needed to succeed. The Castle Keeper then narratively describes success or failure.

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 breadth 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 also 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, Polymorph/Petrification
DEXTERITY	Breath Weapon, Traps
CONSTITUTION	Disease, Energy Drain, Poison
CHARISMA	Death Attack, Charm, Fear
VARIABLE	Spells (see spell descriptions)

SPELL RESISTANCE

SPELL RESISTANCE (SR) is a special defensive ability. A defender's spell resistance is like an armor class against magical attacks. If a spell is being resisted by a defender with spell resistance, the caster of the spell must make a check (1d20) at least equal to or greater than the creature's SR for the spell to effect that creature.

Spell resistance applies even if a given spell also allows a creature a saving throw. The effects of 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, allowing the cleric to 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 monster's hit dice. So, a cleric rolls a d20, adds his level and wisdom bonus. This must be greater than 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 experience point progression (EPPs). The EPPs for each class are located in the appropriate class description and are gained by successfully completing an adventure, killing foes, successfully performing actions, collecting treasure or possibly as rewards for good role playing. The

Castle Keeper awards experience points as described in the rules but always has the right to add or subtract experience points for role playing well or poorly. Details on awarding experience points are located in the Monsters and Treasure Guide and only outlined here.

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 manual. Experience points awards for treasure acquired is equal to the gold piece value of all the treasure picked up in the course of adventuring.

COMBAT

Managing 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.

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 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.

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 5th 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 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.

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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 determined 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 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.

For those with weapons of greater than 10 foot length facing those with weapons of less than 6 foot length 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.

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	FULL MOVE

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 effects 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 descriptions. 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.

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: 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 length of weapon, 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 but happens in the movies all the time so will probably happen in a game at one time or another. An applicable modifier would be between -4 and -8.

After adding or subtracting all modifiers from the to hit roll, if the resulting number is higher than the opponent's 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. A monsters

armor class is listed in its entry in the monster book or its stat block.

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.

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

RANGED COMBAT

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

There are two type 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.

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.

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, or 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.

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THE WIZARD'S TOWER

The Witch's Tower, designed for 3-5 characters with a challenge level of 2, is playable in one session. It involves a simple tower located in any village or town of the Castle Keeper's choosing. Though conceived as a tower sitting upon a cliff face, the adventure is highly portable so that the Castle Keeper can move it to a forest, desert, swamp or any terrain they wish. Simply change the opening descriptive text to better reflect the desired locale and make the winding stair a meandering path.

Upon a promontory overlooking the town of Lead Hill stands the Meadow Tower. A mage by the name of Andru Meadow had the tower constructed some years past. He used it for his residence as well as laboratory and study. Andru served the Lead Hill community for many years, using his sorcery to aid the town whenever they needed it, whether from marauding bandits, wandering monsters or the more mundane tasks of building bridges and making it rain.

Some years later Andru married a comely woman who he met on his many adventures. They seemed much taken with each other and the wizard came to town less and less. Many believed that the well minded wizard was well served in his new-found happiness and left him to his own devices.

INTRODUCTION

Several years passed however, and Andru stopped coming to town altogether. He was very soon missed and though some delegations were sent to find out where he was they were answered by the comely woman who instructed them that Andru was involved in a very complicated sorcery and that he asked that he not be disturbed. She managed to put them off but they were very suspicious, for in the course of much town gossip and over the fence finger wagging the villagers discovered that Andru had never told them her name nor had she freely given it. None in fact knew who she was or even her place of origin.

Soon thereafter a minor plague of evil struck the village. At first simple items were stolen, later animals and later still more valuable items, gold, jewelry and the like. Recently several murders have happened in town. The villagers have begun to suspect that a witch is plaguing them for on several occasion townsfolk have seen a bent-over hag of horrific design moving through the darkened streets; still others have seen the wife of Andru Meadows, alone and without escort, looking into peoples windows.

