

COLIN 'SEZ



**...being a collection of Colin Chapman's
C&C creations.**

Collected and organized for his fellow DF'ers by JBLittlefield

THE HALF OGRE



Languages: Common, Ogre, Orc, Troll.

Size: Medium

Movement: 30 feet

Typical Classes: Fighter, Rogue, Assassin, Barbarian, Cleric.

Attribute Modifiers: +9 Strength, +9 Constitution, Charisma -2.

Rogue and Assassin Modifiers: -2 to disguise, hide, move silently, and pick pocket checks.

Racial Traits & Abilities: Rolling Attributes, Beholden to Vigor, Darkvision (as Half-Orc), Great Stature, Long Arms, Ogre Blood, Mighty Thews

The rare and misbegotten offspring of humans and ogres, half-ogres are the subject of great fear among the weaker races, and ridicule and abuse among their more powerful kin. In light of this stigma, the fear, hatred, and abuse which is often heaped upon them, it is small wonder that most half-ogres grow up resentful, full of rage, and often every bit as vile as many folk assume them to be.

Found most often on the fringes of civilization, where raids by ogres are not unknown, most half-ogres grow up in barely civilized surrounds, or in barbaric tribes, be they those of humans or ogres themselves. Within such tribes they almost inevitably serve as savage warriors and raiders, wreaking havoc beyond the strongest of human tribesmen, or the most cunning of ogres. Even those half-ogres raised in something approaching civilization, most typically find themselves drawn to those professions that prove a natural outlet for their anger, and a natural channel for their great strength and intimidating appearance. No few half-

ogres have served as enforcers, bodyguards, mercenaries, and thugs, gaining a reputation for brutality.

Description: Even more so than half-orcs, half-ogres are ugly, brutish, and obviously inhuman to gaze upon. Standing between 6' and 6'6" in height, and weighing 325 lbs. on average, they tower over most other races, their broad, heavy frames making them seem far taller and more menacing than their actual height would indicate. Rough skin covers their bodies, bodies that ripple with gnarled muscles and corded sinews. Granted an apelike physique by relatively long arms and short legs, they are hirsute, their hair typically a shade of dull brown or black, their posture hunched. Beetle-brows shadow deep-set eyes of black, set with white pupils, their foreheads sloping back to lank locks. Large lower jaws are the norm; leading to a large under bite, part of a maw crammed with jagged, yellowed fangs.

Personality: By necessity and nature tough, fierce, crude, and uncouth, half-ogres suffer greatly as a result of their ogreish parentage, finding that clarity of thought and comprehension often elude them, driving them into greater depths of frustration. That their bulk and clumsiness often causes them to break or harm things and others around them, even unwittingly, merely adds to their status as rarely tolerated pariahs. Merely adds to the deep pool of anger, frustration, and sometimes even shame, which even the most well-meaning of them possesses. Rare indeed is the half-ogre able to come to terms with himself and others. Nearly always an outcast already, or all but treated as such, many half-ogres of a more reasoned outlook and temperament seek solitude, often as much due to their self-pity as their desire to avoid people all-to-ready to shun them. Sadly, the half-ogre's lack of intellect also leads many, not obviously wicked, to fall into darker paths, easily manipulated by those that would make use of their might and ferocity.

Racial Affinities: Half-ogres find it difficult to feel anything except hatred and jealousy for any of the other races. Their physical power leads to many of them dominating those weaker than themselves, especially those races likely to follow their more savage impulses, such as goblins and orcs. Even those raised among ogres, otherwise wary of the full-blooded ogre's even greater strength, may still come to exert influence by means of relatively increased cunning. Those raised among humans may have slightly more balanced perspectives, but this is not saying a great deal: even then they often feel resentful, angry, and aggressive, either becoming an outcast, a bully, or both. Of all the races, only half-orcs come close to understanding the nature and personality of the half-ogre.

Environment: Half-ogres are found in many environments, though they tend to prefer mountains, hills, and other wilderness areas to the crowded streets and alleyways of cities, places where everything seems to small, and their monstrous nature is all the more apparent.

RACIAL TRAITS & ABILITIES

Rolling Attributes: Because of their exceptionally monstrous and unusual heritage, half-ogres do not roll the usual 3d6 for their attributes. Instead, 3d4 is rolled for each attribute before the Attribute Modifiers below are applied.

Beholden to Vigor: Whereas other non-humans may select their second Prime freely, half-ogres may not do so. They must select their Prime from Strength or Constitution.

Great Stature: Due to their broad frames, height, and unusual proportions, half-ogres are capable of bearing great burdens, their Encumbrance Rating being 1.5 times that normal for their Strength. However, this same size and build means that they find it twice as expensive to acquire worn armor and clothing, and any mounts smaller than the largest of horses cannot bear them.

Long Arms: Due to their slightly greater than normal height and ape-like arms, half-ogres are able to wield bastard swords, great clubs, heavy maces, and heavy picks in one hand rather than the normal two.

Ogre Blood: Due to their heritage, any spells, magical items, or abilities effective against ogres, including the Defensive Expertise of dwarves, are fully effective against half-ogres.

Mighty Thews: Half-ogres can withstand significant amounts of punishment, and receive two Hit Dice at 1st level rather than the usual one, though their HD increases normally after this.

The Mythical Gnome



Languages: Common, Dwarven, Elven, Gnome, Goblin, Kobold

Size: Small

Movement: 20 feet

Typical Classes: Fighter, Ranger, Rogue, Wizard, Cleric, Druid, Bard

Attribute Modifiers: +1 Intelligence, -1 Strength

Rogue and Assassin Modifier: +2 Hide

Racial Traits & Abilities: Animal Empathy, Blend in Natural Surroundings, Combat Expertise, Deepvision (as Dwarf), Scent Minerals, and Spells

Many mistakenly consider gnomes to be related to dwarves or halflings. In fact, much like elves, gnomes are closely related to nature and its essence. The gnomes emerged from the deep, rich earth itself, from veins of precious minerals. Small, even by dwarven standards, the gnome is nonetheless a powerful ally and a deadly foe. Taken to primordial forests, to the soaring peaks of mountains, the gnome is a world traveler who enjoys visiting strange lands and foreign places in search of new information about the world from which they sprang.

Description: Averaging around 3 feet 6 inches tall, the gnome presents a compact figure, short and relatively stocky, though lacking in the brawn of the dwarves. Their skin is the dark, earthy hue of fertile soil, drying and cracking with the increase of age like an ancient mud flat. Large, long noses and wide eyes that glitter all the colors of gemstones dominate their faces, and among the older males of the race, sideburns are often grown, these the colors of granite and stone. Dark, earthy-colored clothing is favored, mixing browns and greens, a heavy cowl the preferred garment.

Personality: Gnomes are considered solemn folk, dedicated as they are to protecting the earth and its treasures; although they recognize that the bounties of the

earth are a great boon to all, they despise wasteful and destructive plunder of these bounties, and can be ruthless and cunning when dealing with miscreants. Misdirection and deception are their main weapons, fond as they are of luring and tricking foes into perilous situations. For all this dedication, gnomes are surprisingly calm and even-tempered, and take delight in such simple pleasures as the friendship of a companion and the beauty of a forest at midnight.

Racial Affinities: Preferring a simple and static world, gnomes are friendly with most of the benign people with whom they come in contact; they consider elves distant, if elitist, cousins, and as for halflings and humans, gnomes consider one just a shorter, more polite, and well-fed version of the other. They reserve their ire for those who are destructive and aggressive; goblins and kobolds are particularly reviled. Despite sharing some physical similarities with dwarves, gnomes find dwarves only marginally acceptable, the industrious activities of the latter sometimes providing a source of friction between the two races.

Environment: Gnomes prefer wild regions peripheral to urban or settled lands, be it high mountains, hills, or forests.

RACIAL TRAITS & ABILITIES

Animal Empathy: A gnome's relation to nature and its creatures allows him to communicate with burrowing mammals (badger, fox, mole, rabbit, etc.). The communication is more spell-like and empathetic than it is conversational. The information communicated must be relatively simple, taking place on the animal's level of understanding and comprehension.

Blend in Natural Surroundings (Dex): Gnomes are able to alter their coloration and the coloration of whatever they are wearing and carrying, assuming shades of brown, green, and gray. As a result, they are able to hide particularly well in surrounds of stone, wood, and earth. This camouflage only operates while the gnome is stationary. If people are observing the character, even casually, the character can't hide. If the observers are momentarily distracted, though, the gnome can attempt to hide. While the others turn their attention from the gnome, the gnome can attempt a Hide check if the character can get to a hiding place of some kind. This check, however, is at -10 because the gnome has to move fast.

Combat Expertise (Goblins, Kobolds): Gnomes battle goblins and kobolds frequently and practice special techniques for fighting them. They receive a +1 bonus "to hit" them in combat.

Scent Minerals: Gnomes are literally able to sniff out the presence of precious stones and metals. This ability allows them to detect the presence, type, and vague direction, of such materials within 30 ft. for even the smallest quantities. Large quantities double this range to 60 ft., while significant deposits or hoards increase the range to 180 ft. To a gnome, every such mineral and metal has its own distinct aroma. This scenting ability is not impeded by earth or stone, worked or otherwise. Multiple sources of a given scent can be confusing, as the scents will tend to merge into one.