FOR THE CASTLE KEEPER

In point of fact Andru has become a prisoner in his own home. Upon his last adventure he met Erza the Witch. Upon seeing the young man Erza disguised herself as a young, comely woman. Upon learning of his tower and the village it protected she charmed him only a little, for he was quite smitten with her. She convinced him to take her as his wife and bring her to his home. He willingly did so. Once ensconced in the tower the witch, through a series of potions and elixirs, slowly ensorcelled him, binding him to her so that even he did not know it. He is now a

prisoner in the uppermost chamber of his own tower, bound in a stupor. He lives, but exists in a state of suspended animation, only growing older, but needing little or no sustenance. What he does need she supplies in the smallest quantities possible to keep him alive.

As master of the tower she has begun to use it as a base to haunt the townsfolk, causing mischief through spreading secrets she has learned through spying, robbing them, killing their animals and most recently murdering some of them through 'sitting upon their chest'. This latter is a form of haunting where the witch takes the form of a shade, enters the victim's home, settles in and around their person, and torments them in their dreams. She allows the victim to breathe her in where she eventually suffocates them. The victims are found with a look of pained horror upon their faces, the sure sign of a witch's visit.

Upon learning of this the characters can offer to take up the challenge of exploring the tower or the villagers will hire them, offering up to 1000gp to root on the witch.

BEGINNING THE ADVENTURE

The characters find themselves passing through the town and staying in the only inn in town, the Neighbor's Mill. Here they find a very excited clientele who are all talking about the previous evening's occurrence.

One of the patrons is leaning against the fire place speaking quite forcefully. He has much of the townsfolk lending an ear.

It's a plague I tell you! That woman is no more his wife than I'm my own mother's prized milk cow! She's a witch. I've seen her, you've seen her. She haunts these streets and preys upon our livestock. She's the cause of our secrets being out and the cause of old lady Marian's death. This I know. I helped bury Marian just a few days ago. That look on her face . . . only the terror of a witch can bring that on. And I've tried to go up there, don't you know, but something's on that road, some evil creature haunts those winding stairs. A demon I tell you, you can't get passed it. She's got our mage, probably killed him long ago, and she's now spreading her evil to town!

The speaker goes on and the crowd talks about it quite some until any of the characters express any kind of interest, at which point they press them to explore the tower and find out if the mage lives and the witch is real.

The town sheriff is very supportive, offering to bring out a bounty of 1000gp for pay. The sheriff also supplies them with a key to the tower, given to him by Andru for safe keeping in case he locked himself out of the tower.

If asked why he doesn't go to the tower he conjures many reasons, from the water in his knee has been acting up to he's trying to lose some weight so that his armor will permit to climb the steep tower stairs.

If the characters take up the challenge the adventure begins by crossing a shallow river over an old stone bridge on a trade road.

Just off the road on the far side of the bridge is a path that leads to a winding stair.

THE WINDING STAIR

The path snakes through a forested area for about a quarter of a mile where it ends at the foot of a stair. This stair is made of good, solid stone work, but it has been untended for some time. Though it is not cracked or broken, they are darkened, stained with dead moss and lichen. Brown, dead weeds, and deep, brittle-bladed grass grows along the path.

The stairs have an enchantment placed upon them. Anyone looking up the stairs must make a successful intelligence save (CL 4) or they see the stair as a steep, narrow path that clings to the side of the hill. All their actions going forward, until they arrive at the flat ground before the tower are at a -1, to include initiative, to hit, damage and all attribute checks.

Climbing the stairs is not particularly difficult but it does take the better part of an hour to go up the thousand or so feet to the tower door.

Note: Those who failed their intelligence save from above are constantly checking themselves, trying to keep from falling. Ask them to roll several dexterity saves as they go up, though they should not fall unless they roll a 1 or 2.

The stair is guarded by two lemures, devils who consort with the witch. They are sitting astride the stairs about half way up.

Reaper Miniature Note: For this encounter use Paul Muller's fantastic Lemurs, product code 77326.