Spells: Gnomes have an innate ability to cast the following spells once per day, as a 1st-level caster: ghost sound and prestidigitation, the latter spell only working on natural elements such as earth, stone, metal, and other minerals. Gnomes do not gain bonus spells in using this ability. Gnome clerics, druids, and wizards gain bonus spells normally as detailed in each class description.

The Mythical Dark Elf



Languages: Dark Elven, Goblinoid, Undercommon

Size: Medium

Movement: 30 feet

Typical Classes: Fighter, Ranger, Rogue, Assassin, Wizard, Cleric

Attribute Modifiers: +1 Dexterity, -1 Charisma (+1 Wisdom, -1 Dexterity for those born blessed by the Great Maggot)

Rogue and Assassin Modifier: +2 to hide, listen and move silently checks

Racial Traits & Abilities: Arcane Training, Blinded by Light, Cursed by the Sun, Deepvision (as Dwarf), Enmity, Determine Depth and Direction (as Dwarf), Enhanced Senses (as Elf), Hide, Move Silently, and Spell Resistance (as Elf)

Foul cousins of the surface dwelling elves, the subterranean dark elves are thoroughly evil and corrupt, as tainted and wicked as the elves of the surface world are bright. Dark elves are devoted to the Great Maggot, the God That Gnaws at the Roots of the World, holding in esteem the virtues of fecundity, corruption, transformation, and gluttony. Upholding these virtues, dark elf society has avidly pursued arcane experimentation, producing many terrible abominations even from among their own race. The dark elves have also spawned rapidly, spreading themselves far and wide beneath the earth, the females of dark elf society fulfilling the sacred role of breeders, only their diminished lifespan (no longer than those of humans), high percentage of stillborn young, and hatred of the sun, serving to prevent them overwhelming the world.

As devoted to magic and experimentation as the dark elves are, they still hold the Great Maggot as the greatest power, and the cult of the Great Maggot influences and controls all aspects of dark elf life. Among the cult, only those dark elves born blessed by the Great Maggot may become clerics and cult leaders. Those chosen of the god are immediately marked by their lack of pigmentation; they are all albinos, their skin so pale as to be nearly translucent, their temperament prone to gluttonous orgies. Clerics of the Great Maggot favor the dagger as a weapon, it representing the mandibles of their dark master, and also serving as a common tool in

ritual sacrifices and feasts. Destructive and transformative magics fill out their repertoire. Dark elf warriors are known to utilize daggers, short swords, and darts as weapons, these devices being suitable to the claustrophobic confines of their tunnel homes.

Description: Dark elves are shorter than normal elves, standing an average of 5 ft., and weigh around 115 lbs. They are also unmistakable in appearance, their skin a chitinous black, their ebon hair thick, slightly bristling, and inevitably short. By far their most unnerving feature, however, is their eyes; large, black, lidless orbs, slightly insectile and ideally suited for their lightless domain. Only their long, tapered ears hint at any possible connection with the elves of the surface world.

Personality: Hateful, fervent, and prone to lust, gluttony, and other vice, dark elves are far from being personable. Even among their own kind they are prone to treachery. As unwilling as they are to extend mercy or quarter to those not of their race, they expect other races to treat them in exactly the same way, and as a result, dark elf warriors would rather end their own lives than be captured.

Racial Affinities: Dark elves have no love or kind regard for those not of their race, holding others as fit for little beyond fodder for their beasts or mushroom farms, useful subjects for arcane experimentation, or sacrifices to their dark god. They hold a special hatred for the other races of elves, however, and take perverse delight in inflicting all manner of terror and pain upon those they encounter.

Environment: Dark elves dwell in the deep recesses of the realm below, the tunnels and caves running far beneath the ground.

RACIAL TRAITS & ABILITIES

Arcane Training: Dark elves are taught the rudiments of magic at a young age, and are able to cast each of the following spells once per day: Detect Magic, Read Magic.

Blinded by Light: The senses of dark elves are attuned to the pitch darkness of the underground world, and they find light blinding and uncomfortable. They suffer a -1 to -3 penalty to all actions, checks, saves, and AC in conditions lighter than dim torchlight, depending on the intensity of light.

Cursed by the Sun: The dark elves are cursed by the light of the sun, turning to stone the instant any rays of sunlight strike them. They remain in this statue-like state only for so long as they remain within sunlight, returning to normal flesh and blood the moment sunlight no longer plays upon them.

Enmity (elves): See C&C Dwarf, but enmity applies to other races of elves, not orcs and goblins.

Hide: See C&C Halfling, but applies to subterranean settings instead of outdoor ones.

Move Silently: See C&C Elf, but applies to subterranean areas instead of wilderness ones.

The Priest



Prime Attribute: Wisdom

Preferred Race: Any

Hit Dice: d4

Alignment: Any

Weapons: Special, club, dagger, staff.

Armor: None

Abilities: Spells (as Cleric), Turn Undead.

Level	HD	BtH	EPP
1	d4	0	0
2	d4	+1	1451
3	d4	+1	3001
4	d4	+1	5001
5	d4	+1	10001
6	d4	+2	20001
7	d4	+2	40001
8	d4	+2	80001
9	d4	+2	160001
10	d4	+3	250001
11	+1	+3	375001
12	+1	+3	575001

The cleric walks a definite path in the world, the path of the warrior-priest, a path beset by physical trials as well as trials of faith. Shielded and armed with more than just faith, the cleric is well charged with dangerous tasks and guardianship. Yet for every cleric that strides forth into the world or guards a temple, there are many more clergy that do not. These holy men and women follow a more sedentary path; they are the priests.

Priests are the main clergy of their religion, those possessed of every bit as much faith and divine favor as clerics, but for whom martial training is not a calling or necessity.

Rather, these individuals tend the churches and temples. They serve the spiritual and ritualistic needs of local worshippers, leading them in ceremonies and prayers on days held sacred. They perform the regular rites and blessings of the faith. It is the priests who almost invariably fill most positions in a religion's hierarchy, and indeed usually dominate the leadership of such.

Among some faiths, especially those lacking in any sort of militaristic outlook or appreciation, priests alone form the ranks of the clergy. Such faiths are extremely unlikely to produce the warrior-like clerics. Priests seldom venture out into the open world on the path of adventure, though they prove able companions in those rare cases they do. Though they lack the skill-at-arms the cleric enjoys, their faith is strong, and their magic not to be underestimated.

The Avenger

Prime Attribute: Charisma

Preferred Race: Human, Half-Orc.

Hit Dice: d10

Alignment: Chaotic evil

Weapons: Any.

Armor: Any.

Abilities: Cause, disease, detect good, unholy aura, unholy vigor, blighted touch, turn undead, unholy mount, aura of fear, smite good, unholy word (see below for details).

Level	HD	BtH	EPP
1	d10	0	0
2	d10	+1	2701
3	d10	+2	5501
4	d10	+3	12001
5	d10	+4	24001
6	d10	+5	48001
7	d10	+6	95001
8	d10	+7	180001
9	d10	+8	360001
10	d10	+9	700001
11	+4	+10	1000001
12	+4	+11	1300001

Every bit as vile as paladins are heroic, the avenger is the dark twin of those champions of light. Devout, even fanatical followers of the wickedest gods, avengers are capable of any atrocity, any villainy, in service of their divine patrons, furthering the spread of evil and corruption. Unlike paladins, beholden to a code of conduct, avengers are far from being so constrained, their only true inviolate tenets being unwavering faith in their unholy master or mistress, and the drive to spread their patron's particular brand of evil by whatever means necessary. Cunning, treachery, and deception, all are considered worthy tools in the avenger's arsenal, weapons every bit as valuable as the most savage blade.

Within their faith, avengers may serve as guards to cult leaders and temples, or leaders of evil warbands in service to the faith. Although avengers hold good characters in contempt, they are not above associating with such individuals, if only to mislead, betray, and corrupt them. Destroying hope, kindness, and other elements of benevolence is considered a laudable goal, one just as important as spreading evil itself.

Given their diabolical personality, outlook, and fervor, avengers are rightly regarded with hatred and fear, even among many of those serving the same evils; not for nothing do these blackguards have a reputation for brutality, violence, betrayal, and a love of torture. Like paladins, avengers select weapons reflecting those favored by their unholy lords, but unlike paladins they have no compunctions about employing weapons used by thieves, assassins, or at range. Should an avenger betray his dark god, or fall from the pursuit of wickedness, he will suffer greatly. Not only will his powers and mount be stripped from him, but the vengeful god will often arrange for other of their agents to exact a final, excruciating revenge.

CLASS ABILITY DESCRIPTIONS

Cause Disease: At first level, the avenger can inflict a random disease (Con save negates), once per week. This ability can be used twice per week at 6th level, and thrice per week at 12th level.

Detect Good: Beginning at first level, avengers have the ability to detect good in the same manner as the spell. However, this ability is innate and no spell casting is involved. A avenger simply concentrates for one round on an area or individual within 60 feet to perform the ability. The avenger must face toward the area or individual being examined. The avenger can do this as often as desired, but must be able to concentrate for at least one round to do so.

Unholy Aura: Avengers emanate an unholy aura that wards against attacks from good, summoned, or conjured creatures. It creates a magical barrier around the avenger that conveys a +2 bonus to armor class and a +2 bonus on all saving throws against good creatures. The unholy aura also prevents bodily contact by summoned or conjured creatures. This causes the natural weapon attacks of such creatures to fail and the creatures to recoil if such attacks require touching the warded creature. Evil elementals and outsiders are immune.

Unholy Vigor: The avenger is immune to all diseases, whatever their origin.

Blighted Touch: An avenger can inflict 2 hit points of damage per avenger level, once per day, simply by touch.

Turn Undead (Wisdom): At 3rd level, the avenger gains the ability to turn or control undead as a evil cleric of 1st level. When making a turn or control check, a avenger adds his "turning level" to the roll, not the character's actual level. This ability improves with each level.

Unholy Mount: At 4th level, the avenger gains the ability to call an unholy warhorse or other mount. A avenger's deity confers this grace upon the avenger as a reward for faithful service. The unholy mount is unusually intelligent, strong, loyal, and vicious, ready to serve the avenger in pursuit of his villainy. The mount is usually a heavy warhorse. Should the avenger's mount die, a year and a day must pass before another can be called. The Castle Keeper provides information about the mount that responds to the avenger's call.

Aura of Fear: At 6th level, an avenger is immune to fear (magical or otherwise). The avenger may also exude fear in a 10 feet radius around them, the effects the same as those of the Remove Fear spell cast in reverse.

Smite Good: Once per day, a avenger of 9th level or higher may attempt to smite good with one normal melee attack. Smite good adds the avenger's charisma modifier (if positive) to the attack roll, and deals 1 extra hit point of damage per level of the avenger. This ability can be used once per day, and only on creatures of good alignment.

Unholy Word: At 12th level, a avenger may channel the unholy voice of his foul patron through him, invoking the effects of the reverse of the Holy Word spell. This ability may only be used once per month.

The Gladiator



Prime Attribute: Strength

Hit Dice: d10

Alignment: Any.

Weapons: Any melee and thrown weapons.

Armor: Breastplate, Leather, Padded, Ringmail, Studded Leather, and Chain Shirt, any Shield.

Abilities: Armor Optimization, Brawler, Two-Weapon Fighting, Weapon Specialization.

Level	HD	BtH	EPP
1	d10	0	0
2	d10	+1	2001
3	d10	+2	4001
4	d10	+3	8501
5	d10	+4	17001
6	d10	+5	34001
7	d10	+6	68001
8	d10	+7	136001
9	d10	+8	272001
10	d10	+9	500001
11	+4	+10	750001
12	+4	+11	1000001

The sands of the arena or fighting pit are often stained with blood. The blood of beasts and monsters captured and forced to fight. The blood of condemned criminals killed in nearly hopeless bouts designed to amuse and mollify a populace. The blood of slaves and freemen who fight for freedom, glory, and riches. The blood of gladiators.

Gladiator are highly-trained and skilled warriors, often guided and molded by demanding, even harsh, masters, themselves often former gladiators. A hard physical and martial regimen serves to

elevate a gladiator to fighting fitness, as well as bringing great facility with all manner of exotic weapons and techniques. Due to the time spent training and conditioning a true gladiator, they are often considered valuable commodities. Only the wealthiest and most influential individuals can afford the luxury of paying for the spectacle of a fight to the death in the arena.

Despite the fact that few fights involving real gladiators are mortal combats, injury is commonplace, and accidents do occur. Rare is the gladiator or gladiatrix who survives many years in their profession. Even if unwillingly thrust into the role of gladiator by fate, many find themselves growing accustomed to fame and the adulation of the bloodthirsty crowds. Many come to relish the visceral thrill of man-to-man or man-to-beast combat, and even find it quite lucrative to partake of the rampant gambling surrounding their fights. Others loathe every moment, desiring only to live long enough to win their freedom.

Though remarkable combatants, gladiators lack the versatility of other fighters, accustomed as they are to strange weapons and light armors. Despite this, they are more than capable of proving their worth, and few facing peril would refuse a gladiator fighting at their side. The path of adventure is seldom trod by gladiators, though a few, unable to find peace outside the arena, escaped or freed, may find in it the old lure of excitement, glory, and wealth.

CLASS ABILITY DESCRIPTIONS

Armor Optimization: Gladiators learn to compensate for their lack of superior armor, dodging and moving in such a way that opponents are confounded by their armor and shield. Provided the gladiator is wearing the light armor available to his class, his AC is increased by 1. At 5th level this bonus increases to +2, and at 10th it increases to +3.

Brawler: Gladiators are experts in unarmed combat, striking and wrestling with a +1 bonus to hit and +2 bonus to damage when unarmed. A gladiator's unarmed strikes do normal damage rather than subdual damage. However, a gladiator can choose to deal damage as subdual damage.

Two-Weapon Fighting: At 10th level, the gladiator becomes particularly adept at fighting with two weapons, one in each hand, gaining a +3 bonus to each attack (offsetting in part the two weapon fighting penalties) when using appropriate arena weapons available in Weapon Specialization. Bonuses from Weapon Specialization do apply.

Weapon Specialization: At 1st level the gladiator chooses to specialize in a single weapon. This must be one of the weapons common to the arenas, as decided by the CK, typically Cestus, Dagger, Net, Scimitar, Short Sword, Spear, or Trident. Specialization imparts a +1 bonus to hit and damage at 1st-5th level. At 6th level and above, the bonus increases to +2. At 7th level the gladiator chooses to specialize in a second arena weapon, gaining the usual +1 bonus to hit and damage. At 12th level this bonus becomes +2.

The Monster Slayer



Prime Attribute: Strength
Hit Dice: d12
Alignment: Any
Weapons: Any
Armor: Any
Abilities: Combat Prey, Extra Attack (as Fighter), Favored Prey.

Level	HD	BtH	EPP
1	d12	0	0
2	d12	+1	2101
3	d12	+2	4201
4	d12	+3	9001
5	d12	+4	18001
6	d12	+5	36001
7	d12	+6	72001
8	d12	+7	144001
9	d12	+8	288001
10	d12	+9	525001
11	+5	+10	775001
12	+5	+11	1250001

Giant-killer, dragon-slayer, troll-bane, all are examples of epithets given to heroes known for killing such tremendous and deadly foes. Any hero may acquire such a name by virtue of their deeds, there are those heroes who dedicate their lives to the eradication of such monsters. For these few souls, the monster slayers, the destruction of a single chosen prey is a driving, even consuming, passion.

Many monster slayers are the product of tragedy, individuals fiercely devoted to avenging the deaths of

loved ones at the hands of certain creatures. Others seek glory and fame in focusing their efforts on combating entities known to be fearsome foes, studying their chosen opponents intently the better to overcome them. Yet others seek out certain monsters to prove their abilities to themselves or others, or to act as defenders of communities often beleaguered by such beasts.

By necessity, monster slayers of any kind are tough, independent, and resourceful individuals. Any significant weaknesses can only lead to a short career and untimely death. Though some slayers may start their careers brash, few remain that way for long if they survive, as they quickly learn that unthinking aggressive action is tantamount to suicide when facing a powerful enemy. Due to the focus of their activities, be that killing vampires or felling demons, monsters slayers are invariably drawn to adventure, especially those likely to lead them to their favored prey.

Truly formidable when facing their chosen targets, monster slayers are still strong and capable warriors in other regards, making them welcome members of any adventuring party.

CLASS ABILITY DESCRIPTIONS

Combat Prey: Monster slayers train and study intensely to better combat a single type of opponent, such as dragons, giants, or trolls. When fighting their chosen opponents, monsters slayers inflict +1 extra damage per class level.

Favored Prey: At 4th level, a monster slayer's training, study, and experience in fighting their chosen prey confers even greater ability in combating them. The monster slayer gains a +2 bonus to hit, AC, and all saves against the opponent type they selected in Combat Prey.

The Witch



Prime Attribute: Wisdom

Hit Dice: d4

Alignment: Any non-lawful

Weapons: Dagger (athame).

Armor: None

Abilities: Poisons (as Assassin), Spells (as Cleric – including Bonus Spells; Spells per Day as Druid), Sympathetic Magic.

Level	HD	BtH	EPP
1	d4	0	0
2	d4	+1	1601
3	d4	+1	3501
4	d4	+1	7001
5	d4	+1	14001
6	d4	+2	28001
7	d4	+2	55001
8	d4	+2	110001
9	d4	+2	165001
10	d4	+3	250001
11	+1	+3	350001
12	+1	+3	500001

Secretive, isolated, and often subjected to superstition and fear, witches often work alone, living hermit-like existences on the fringes of civilization. Others work in secret covens with others of like mind and spirituality, proving themselves either a bane or boon to those dwelling within reach of their influence. Although most covens and individual witches avoid forming too many

associations with others, a few have some associations with local druids.