LEMURES (These lawful evil creature's vital stats are HD 2d8, AC 13, HP 14. They have no primary attributes. They attack with two claws for 1d2 or a bite for 1d4 points of damage. They can attack three times in one round, and attack up to two opponents without penalty. These creatures are huge, filled with the pus that is the echo of their own evil. They are able, once every 3 rounds, to shake their heads so violently that the pus comes out in a spray. It covers an area 5 feet to either side of the lemur. Anyone struck by the bile suffers 1 point of damage and must make a constitution save or be stunned for 1 round due to the stench and taste of it. A successful dexterity save avoids the bile entirely.)

Once defeated the creatures are driven from the plane and back to hell. They howl and scream as they do so, alerting the witch above.

Treasure: the Lemures have slain one other who approached the tower. It is a rogue. His body is much devoured and half rotted. It lays just off the path. He has a small stone in his pocket. It is worn smooth. The stone is a good luck stone, anyone who has it gains a +1 all attribute checks and saving throws.

THE TOWER

The stairs give way to a small, open, rocky ledge. The ledge at one time had some gardens on it but these are long gone.

As the stair gives way the tower looms before you. It stands upon a narrow ledge overlooking the town in the valley far below. It is straight, round and well made. A large stained-glass window, some 20 feet above, dominates the tower. At the top of the tower are several more windows, these are open. The tower is quiet and still. The grounds around it, once lush and well tended are empty gardens now of rock and stone, weeds and bramble.

The tower itself is 60 feet high and roughly 40 feet wide at the base. It has a simple closed staircase that runs up the center of the tower with doors that exit onto each level. The doors are all metal, though they have locks, only the door to the upper room where the witch is living is locked.

CLIMBING THE TOWER

It requires a successful dexterity check (CL 4) to climb the tower.

ROOF

A hatch leads to the roof. It is locked with a sliding bar. Normally the hatch is impossible to open from the outside, however, Andru has built a small catch in the floor next to it and hidden. This secret catch allows someone from above to open the hatch. To discover the hidden catch requires a successful spot check (CL 2).

TOWER ENTRY

AREA 1 ENTRYWAY

The door is locked from the inside. The hag, though she does not suspect anyone is approaching, is fearful of being surprised. The characters of course should have the key to the tower. If note the lock can be picked on a CL of 2.

This room comprises one half the total bottom of the tower. It has a fire place, built into the wall, one large table with 8 chairs around it, a cupboard filled with mugs, plates, and silver ware. A large bear skin rug lies upon the floor; several animal skin rugs cover most of it. The room is warm but has not been used in some time, or so it appears. There are three doors in the room. Two of them lead to Area 2 Kitchen and the 3rd to the stairs that lead up the tower's center.

AREA 2 KITCHEN

Both doors open up to the kitchen. This room is in complete shambles, pots and pans on the floor, the cook fire ashes all over the place, food, much of it half eaten upon the counter tops and floor and all manner of utensils scattered all about. A large brick oven, with venting leading into the wall puts off a tremendous amount of heat, making the room almost suffocating.

The witch's servants, Bael and Baels live here. These imps serve her as cooks and have made the kitchen their home. They keep the oven burning to remind them of their home plane where heat is more commonplace. The imps are evil and have been robbing the witch for some time. They have stored a small treasure trove of items in the kitchen, all hidden inside a covered pot, pushed

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up under the butcher block: a ruby ring worth 300gp, a potion of healing (1d8), an armband of protection +1 and 200gp in a pouch.

The imp will not attack the party unless discovered; even then it attempts to flee. If the treasure is taken however, the imp follows the party and harasses them with tricks and traps for the rest of their lives if need be. It does not warn the hag nor help her if she is attacked, wishing her death more than anything else.

Reaper Miniature Note: For this encounter use Gene Van Horne's cool Imps, product code 06180.

IMP (These lawful evil creature's vital stats are HD 1d8, AC 15, HP 7. Their primary attributes are physical and mental. They attack with a bite for 1d4 points of damage and a stinger for 1 point of damage. They are able to turn invisible, have an SR of 3 and regenerate 1 hit point per round. Their stinger has a poison barb that can cause a further 2 points of damage.)