Like clerics and druids, witches draw their mystical power from otherworldly sources, be they the untamed spirits of nature, or the dark powers of demons and devils. Indeed, a sizable number of witches are

wicked, willingly serving supernatural evils in exchange for power, and it is these that have led to the fear, deserved or otherwise, surrounding nearly all witches. For every witch quietly living in seclusion, or serving an isolated village as a wise woman or healer, there is a dark witch, all too willing to curse, control, and bring ruin to others.

The magics of witches are generally quite subtle, those of influence and divination, as well as powers to bless, curse, heal, harm, or control the natural world. Though these magics lack much of the raw power employed by clerics and druids, they are not to be underestimated, especially given the witch's command of sympathetic magic. With access to a victim's possessions, or even a fragment of a victim, and a little time to prepare, a witch can cast spells that are more difficult for the victim to resist, and can range far indeed.

The vast majority of witches are women, few males finding themselves drawn to witchcraft. The athame, the ritual dagger used by all witches, is the only means of mundane defense witches employ, and it also serves them as the divine focus of their magics as well. Rare is the witch that seeks adventure, though the lure of the natural world, or the machinations of a rival witch, may draw one forth upon occasion.

CLASS ABILITY DESCRIPTIONS

Sympathetic Magic: If the witch has an item belonging to an intended target (such as the victim's cherished dagger), or a part of the target (such as a lock of their hair, or an ounce of their blood), she may use sympathetic magic on the individual. If the item or substance is used as an additional Material component when casting a spell at that target, the CL of the victim's saving throw is also increased by the witch's Wisdom modifier. If the witch takes the time to add the item or substance to a small representation of the target (such as a woven corn or wax doll), the CL of the victim's saving throw against the spell is increased as before, plus the range of the spell is measured in miles rather than feet. Ritually preparing a doll for this purpose requires at least an hour, as well as the necessary materials to craft the crude effigy. To be useful for these sympathetic purposes, the item must have been in the target's possession for at least a week.

0-Level Witch Spells (Orisons)

1. Dancing Lights
2. Detect Chaos/Evil/Good/Law
3. Detect Illusion
4. Detect Magic
5. Detect Poison
6. Endure Elements
7. Influence
8. Light
9. Mending
10. Purify Food and Drink

1st-Level Witch Spells

1. Animal Friendship
2. Bless
3. Calm Animals
4. Change Self
5. Charm Person
6. Command
7. Faerie Fire
8. Goodberry
9. Obscuring Mist
10. Protection from Chaos/Evil/Good/Law
11. Sanctuary
12. Sleep
13. Summon Familiar
14. Unseen Servant

2nd-Level Witch Spells

1. Animal Messenger
2. Augury
3. Charm Person or Animal
4. Cure Light Wounds
5. Delay Poison
6. Fog Cloud
7. Hold Animal
8. Hold Person
9. Locate Object
10. Misdirection
11. Scare
12. See Invisibility
13. Speak with Animals
14. Speak with Dead

3rd-Level Witch Spells

1. Clairaudience/Clairvoyance
2. Fly
3. Magic Circle (Chaos/Evil/Good/Law)
4. Neutralize Poison
5. Nondetection
6. Plant Growth
7. Remove Blindness or Deafness
8. Remove Curse
9. Remove Disease
10. Speak with Plants
11. Suggestion
12. Tongues

6th-Level Witch Spells

1. Commune
2. Control Weather
3. Cure Critical Wounds
4. Find the Path
5. Geas
6. Insect Plague
7. Legend Lore
8. Veil

9th-Level Witch Spells

1. Astral Projection
2. Binding
3. Earthquake
4. Mass Heal
5. Mind Blank
6. Shapechange
7. Soul Bind
8. Trap the Soul

4th-Level Witch Spells

1. Charm Monster
2. Confusion
3. Cure Serious Wounds
4. Detect Scrying
5. Dispel Magic
6. Divination
7. Emotion
8. Fear
9. Locate Creature
10. Scrying
11. Seeming
12. Summon Animals

7th-Level Witch Spells

1. Creeping Doom
2. Discern Location
3. Greater Scrying
4. Heal
5. Insanity
6. Mass Charm
7. Sequester
8. Vision

5th-Level Witch Spells

1. Animal Growth
2. Awaken
3. Control Plants
4. Control Winds
5. Dream
6. Feeblemind
7. Hold Monster
8. Mass Suggestion
9. Nightmare
10. Polymorph
11. Summon Beasts or Plants
12. True Seeing

8th-Level Witch Spells

1. Animal Shapes
2. Antipathy
3. Command Plants
4. Finger of Death
5. Polymorph Any Object
6. Regenerate
7. Summon Planar Ally
8. Symbol

The Jester

Prime Attribute: Charisma

Preferred Race: Any

Hit Dice: d6

Alignment: Any non-Lawful.

Weapons: Club, dagger, light mace, rock, staff.

Armor: Padded, leather, ring mail, studded leather.

Abilities: Exalt (as Bard), Humiliate, Master Juggler, Pick Pocket (as Rogue), Pratfall, Tumbling Evasion.

Level	HD	BtH	EPP
1	d6	0	0
2	d6	+1	1001
3	d6	+1	2201
4	d6	+1	4501
5	d6	+2	9001
6	d6	+2	18001
7	d6	+2	35001
8	d6	+3	70001
9	d6	+3	100001
10	d6	+3	150001
11	+2	+4	275001
12	+2	+4	400001

Masters of the absurd, jesters are comics, fools, and provokers of thought. Whether roaming from place to place, or serving in the employ of the wealthy and powerful, jesters are entertaining, infuriating, and baffling.

With razor keen wit, an equally sharp tongue, and a healthy disrespect for pomposity and pretension, jesters also serve to deflate those egos over inflated. Their jests and practical jokes lay bear the ludicrousness of life, reminding others, sometimes painfully, that humor always has its place, and that it is entirely possible to take things too seriously. Jesters weave tales, often highlighting the inadequacies of the self-important, while finding much to praise in the truly humble. A jester's words, tales, and jokes have much influence, for with them they can sting, humiliate, and anger, or encourage confidence and appropriate pride.

Their status as fools grants jesters some leeway in their actions. Few civilized individuals of any note will allow a jester's barbed jokes and pranks, even those at their expense, to drive them to harm the jester, especially in public or the sight of their peers. Such a reaction would only lend credence to the jester's points, and humiliate the individual more in the eyes

of those around them. Revenge enacted quietly and privately, however, is always a possibility, as some jesters have found to their cost. Furthermore, many jesters have found that it always pays to be a little canny, if only because some victims of their japes care not a whit what others think, and will only too happily enact revenge on the spur of the moment. Master jugglers and acrobats, displaying outrageous antics and costume, jesters are also superlative physical performers; anyone may play the fool, but only the jester is the master of his craft.



CLASS ABILITY DESCRIPTIONS

Humiliate (Charisma): Making use of barbed jests, mocking mimicry, and appropriate gestures, the jester can humiliate and infuriate a victim, causing them to lose their composure and act in a far less considered way. With a successful attribute check, a jester can cause a victim capable of understanding him, to suffer a -2 penalty on any action requiring an attribute check, including class ability checks, saving throws, and standard attribute checks. This ability does not affect attack rolls. The victim must be able to see and hear the jester, and must be within 60 feet. The victim may make a Wisdom check (CL equal to the jester's class level) to resist the effects of this ability. The jester can use this ability once per day per level, and maintain the effect for a number of rounds equal to the character's level. As the jester rises in levels, the penalty inflicted increases as well: -3 at 6th level and -4 at 12th level.

Master Juggler: A jester's ability to juggle becomes so deft that, starting at 3rd level, they gain a +1 bonus to attack and damage when throwing small objects such as clubs, daggers, rocks, and bottles. At 10th level these bonuses both increase to +2. At 4th level, this mastery of juggling also grants the jester the ability to deflect small thrown missiles as per the C&C Monk ability, Deflect Missiles. However, this ability does only work for such small items as clubs, daggers, bottles, balls, and rocks; it can not be used against projectiles such as arrows or bolts, nor against such large missiles as spears, javelins, or harpoons. This ability can be used once per round at levels 4-8, and twice at levels 9-12.

Pratfall (Dexterity): See C&C Monk: Slow Fall, but is gained at 1st level, and takes damage as if the fall were only 5 feet shorter, and has no effect on falls greater than 20 feet.

Tumbling Evasion: If presented with enough space, the character may use his acrobatic prowess to help evade attack, gaining a +4 AC bonus for using the Dodge combat maneuver rather than +2.

The Sorcerer

Prime Attribute: Charisma

Preferred Race: Any

Hit Dice: d4

Alignment: Any

Weapons: Club, dagger, heavy crossbow, heavy mace, light crossbow, light mace, morningstar, sickle, sling, spear, staff.