AREA 3 UPPER LIVING ROOM

The stairway door opens into this room. The room is lavishly decorated with tapestries on the walls, rugs upon the floor, and several torch laden wall sconces. A large, ornate table dominates one side of the room and several cushioned couches and chairs the other side. It is obvious that the room is some type of living room or den, probably used to entertain guests.

There is plenty of valuables in the room, the heavy tapestries, and ornate furniture, far too heavy to move about and easily steal. The room is largely undisturbed.

AREA 4 GUEST ROOM

The door opens up on a simple guest room. A bed, well made, though dirty, stands against the inner wall. A large chest sits at the foot of the bed. Several large animal skin rugs cover the floor. A huge stained-glass window, the same that overlooks the valley below, dominates the room. The morning sun shines through the sun capturing the image of wizards and monster, that slowly scrawl across the floor as the morning wanes.

The room has little of value in it. The stained glass itself depicts an image of the White Mage in an epic battle with a hydra.

AREA 5 STUDY

This room is Andru's study. In the center is a large desk with several papers upon it, a number of scientific instruments, ink well (now dry) and a 5-sconce candelabra. Someone has rifled through the desk and several drawers are open. Yet more animal-hide rugs cover the floor, large bears with thicker fur. Several book shelves line the wall disorganized and pilfered, many of them thrown about the room, scorched, or otherwise damaged. Several shelves stand completely empty.

AREA 6 ANDRU'S BEDROOM

The two doors to this room are locked and have been for some time.

The door opens into 6a a small lavatory, complete with a toilet that has a permanent dimension door cast upon its bowl. What goes in drops into the woods some 100 feet outside the tower.

The larger room, 6, is the wizard's private quarters. A huge king-size bed dominates the center of the room. An open chest stands at the foot of the bed. Much of its contents, clothing and personal items, have been cast about the floor. Another large animal-hide rug lies on the floor in front of a long unused fire place. Personal items abound, several cloaks on pegs, as well as hats, drinking mug on the floor and so forth.

There are signs of a struggle in the room. The bed is ruffled and messed up, sheets lying on the floor and some dried blood stains the floor next to the door.

The struggle did not occur between the witch and the wizard, but rather between the witch and the mimic that guarded the room. This creature attacked the witch when she entered the room without the wizard, but she killed it with one of her elixirs. The bottle of which lies on the floor.

AREA 7 LABORATORY

On the steps leading up to the next and final floor, just before the laboratory is a small bottle lying on its side.

Magic Bottle: Lying in front of the door is a bright blue bottle. The lid is off, but attached to the bottle's neck by a chain. A small amount of liquid remains in the bottle as well as a small pellet. The pellet is in the neck of the bottle, not touching the liquid. If the pellet does touch the liquid is immediately turned to a gas and pours out of the bottle. Anyone within 15 feet of the bottle must make a successful dexterity save or suffer 1d6 points of damage from the gas. The gas is a concoction made of plant extract and can be neutralized. The bottle can be checked for traps and discovered (CL 2) with a successful dexterity check.

This room itself is in shambles, utterly destroyed, tables overturned, benches broken, jars and other glass ware shattered on the floor. Extensive fire damage marks the walls so that little remains that is useful. Three large windows look over the room; the glass that once covered them is broken and lies upon the floor.

There is nothing of value here. The witch has destroyed it all.

AREA 8 ANDRU'S PRISON

This room was once Andru's Star Chamber. Here he sat in quiet contemplation, the windows overlooking the village below. He charted the stars and watched the moon pass through the still nights. It is now his prison.