Armor: None

Abilities: Spells

Level	HD	BtH	EPP
1	d4	0	0
2	d4	+1	2701
3	d4	+1	5401
4	d4	+1	10801
5	d4	+1	21601
6	d4	+2	43201
7	d4	+2	86401
8	d4	+2	172801
9	d4	+2	345601
10	d4	+3	600001
11	+1	+3	800001
12	+1	+3	1000001

Magic is a powerful force, an essence permeating all forms of existence, infinitely varied, evidenced in myriad ways, from the subtlest of divine orisons to the most earth-shattering of arcane spells, from the energies of supernatural creatures to the runes carved in magical blades. Small wonder then that there are those who devote their lives to it. Such individuals pour much time, energy, and intellect into the study of magic in an attempt to harness this potent tool, great efforts expended to learn of magic and bring it to bear with magecraft. To the sorcerer, such efforts are pointless, for sorcerers are those rare individuals born to magic. Magic is, quite literally, a part of them.

Due to peculiar birthright, sorcerers have magical essence running within them, essence that can be summoned, channeled, and controlled through sheer force of personality. This birthright can be varied indeed, from those sorcerers long descended from dragons or other-planar entities fair or foul, to those with traces of fae blood. Even more rarely, sorcery is born of unexpected conjunctions, inexplicable occurrences, or magical mishap.

A sorcerer's magic reflects its source. One of draconic heritage may manifest spells indicating the power of dragons, spells providing the power of flight, strong armor, majesty, and natural weapons, for example. A fae-blooded sorcerer's spells could reflect light, illusion, and charm. In any case, the sorcerer has little true control over which powers grow from within.

The life of a sorcerer is seldom an easy one, for being born with inherent magic can cause many problems. Sorcerers are often physically marked with small, or not so small, traces of their magical heritage. One of demonic heritage may possess small horns, while one born of fae blood may possess eyes of an unnatural hue. One accidentally infused with forces of elemental air may have hair that waves forever in a non-existent wind, while one involved in an alchemical accident involving green flame may have one eye a glowing green orb.

The sorcerer's magical blood also has a minor impact on their psychology. Those whose powers may be infernal in origin may occasionally suffer from unnatural urges, for example, while those with faerie blood may experience capricious mood swings. Although these urges and personality changes are typically easy to resist, they sometimes become more difficult to resist as the sorcerer gains in magical power.

Beyond the physical and mental traces of magic, strange happenstance often surrounds the growing sorcerer. The magic coursing through them can erupt uncontrollably, manifesting itself in their surrounding environment, especially in times of great physical or

emotional stress. Depending on their heritage, such things as small fires may start, glowing lights may appear, and in severe cases, even more dangerous events may occur. Until the sorcerer has experimented enough to effectively control these surges, this can make their lives, and the lives of those around them, potentially dangerous. No few young sorcerers have been banished or slain by their own fearful or superstitious communities, or worse, by their own uncontrolled magics. Even more tragically, some sorcerers take their own lives, unable to live with their magic, or the harm they might have caused. Some sorcerers never learn to control the magic within them, assuming they even know its source.

Given these common factors, it is unsurprising that few sorcerers have a normal upbringing, and this also colors their outlook as much as their magic. Some seek seclusion, living likes hermits, distrustful of others. Others seek revenge or power, using their powers to hurt those who persecuted them when they were vulnerable and in need, or to gain control in adult life they never had when younger. A few seek to use their powers to aid others, to desperately prove their worth to themselves if not others.

CLASS ABILITY DESCRIPTIONS

Spells: The Player must select the single spell list (Illusionist or Wizard) that best fits their character's magical concept, and thereafter their character may only manifest spells from that list.

Sorcerers do not learn spells as such; they manifest spell-like powers through practice and experimentation (see the Spells Known table). Because the spells known must reflect their heritage, and because they have no ability to select the powers they are born to, the CK should select all or some of the spells a sorcerer's manifests as their innate powers reveal themselves.

Sorcerers are limited to a certain number of spells of each spell level per day. A table shows the number of spells per day the sorcerer may cast. A sorcerer need not prepare spells ahead of time, unlike a wizard. Instead, the sorcerer simply selects a spell of the appropriate, or lower, level from the spells they know, and casts it. Sorcerers do not gain Bonus Spells like the Wizard, nor do they require Spellbooks. They usually cast their spells by gesturing, so their spells always require a Somatic component. Many also utter phrases or curses to aid them, giving most of their spells the Verbal component as well. However, given that their magic is innate, they need never use the Material, Focus, or Divine Focus needed for a spell.

Spells per Day

Level	0	1	2	3	4	5	6	7	8	9
1	5	3	—	—	—	—	—	—	—	—
2	5	4	—	—	—	—	—	—	—	—
3	5	4	—	—	—	—	—	—	—	—
4	5	4	1	—	—	—	—	—	—	—
5	6	4	2	—	—	—	—	—	—	—
6	6	5	2	1	—	—	—	—	—	—
7	6	5	3	2	—	—	—	—	—	—
8	6	5	3	2	1	—	—	—	—	—
9	6	5	3	3	2	—	—	—	—	—
10	6	5	4	3	2	1	—	—	—	—
11	7	6	4	4	3	2	—	—	—	—
12	7	6	4	4	3	2	1	—	—	—

Spells Known

Level	0	1	2	3	4	5	6	7	8	9
1	4	2	—	—	—	—	—	—	—	—
2	5	2	—	—	—	—	—	—	—	—
3	5	3	—	—	—	—	—	—	—	—
4	6	3	1	—	—	—	—	—	—	—
5	6	4	2	—	—	—	—	—	—	—
6	7	4	2	1	—	—	—	—	—	—
7	7	5	3	2	—	—	—	—	—	—
8	8	5	3	2	1	—	—	—	—	—
9	8	6	4	3	2	—	—	—	—	—
10	9	6	4	3	2	1	—	—	—	—
11	9	7	5	4	3	2	—	—	—	—
12	10	7	5	4	3	2	1	—	—	—



NEW WEAPONS

Armor and Shields

Type	Cost	AC	Weight	Enc.	Notes
Jousting Plate	2400 gp	+10	75 lbs.	6	If prone and trying to stand, or trying to perform any remotely agile maneuver such as mounting a steed, the wearer must make a Strength check with a CL of 10 to succeed.
Hewing Shield	30 gp	+1***	15 lbs.	6	May be used as a melee weapon (1d6 points of damage); however, if used in this manner, it will not provide its AC bonus for the rest of the round; AC bonus may be applied against three foes per round
Spiked Buckler	6 gp	+1*	3 lbs.	3	May be used as a melee weapon (1d4 points of damage); however, if used in this manner, it will not provide its AC bonus for the rest of the round; AC bonus may be applied against two foes per round.

Weapons

Type	Cost	Damage	Range	Weight	Enc.	Notes
Bill Guisarme	15 gp	2d4	—	15 lbs.	5	
Bullwhip	2 gp	1d2	10 feet	1.5 lbs.	1	Apart from striking, a bullwhip may be used to entangle an opponent's limb or weapon, possibly disarming, unbalancing, or tripping them. Such attempts use the Disarm rules (PHB, p. 118-119), and require that the attacker make a Strength check at the CK's discretion.
Caltrop	3 sp	1	—	0.5 lb.	1	Avoiding a few scattered caltrops only requires that an intelligent being step carefully between them. This halves the running movement rate for 1 round per yard of caltrops traversed. Failure to slow down, notice, or recognize caltrops as a threat necessitates a Dexterity check (CL equal to the number of caltrops strewn in the yard square area). Failure means one has been trodden on, inflicting its damage. Unless a round is spent removing it, it may inflict further damage, and the hobbled character may move at no more than half walking speed.
Cinquedea	6 gp	1d5	10 feet	2 lbs.	1	
Club, great	—	1d8	—	6 lbs.	4	
Fauchard Guisarme	8 gp	1d8	—	7 lbs.	5	
Fighting Net	10 gp	—	10 feet	10 lbs.	3	The AC bonus from armor does not apply against attacks with a net. A successful net attack entangles the opponent unless they make a Dexterity save. An entangled opponent suffers a -4 penalty to all actions, and can only move at half speed. Escaping from a net requires a full round and a successful Dexterity or Strength check (CL 10), the latter also likely to rip the net open. Alternatively, inflicting at least 8 damage on the net will rend it open.
Garrote	—	1d4	—	—	—	On a successful and unexpected attack from behind, including a Sneak Attack, the garrote begins to strangle its victim. It automatically inflicts its damage each round it is continually applied, and the victim must make a Constitution saving throw each round after the second. Failure results in the victim's immediate death (or unconsciousness at the player's discretion).
Knife	1gp	1d3	10 feet	0.5 lb.	1	
Lochaber Axe	10 gp	2d4	—	8 lbs.	5	
Pole Axe	8 gp	1d10	—	8 lbs.	5	
Spetum (Corseque)	10 gp	1d8	—	6 lbs.	5	
Staff Sling	—	1d6	40 feet	4 lbs.	4	

Give Your PC Some Personality

Many players new to Castles & Crusades can find it difficult to portray their characters as anything but stereotypical members of their cultures and classes. However, the details presented in the game are merely representative of the broad traits ascribed to those cultures and professions, and just as people in the real world rarely fit a stereotype exactly, the same is true of characters in Castles & Crusades.