The door opens to a foul stench. It smells of swamp grass and foul rot. Within a strange site greets you. A man sitting upon a large ornate chair, staring at you with a hollow gaze. His hair is long, flowing down his shoulders, even to the floor. His finger nails are long too, coiled about themselves. His skin on his hands and face, the only portion of his flesh that is visible, is pale

and almost translucent. His robes are ragged and thread bare. Whether dead or alive it is impossible to say. Standing next to him is a beautiful woman, dressed in a flowing gown of white silks. Her golden hair is pulled back from her face and with eyes filled with both fear and longing she addresses you. "Thank the gods for your coming. That foul witch below has kept us here for so very long. And it seems you have slain her!"

This is of course the witch. She is only buying time to drink her potions before she attacks. She drinks the sanctuary potion first.

ERZA, WITCH(This lawful evil creature's vital stats are HD 2d8, AC 19, HP 16. Her primary attributes are mental and physical. She attacks with 2 claws for 1d4 points of damage each. She can shape shift into a shadow form three times a day. In this incorporeal form her movement is slowed to 10 feet. After 2 rounds of uttering incantations she is able to fly 60ft. per round. To do this she needs some item to help balance her. She is able to speak with the dead and brew potions.)

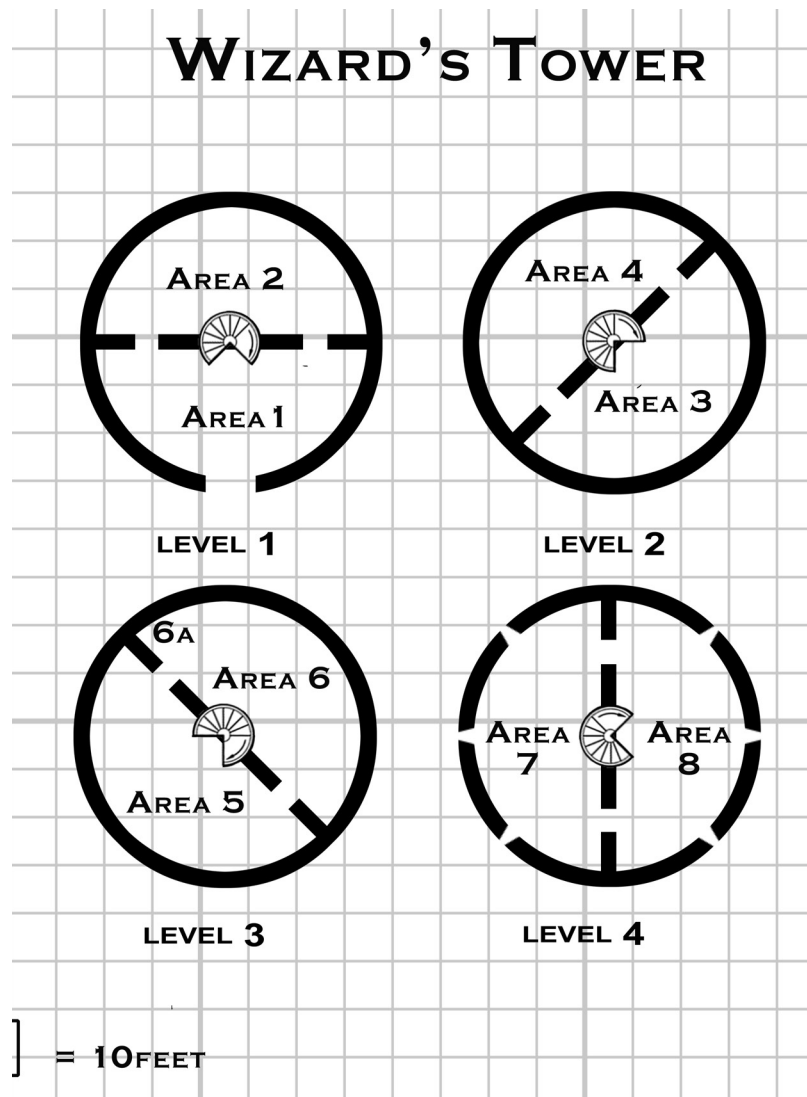
Note: the witch drinks the sanctuary potion before the

characters enter the room, keeping them from attacking her. She will drink the protection from arrows as they enter the room. She has put the haste potion in a mug. She will drink this just before she attacks them.