Even in cases where a character is fairly typical, many aspects of personality, not to mention background and appearance, may not be mentioned in cultural write-ups, such as sense of humor, personal quirks and preferences, and so on. These present any player with a wide number of ways in which to personalize their character, without contradicting broad cultural descriptions if they don't wish to.

Three factors contribute to the overall quality and depth of any given character: Background, Personality, and Appearance. When creating a character it is not necessary to write chapter upon chapter, painstakingly detailing the character's life, outlook, and appearance, but by simply considering the questions put forward in this article, and writing a handful of short answers, a character can be given a life and personality beyond that of a clichéd stereotype.

Each of the three sections will present twenty appropriate questions, not all of which need be answered, and not all of which will necessarily be applicable. In fact, only a few short answers are truly necessary, as many Players find that their characters develop during play; use of a large number of questions presented in these listings is only really appropriate for those groups desiring extensively detailed characters.

If possible, the Player and CK should work together to create the character, ensuring it is playable and not overly disruptive to the style of game they wish to play.

BACKGROUND

Arguably the most important aspect of character creation, a character's background provides a sense of personal history, and existence, and it is often the character's upbringing and experiences in life that most define their personality and outlook.

Family

What were the character's parent(s) or guardian like?

Does the character have any siblings?

Does the character have a family of their own, or did they?

Do they ever intend to settle down if they don't?

What about other relatives; were any memorable for any reasons?

What is the current status of any of the character's relatives, i.e. alive, dead, missing, estranged, ill, enslaved, imprisoned, etc.?

Were there any skeletons in the family closet?

Home

Where was the character raised?

What was the family's status in terms of wealth, social, and local standing?

Did the family move at all?

Does the character have a home of their own?

Childhood/Adolescence

What was the character like as a child/adolescent?

Were any childhood/adolescent friends or enemies memorable?

Were any childhood/adolescence events particularly memorable?

Did the character learn any skills as a child/adolescent?

Professional History

Why did the character enter the profession they did?

How did the character receive their training?

Did they find any of it particularly difficult or easy?

Has the character done anything particularly notable since completing their training?

What contacts, friends, enemies or mentors did the character make while training, or pursuing their career?

PERSONALITY

The character's personality defines how they are role-played, and should be detailed bearing in mind the character's Background, as described above. Consider how the character's upbringing, family, past experiences, etc. affected their worldview, morality, and so on, and if they turned out the way they did because of, or in spite of, their Background. Consider how they fit their cultural stereotype, and how they differ.

Attitudes

What does the character like/love?

What does the character dislike/hate?

What is the character's attitude to sex?

What is the character's attitude to religion?

What is the character's attitude to magic?

What is the character's attitude to illegal activities?

What is the character's attitude to conflict, physical or otherwise?

Does the character have any misconceptions/bigoted outlooks?

Conceptions

How does the character see themselves?

How do other people see the character?

If the character could be summed up in one word, what would that word be?

What would the character change about themselves, if they could?

Directives

What is the character's greatest fear/worst nightmare?

What is the character's greatest hope/dream/aspiration?

What motivates the character?

Is there anything the character will not do?

Miscellaneous

What is the character's sense of humor like?

Does the character have any hobbies/pastimes?

How does the character relax?

Does the character have any mental or behavioral quirks, flaws, or aberrations?

APPEARANCE

The character's appearance is usually the first thing anyone notices about them, and can say a lot about their personality, profession, and background. Detailing what the character looks like gives the player a good mental image of the character, vital in imagining scenes in the game. The character's appearance also helps other players visualize the character, and enables CKs to determine how NPCs might react to the character. However, the character's appearance need not necessarily reflect all of their qualities, although it will always reflect some; not every warrior looks grim and determined, and not every magician looks thin and bookish, for example. Also bear in mind the exotic and unusual possibilities that alchemical and magical enhancements can present when detailing a character's appearance; such enhancements can be eccentric to say the least.

Physicality

How tall is the character?

What kind of build and proportions does the character have, and are they muscular, toned, scrawny, overweight, etc.?

How much does the character weigh?

What kind of style, color, and texture is the character's head/facial/body hair, if indeed they have hair?

What shape and color(s) are the character's eyes, and are they at all expressive of any given emotion(s)?

What color is the character's skin?

Does the character have any distinguishing marks such as birthmarks, scars, disfigurements, tattoos, or brands, etc.?

What does the character's expression usually convey, i.e. disdain, friendliness, surliness, calm, etc.?

What does the character's voice sound like?

Does the character have any favorite sayings or catch phrases?

How does the character move, walk, and carry themselves?

What would the character like to change about their appearance?

If the character's appearance could be summed up in one word, what would that word be?

How would others generally describe the character's appearance?

Apparel

How does the character dress when relaxing?

How does the character dress when they wish to make an impression?

How does the character dress when traveling?

How does the character dress when working?

Belongings

What item(s) is the character rarely without?

Does the character have any particularly cherished possession(s), such as an heirloom, memento, gift, etc.?



Adding Splendor to Your Spells

Magic is one of the cornerstones of Castles & Crusades, and provides much of the mystical feel so beloved of the fantasy genre. Unfortunately, despite magic being of such importance to the game, all too many uses of magic in the game are described with no more flair than, "I cast a Fireball spell". As this article explains, spellcasting in the game can be easily made that bit more exotic, enriching the roleplaying experience in the process.

Making magic memorable does take imagination and a little thought, but the result is always worth it, can entertain both of you, the CK, and other players, will certainly enrich the game, and perhaps even garner some additional XP for roleplaying. Anyone can say "I cast a Fireball! A ball of fire flies forth and strikes my target!" but if you can state something like "I invoke Serleran's Searing Orb! A ball of vivid green flame spirals swiftly through the air, shrieking, and the scent of brimstone in its wake!" you've just made the tired old Fireball exciting, and magic as truly magical as it should be.

Describing the Spell: You know what spell you want to cast, and who you want to target, but actually describing the spell's casting and appearance can turn even the most common spell into something of wonder. Just by considering each of the following components of a spell's description, you can make it far more unique. Even the divine magic used by clerics and druids, can be made more appropriate to their patron deities using the guidelines provided below.

Appearance: What exactly does the spell look like? What substance forms the physical aspect of the spell? A Fireball, for example, need not look like a simple ball of flame. It could like a flaming winged skull, a flaming fist, flaming heart, glowing phoenix, etc. It's still a Fireball, but it need not look so basic. Also consider the color or colors of the spell; where magic is concerned you need not adhere to the expected. Why not make the fireball eerie green, blue, purple or even pink? Giving the spell an unusual appearance is entirely permissible, providing it makes no change to the effect of the spell. Another part of the spell's appearance is its motion. If the spell has to cover a distance, how does it do so? Does it simply appear there, or does it travel? Following the Fireball example, does it fly through the air, and if so, does it fly straight, spiral, or zigzag? Does it simply appear out of nowhere to engulf the target? Does it bounce or roll along the ground?

Sound: What does the spell sound like? Sound accompanies the casting of many spells, and can range from the tinkling of bells to the rumble of thunder, from echoes of chilling laughter, to the crackle and sizzle of energy. Once again, giving just a little thought to this aspect of a spell gives it much more depth, and the sound need not necessarily match the spell. Why not have your Fireball sing as it flies through the air? Once again, providing the sound has no game effect, why not be creative?

Smell: The least important of the descriptive elements in most cases, describing the scent of the spell can make it seem far more real in the mind's eye. Once again, the scent of the spellcasting, if indeed there is any, can be unique or unexpected. For example, the Fireball may well smell of brimstone, but it could just as easily smell of lavender or anything else you desire.

Naming the Spell: A well-described spell can be made to seem even more unique and impressive, if it's given a different name, although the original spell name should always be placed in brackets afterwards: for example, Serleran's Searing Orb (Fireball). Given the eccentricity and egotism of many spellcasters, it is hardly surprising that even the most mundane of cantrips may often bear flamboyant titles. Precious few magicians, having spent weeks or months in toil creating a new spell, would then give their unique creation a humdrum name like "Fireball". Instead, they would make it grandiose, taking pride in their personal achievement. Giving a newly created spell a good title is satisfying and easy. All spell-titles are composed of one or more of the following components, although two or three components is the optimum.

Descriptive Title: The most vital part of any spell name informs of the spell's effects, appearance, or less commonly, results, and in many cases, a truly evocative Descriptive Title is often all that's needed to make a spell sound fantastical. When describing the spell, try to avoid the most mundane descriptions, and choose those less immediately obvious. For example, while "Fireball" does accurately describe the spell producing the ball of fire, it is hardly flamboyant. Take a second to think of alternate or related words that can be used to describe the same thing. In this case, such words as Flaming, Blazing, Incendiary, Conflagrating, Scorching, Burning, Searing, and Lambent, as well as Sphere, Orb, and Globe, are also appropriate substitutes for "Fire" and "Ball". "Searing Orb" sounds far more exotic than "Fireball".

Creator's Name: A common spell-naming convention, especially as regards the more egotistical or famous creators of spells, is that of appending the individual's name to the front of the spell's title. For example, an infamous pyromancer named Serleran may very well have created the Searing Orb spell, and named it "Serleran's Searing Orb".