The room is filled with the loot she has stolen from the tower, the town and her other depredations. It consists of all manner of items: 200gp, 500sp, 12pp, +1 dagger of venom and a ring of alter self. She also has 5 potions that she will use in battle: haste, protection from arrows, paralysis (she keeps this one brewed to feed to the wizard), cure light wounds, and sanctuary.

Her true form is of a homely, middle aged woman with long, dark hair. He face is lined with deep furroughs and wrinkles.

Andru Meadow is still alive and once the hag dies or the characters drive her off he slowly comes out of his stupor. He is amazed that so much time has passed, but eternally grateful to the characters, offering them to freely take any items that the hag had gathered up whether they had been his once or not. His spell books are the only exception. These the hag never found for he hides them in a small pocket dimension hidden in the forest.



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INSERT NAME

Chaotic neutral, 2nd level halfling rogue with halfling traits.

VITAL STATS: HD 2d6, AC 15, and HP 9.

PRIMARY ATTRIBUTES: dexterity and wisdom.

ATTRIBUTES: strength 14, dexterity 17, constitution 15, wisdom 12, intelligence 14, and charisma 9.

Wears leather armor and carries a short sword (1d6); he also carries a hand axe (1d4) and cross bow with 20 bolts (1d4); sundry gear such as thieves tool, 50' rope, food and water, and has 40gp.

INSERT NAME

Neutral good 2nd level dwarf fighter with dwarven traits.

VITAL STATS: HD 2d10, HP 17, and AC 17.

PRIMARY ATTRIBUTES: strength and constitution.

ATTRIBUTES: strength 15, constitution 16, dexterity 9, wisdom 14, intelligence 13, and charisma 12.

Wears chain mail, medium shield, longsword (1d8); dagger (1d4) and spear (1d6); possesses sundry gear such as back pack, rope, food and water as well as 20gp worth of jewelry and coin.

INSERT NAME

Chaotic good 3rd level elven cleric with elven traits.

VITAL STATS: HD 3d8, HP 21, and AC 14.

PRIMARY ATTRIBUTES: wisdom and dexterity.

ATTRIBUTES: strength 16, dexterity 16, constitution 10, intelligence 11, wisdom 18, and charisma 14.

Wears leather armor, and carries mace (1d8); also has a small war hammer (1d6) and sundry gear such as holy symbol, tinder box, bandages, food, and water, a *potion of healing* (1d8), and 24gp worth of jewelry and coin.

SPELLS: 0-Level detect evil, first aid, light, purify food and drink; 1st level: cure light wounds, shield of faith; 2nd-Level: spiritual weapon

INSERT NAME

Chaotic neutral 3rd level human wizard.

VITAL STATS: HD 3d4, HP 10, and AC 13.

PRIME ATTRIBUTES: dexterity, intelligence, and wisdom.

ATTRIBUTES: strength 12, dexterity 18, constitution 10, wisdom 14, intelligence 17, and charisma 18.

Wears cloak, normal clothes. Carries a dagger (1d4) and a staff (1d6). Also has mapping equipment and 25gp in coin and finery.

SPELLS: 0-Level: arcane mark, detect magic, mage hand, open/close. prestidigitation; 1st-Level: feather fall, shocking grasp, spider climb; 2nd-level: enhance attribute.

THE WIZARD'S TOWER

THE YOUNG MAGE ANDRU MEADOW HAS NOT BEEN SEEN IN SOME MONTHS AND A COMELY YOUNG WOMAN HAS TAKEN UP RESIDENCE IN HIS TOWER. CLAIMING TO BE HIS WIFE SHE SHRUGS OFF THE LOCALS. BUT MANY SUSPECT THAT SHE IS MORE THAN SHE SEEMS AND THAT SHE HAS DONE SOMETHING TO THEIR BELOVED MAGE.

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