Embellishment: Spell creators sometimes add certain extravagant descriptors to a spell's title, particularly if especially proud of the spell, or excessively egotistical, as many wizards are. For example, if Serleran was particularly proud of his Searing Orb spell, he might add such a word as Excellent, Magnificent, Superior, Superlative, Brilliant, Triumphant, etc. to the spell's title. It might therefore have been named "Serleran's Triumphant Searing Orb" in this case.

Spell, Incantation, Dweomer: Another common spell-naming convention is the actual referral to the spell as being a spell, placed before or after the main description. For example, Sazzlemun might have named his Fireball spell, "Serleran's Searing Orb Spell" or "The Spell of Searing Orbs". Alternately, he could have chosen to use a different word, such as Dweomer, Charm, Glamour, Weird, or Incantation, etc.

Adding Magnificence to Your Melee

All too often, combat in the game consists of little more than "I hit him with my sword", "I do 7 Hit Points of damage". With the dramatic opportunities that combat presents in Castles & Crusades, this monotonous approach fails to enliven the game, or fire the imagination. Roleplaying need not stop when combat begins, as this article demonstrates.

Combat in Castles & Crusades can, and should, be as gripping and exciting as any fight scene in an action movie, and if given as much thought and effort as possible, will take its place alongside any other roleplaying scene for a sense of character and drama.

Be Descriptive

Combat is full of sensations. Describe the grunts and cries of combatants, the thud and clash of weapons, the expressions on the faces, the moves opponents make, their actions and reactions, the sounds and smells. No combatant is ever completely aware of everything going on around them in a fight. A good CK trick is to occasionally, secretly, tell one player that their character notices something another character doesn't, such as a pit they may be about to step backwards into, a hidden sniper drawing a bead on them, an opponent blindsiding their unsuspecting friend, and so on, and give them a round or two to do something, even if only to quickly shout a warning. This trick can bolster the sense of camaraderie and teamwork among the players surprisingly well, and adds more dynamism to the conflict.

There Are Always Consequences

Only psychopaths and other miscreants enter combat at the drop of a hat. Use of force should be appropriate to the situation, and bear in mind the character's outlook on life. Like people in the real world, the inhabitants of fantasy worlds are almost always aware of the possible consequences of their actions, and whether their actions run counter to morality, local law, etc. Lethal force should only be used when faced with little recourse, unless the character is a deviant, or a native of a particularly violent culture, or race, such as an orc.

For example, someone using a knife in a barroom brawl would be considered a sick thug, unless their assailants were also brandishing such lethal weapons. Characters who behave in violent fashion, or react with disproportionate force, should expect to be reviled, hunted, imprisoned, or executed, by local authorities, relatives and allies of their victims, and so on. Consequences are something every character should expect.

The Environment

One of the most overlooked aspects of any combat, and the first that should be born in mind, is the actual location of the fight. Considering the characters' surroundings for a moment can add a whole new dimension to a conflict. Ask yourself such questions as: Are there potential obstacles or obstructions that can be ducked behind, jumped on, off, or over, interposed between the attack and target, or that might impede a combatant, such as boulders, tables, pillars, trees, or balconies?

Are there perils in the surroundings that might harm, kill, or otherwise inconvenience an incautious or unlucky combatant, such as a cliff-edge, open pit, lava flow, untriggered trap, or patch of ice?

Does the environment in any way prohibit the use of certain weapons, or make their use more difficult? Some weapons, for example, require considerable space to be swung effectively, such as greatswords, so a fight in a short, narrow corridor would make their use very difficult. Similarly, fighting in close formation may make it hazardous to use some weapons, as the space needed to use them may be occupied by an ally. Weather conditions, such as powerful gales, thick fog, etc. can make the use of missile weapons problematic at best, and even melee combat can be effected if you can't see any opponent more than a yard away, or if a lot of flying debris, sand, etc. makes life difficult.

With a good grasp of the environment comes the ability to bring it into the conflict. Imagine how it can be used to the benefit and/or detriment of the combatants. Opponents can be forced towards perils, boulders can be used as cover, and so on. A terrible result on any roll during the combat may also involve the environment somehow, such as a trip or blunder into an object, suddenly finding oneself maneuvered to the brink of the lava flow or a missed attack resulting in the weapon getting stuck in a tree or pillar.

Bystanders

The presence of bystanders during a fight is also often overlooked. Crowds often gather to watch fights, and may goad the opponents on, and even place wagers on the outcome. Not only can bystanders get in the way, they can easily be hit by stray shots or blows, taken hostage or used as shields by nefarious individuals, or even enter the combat themselves on either side, or against both, the classic example of which is the local military or law enforcement attempting to stop the conflict and incarcerate the combatants. Firing into any melee, whether bystanders or involved or not, is a difficult and dangerous proposition, due to the continual movement of the combatants. Missed shots may easily hit an unintended target, such as an ally.

Aside from intelligent bystanders, there are always cases of animals becoming involved somehow. Herd animals may stampede, posing a threat to everyone, while a predator may leap unexpectedly into a melee, in the hopes of taking a wounded individual on the periphery of the fight. Certain motive plants can also provide an added element to a fight, especially if they are not recognized as such from the onset.

Improvise

The sword the character bears is not their only weapon. Try and add the occasional unarmed strike into a combination of blows; it is more interesting, and can surprise an unexpecting opponent. A swift kick can force an opponent back, giving the character room to maneuver or flee, while a solid punch can stun, and a headbutt can bring you in so close that your opponent cannot bring any weapon larger than a dagger to bear.

The character should also exploit the environment of the fight. Many objects, such as chairs, rocks, ropes, nets, wall hangings, or pots of oil, may be used as impromptu clubs, missiles, entangling implements, incendiaries, and so on. For instance, rugs may be pulled from under assailants, barrels of oil spilled to create slick patches, or chandeliers shot down to fall on assailants below. Even an unskilled or unarmed combatant can be terribly effective if they make intelligent use of their surroundings.



It's Not the Size of Weapon, It's How You Use It

The majority of weapons can be used to perform a variety of strikes, in a variety of ways. Give some thought as to what form an attack takes. Is it a thrust, a lunge, a wild swing, an overhead blow, a feint, or a backhanded swipe? A weapon can even be used in unorthodox ways: a strike may be made with the flat of the blade, possibly subduing or intimidating an opponent; a staff may be used to thrust; a subdual blow can be made with a weapon's handle or pommel; many melee weapons can even be thrown if the situation is desperate enough.

Consider how a combatant can be taken out of the fight quickly without necessarily being gradually bludgeoned or sliced in a protracted

melee. Opponents can be disarmed, tripped, pinned, grappled, thrown, knocked out, entangled, or knocked over, for instance.

Few combats should ever be to the death; only the most deeply stupid, insane, frenzied, or foolishly courageous combatants will continue fighting when badly wounded or outclassed. A hasty retreat is a key survival strategy for practically every living being.

Particularly bloodthirsty or lethal maneuvers, such as attempts to slice an opponent's head off, pierce their eyes, or eviscerate them should be rare, and used only when dramatically appropriate. Should players continually attempt such maneuvers against every opponent, they should expect all the NPCs they attack to fight them in like fashion.

Motion is Continuous

The way that some combats are conducted, it is hard to imagine the combatants doing much more than standing toe-to-toe and trading blows. In truth, combat is fluid, and continually in motion. Bear some thought as to how the characters move about, and how this can be used to advantage or disadvantage.

Do they try and outflank an opponent, or move to a better attacking position? Do the combatants circle each other warily? Do they attempt to close in, or move away? How do they dodge: duck, sidestep, roll, or leap? Do they press an opponent, forcing them back, or yield and give ground? Do they charge or leap into a fight, weapon raised high, calmly walk forward, or wait for their opponent to come to them?

Once again, the environment is very important when considering the motion of the various characters. Chandeliers or ropes may be swung from, sails slid down with a dagger, pillars ran around, tables dived under, jumped on, and so on. Although anyone can roll, leap, or dive, some actions can be made particularly impressive by use of motion, cartwheeling, backflipping, somersaulting, or going into elaborate springs and rolls.

Combatants who find themselves on the ground may be in peril if their opponent is still standing, and may be forced to roll or flail wildly in an attempt to avoid being struck, and provide themselves with the moment needed to regain their feet. Motion in certain environments can add a whole new dimension, quite literally, to a fight. Airborne combats, for example, can feature attacks from above, below, diving attacks, swoops, and so on, while underwater combats also occur in three dimensions, but slow down motion, and make non-thrusting weapons far less effective.

Repartee

Just because the action has started, it doesn't mean that the talking has ceased. Characters should engage in appropriate dialogue when fighting, hurling expletives, insults, and imprecations at opponents, shouting warnings and encouragement to colleagues, screaming battlecries, engaging in the cut and thrust of witty repartee with like-minded antagonists, and so on. Just as players speak the words of their characters when roleplaying any other situation, they should do so here.

Flesh Wounds or Torrents of Blood?

The damage opponents suffer can be as detailed or vague as befits the gaming group's tastes, playing style, and campaign style. Never simply state the amount of Hit Point damage inflicted by any blow—describe it. Small amounts of damage comparative to the character's Hit Points might be cuts, nicks, grazes, bruises, etc. while heavy damage can result in bone-crunching impacts, or deep gashes, causing blood to flow.

Collateral Damage

A battle can take a serious toll on the surrounding environment, and the effects are worth thinking about. Use of fire in any form may ignite combustibles, and cause a hazard. Attacks that miss their intended target may hit something else, thereby damaging it, and the use of items as cover, fighting platforms, etc. will almost certainly result in them being damaged. A fight will practically always leave signs of its occurrence, even if only in the form of splashes of blood.

New Spells

Cleric Spells (Divine)

1st-Level Cleric Spells

1. Final Rest: Prevents corpse being raised as skeleton or zombie.

2nd-Level Cleric Spells

1. Life Share: Transfers some or all of caster's HP to target.
2. Seek the Dead: Locates desired dead body.

6th-Level Cleric Spells

1. Life Remembered: Restores memory and personality to skeleton or zombie.

Druid Spells (Divine)

3rd-Level Druid Spells

1. Thornstave: Causes wooden staff to sprout thorns for double damage.

4th-Level Druid Spells

1. Weather's Blessing*: Protects against weather/makes weather effects twice as bad for target.
2. Restore the Barren: Restores life and growth to barren soil.
3. Bramble Bind: Causes bramble coil to burst forth and wrap around target.

Army of the Damned

Cast on the site of a large conflict, the negative energies of this spell reach out, animating the bodies or skeletons, even reassembling bones long turned to dust, those remains close to the surface digging themselves free. If the battle occurred less than 6 months ago the animated remains will be zombies; otherwise they will be skeletons. CT 7, AoE 350 ft diameter circle, D permanent, Sv none, SR no, Comp V, S, M (a pint of blood from a relative or descendent of one of the dead). The number of animated dead raised depends on the level of battle fought there: Skirmish 3d10; Small Battle 6d12; Major Battle 9d20.

Bramble Bind

At the caster's behest, a magical vine sprouts from the ground, bristling with thorns, and wraps itself around a single target unless they make a save (Dex negates). If they become wrapped, they suffer 12 damage minus the value of their armor. Escaping requires a successful Str save, takes an entire round, and inflicts the damage again. The victim may attempt to escape each round. CT 1, R 50 ft, D 1 turn + 1 turn/lvl, Sv see text, SR no, Comp S.

Final Rest

Positive energies are woven into a single corpse with this spell, blessing it so that it can never be raised as a skeleton or zombie, though the body cannot be older than a number of days equal to the caster's level. CT 1, R touch, D permanent, Sv none, SR no, Comp V, S, M (metal coins to be placed on the corpse's eyes).

Leech Youth

Leeching the life essence of a living character of less or equal HD or level, and full HP, the caster ages them 10 years, placing them in a coma for a day, killing them outright if such aging would take them beyond their natural lifespan. This stolen life essence physically youthens the caster by 1 year, though they do not lose any knowledge, skill, or ability. CT 1, R touch, D permanent, Sv Con negates, SR yes, Comp V, S.

Life Remembered

Touching the desired undead skeleton or zombie, the caster restores its previous consciousness and identity, including memories and personality. Unless the animated dead is a known individual, the CK should feel free to determine its personality, experience, etc. themselves. CT 1, R touch, D 1 day/lvl, Sv none, SR no, Comp V, S, M (an article significant to the undead's former life).

Life Share

Touching a character of any alignment not opposed to their own, the caster transfers as many of their own HP to the character as desired, though the character's HP may not exceed their normal limit, nor can the character refuse the gift of HP. CT 1, R touch, D permanent, Sv none, SR no, Comp V, S.

5th-Level Druid Spells

1. Spur the Sapling: Causes tree to grow to full size instantly, damaging surroundings.

6th-Level Druid Spells

1. Prey Mark: Summons powerful carnivore to hunt target.

Wizard Spells (Arcane)

2nd-Level Wizard Spells

1. Slumber's Blessing: Provides benefits of full night's sleep.

3rd-Level Wizard Spells

1. Light Stride*: Doubles/halves movement rate.

7th-Level Wizard Spells

1. Army of the Damned: Raises large number of skeletons or zombies.
2. Reverse Time's Ravages: Restores object ruined by time.

8th-Level Wizard Spells

1. Ward Time's Ravages: Retards aging for 1 week.

9th-Level Wizard Spells

1. Leech Youth: Ages victim 10 years while youthening caster 1 year.

Light Stride*

This spell insinuates arcane energies into the character, doubling their movement rate as they become capable of tremendous strides. Cast in reverse as Heavy Stride, this spell makes a character's legs feel as heavy as stone, halving their movement. CT 1, R touch, D 1 day/5 lvs, Sv Int negates, SR yes, Comp V, S, M (a feather/a small lead sphere worth 1 cp).

Prey Mark

Summoning the most powerful carnivore within range to their side, the caster sets the creature on the victim's trail. The animal believes the scented victim to be the most delicious prey it has ever encountered, and will pursue the victim until it devours them, is slain, or the spell ends. CT 2, R 150 ft, D 1 day/lvl, Sv none, SR no, Comp S, M (something belonging to the target).

Restore the Barren

Touching an area of barren ground, the caster channels life-giving energies into it, immediately making it capable of supporting life. The enriched soil immediately grows a layer of moist grass. The continued wellbeing of the soil and grass then becomes subject to normal natural forces and tending. CT 1, R touch, AoE 50 ft diameter circle, D see text, Sv none, SR no, Comp V, S, M (a seed and a drop of water).

Reverse Time's Ravages

Using this spell, the caster undoes time on the desired object, bringing it back to its pristine, original condition, crumbled remains reassembling, dust reconstituting, ink and paint refreshing, and so on. CT 1, R 50 ft, D permanent, Sv none, SR no, Comp V, S, M (a tiny crystal hourglass worth 5 gp that timed the passage of at least a year). The caster's level determines how old a remain can be restored:

Caster Level	Age of Object
9-11	2 years
12-14	20 years
15-17	200 years
18-20	2,000 years
21-23	20,000 years
24-26	200,000 years
27+	2,000,000 years

Seek the Dead: Assuming a posture for prayer and quietly uttering a mantra for an hour, the character receives a vision of where the corpse they are trying to locate is to be found, if it is within the area of the spell. If the caster possesses part of, or an item belonging to, the creature whose corpse they are trying to locate, the CT is reduced to 30 mins. CT 1 hr, AoE 5 mile diameter circle, D see text, Sv none, SR no, Comp V, S.

Slumber's Blessing

When subjected to this spell, the character feels refreshed and energetic, but instantly suffers from exhaustion (-2 penalty to all attacks and saves) when the spell ends, and must sleep for eight hours. This spell may be cast multiple times on the same character, but they must sleep eight hours for every casting if they are to avoid the exhaustion penalty. Characters unable to sleep will not be able to regain their arcane spells. This spell counters Sleep on one creature. CT 1, R 50 ft, D 8 hrs, Sv Int negates, SR yes (h), Comp V, S, M (brass bell).

Spur the Sapling

Focusing the forces of nature on a single tree seed he has placed, tossed, or found, the caster causes it to grow to its full size in a single round. The seed must be able to reach a soil or earth surface within 1-ft. of it. The tree's growth causes it to smash at impediments with Strength 25, splintering wooden structures, splitting some stone and rock, and denting metal. CT 1, R 50 ft, D instant, Sv none, SR no, Comp V, S, M (a tree seed).

Thornstave: Drawing upon the energies in the wooden staff or club he is touching, the caster causes it to sprout extremely hard spikes on one end, making it inflict double damage for the spell's duration. A weapon effected by this spell counts as magical while it is in effect. CT 1, R touch, D 1 turn, Sv none, SR no, Comp S, M (a handful of natural thorns).

Ward Time's Ravages

An invisible energy field surrounds the character subjected to this spell, completely retarding their aging while the spell is in effect, also providing a save against any aging effects the character might encounter, even if such do not normally allow for a save. If the character is slain while the spell is still in effect, it will still continue to protect the body until its duration ends. CT 1, R touch, D 1 week, Sv none, SR yes (h), Comp V, S, M (a golden hourglass filled with diamond dust worth 75+ gp).

Weather's Blessing*

Blessed by the caster, the character effected by this spell may completely ignore natural weather effect, rain, wind, driven sand, natural lightning, and even natural heat suffering no impediment or damage. Rain simply refuses to touch the character, wind whistles around them, lightning does not harm them, and they lose no more water than usual due to heat. Cast as a curse, weather doubles its intensity and effect in regard to the character. This slows them twice as much, soaks them in twice as much water, creates a need for twice as much water to be drunk in conditions of heat, causes 1 hp extra damage per dice of damage inflicted, and so on. The victim also automatically fails their saves against any weather-based spells while this spell is in effect. CT 4, R touch, D 1 hour/lvl, Sv Wisdom negates, SR yes, comp V, S, M (five leaves knotted together by their stems/a dry stone that has been left in a storm and in a desert).