



DM SCREEN AND MODULE
FOR ANY FANTASY CAMPAIGN



Dungeon Crawl Classics #39

The Ruins of Castle Churo

DM Screen and Adventure

by Todd Rooks and Alex Anderegg



Remember the good old days, when adventures were underground, NPCs were there to be killed, and the finale of every dungeon was the dragon on the 20th level? Those days are back. Dungeon Crawl Classics adventures don't waste your time with long-winded speeches, weird campaign settings, or NPCs who aren't meant to be killed. Each adventure is 100% good, solid dungeon crawl, with the monsters you know, the traps you remember, and the secret doors you know are there somewhere.

This 8-panel DM screen, designed especially for 3.5 rules, includes all the reference panels a DM needs during his game. It is illustrated with gorgeous art from the Dungeon Crawl Classics line, and comes packaged with *The Ruins of Castle Churo*, a new adventure for character levels 1-3. The heroes have to bring justice to marauding bandits who have taken refuge in castle ruins – but this castle was long ago destroyed by a magical accident whose effects still linger!

If you enjoy this adventure, look for the rest of the Dungeon Crawl Classics series!

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“Roll for initiative!”



ARMOR & SHIELDS

Armor	Cost	Armor / Shield Bonus	Maximum Dex Bonus	Armor Check Penalty	Arcane Spell Failure Chance	Speed (30 ft.) (20 ft.)		Weight ¹
Light armor								
Padded	5 gp	+1	+8	0	5%	30 ft.	20 ft.	10 lb.
Leather	10 gp	+2	+6	0	10%	30 ft.	20 ft.	15 lb.
Studded leather	25 gp	+3	+5	-1	15%	30 ft.	20 ft.	20 lb.
Chain shirt	100 gp	+4	+4	-2	20%	30 ft.	20 ft.	25 lb.
Medium armor								
Hide	15 gp	+3	+4	-3	20%	20 ft.	15 ft.	25 lb.
Scale mail	50 gp	+4	+3	-4	25%	20 ft.	15 ft.	30 lb.
Chainmail	150 gp	+5	+2	-5	30%	20 ft.	15 ft.	40 lb.
Breastplate	200 gp	+5	+3	-4	25%	20 ft.	15 ft.	30 lb.
Heavy armor								
Splint mail	200 gp	+6	+0	-7	40%	20 ft. ²	15 ft. ²	45 lb.
Banded mail	250 gp	+6	+1	-6	35%	20 ft. ²	15 ft. ²	35 lb.
Half-plate	600 gp	+7	+0	-7	40%	20 ft. ²	15 ft. ²	50 lb.
Full plate	1,500 gp	+8	+1	-6	35%	20 ft. ²	15 ft. ²	50 lb.
Shields								
Buckler	15 gp	+1	--	-1	5%	--	--	5 lb.
Shield, light wooden	3 gp	+1	--	-1	5%	--	--	5 lb.
Shield, light steel	9 gp	+1	--	-1	5%	--	--	6 lb.
Shield, heavy wooden	7 gp	+2	--	-2	15%	--	--	10 lb.
Shield, heavy steel	20 gp	+2	--	-2	15%	--	--	15 lb.
Shield, tower	30 gp	+4 ³	+2	-10	50%	--	--	45 lb.
Extras								
Armor spikes	+50 gp	--	--	--	--	--	--	+10 lb.
Gauntlet, locked	8 gp	--	--	Special	⁴	--	--	+5 lb.
Shield spikes	+10 gp	--	--	--	--	--	--	+5 lb.

¹ Weight figures are for armor sized to fit Medium characters.

Armor fitted for Small characters weighs half as much, and armor fitted for Large characters weighs twice as much.

² When running in heavy armor, you move only triple your speed, not quadruple.

³ A tower shield can instead grant you cover. See the description.

⁴ Hand not free to cast spells.

POISONS

Poison	Type	Initial Damage	Secondary Damage	Price
Crawler brain juice	Contact DC 13	Paralysis	0	200 gp
Nitharit	Contact DC 13	0	3d6 Con	650 gp
Sassone leaf residue	Contact DC 16	2d12 hp	1d6 Con	300 gp
Malyss root paste	Contact DC 16	1 Dex	2d4 Dex	500 gp
Terinav root	Contact DC 16	1d6 Dex	2d6 Dex	750 gp
Black lotus extract	Contact DC 20	3d6 Con	3d6 Con	4,500 gp
Dragon bile	Contact DC 26	3d6 Str	0	1,500 gp
Striped toadstool	Ingested DC 11	1 Wis	2d6 Wis + 1d4 Int	180 gp
Arsenic	Ingested DC 13	1 Con	1d8 Con	120 gp
Id moss	Ingested DC 14	1d4 Int	2d6 Int	125 gp
Oil of taggit	Ingested DC 15	0	Unconsciousness	90 gp
Lich dust	Ingested DC 17	2d6 Str	1d6 Str	250 gp
Dark reaver powder	Ingested DC 18	2d6 Con	1d6 Con + 1d6 Str	300 gp
Ungol dust	Inhaled DC 15	1 Cha	1d6 Cha + 1 Cha*	1,000 gp
Insanity mist	Inhaled DC 15	1d4 Wis	2d6 Wis	1,500 gp
Burnt othur fumes	Inhaled DC 18	1 Con*	3d6 Con	2,100 gp
Black adder venom	Injury DC 11	1d6 Con	1d6 Con	120 gp
Small centipede poison	Injury DC 11	1d2 Dex	1d2 Dex	90 gp
Bloodroot	Injury DC 12	0	1d4 Con + 1d3 Wis	100 gp
Drow poison	Injury DC 13	Unconsciousness	Unconsciousness for 2d4 hours	75 gp
Greenblood oil	Injury DC 13	1 Con	1d2 Con	100 gp
Blue whinnis	Injury DC 14	1 Con	Unconsciousness	120 gp
Medium spider venom	Injury DC 14	1d4 Str	1d4 Str	150 gp
Shadow essence	Injury DC 17	1 Str*	2d6 Str	250 gp
Wyvern poison	Injury DC 17	2d6 Con	2d6 Con	3,000 gp
Large scorpion venom	Injury DC 18	1d6 Str	1d6 Str	200 gp
Giant wasp poison	Injury DC 18	1d6 Dex	1d6 Dex	210 gp
Deathblade	Injury DC 20	1d6 Con	2d6 Con	1,800 gp
Purple worm poison	Injury DC 24	1d6 Str	2d6 Str	700 gp

* Permanent drain, not temporary damage.

WEAPONS

Weapon	Cost	Dmg (S)	Dmg (M)	Critical	Range Increment	Weight	Size / Proficiency / Type
Axe, orc double	60 gp	1d6 / 1d6	1d8 / 1d8	x3	--	15 lb.	2H / E / S
Axe, throwing	8 gp	1d4	1d6	x2	10 ft.	2 lb.	L / M / S
Battleaxe	10 gp	1d6	1d8	x3	--	6 lb.	1H / M / S
Bolas	5 gp	1d3 nonlethal	1d4 nonlethal	x2	10 ft.	2 lb.	R / E / B
Chain, spiked	25 gp	1d6	2d4	x2	--	10 lb.	2H / E / P
Club	--	1d4	1d6	x2	10 ft.	3 lb.	1H / S / B
Crossbow, hand	100 gp	1d3	1d4	19-20 / x2	30 ft.	2 lb.	R / E / P
Crossbow, heavy	50 gp	1d8	1d10	19-20 / x2	120 ft.	8 lb.	R / S / P
Crossbow, light	35 gp	1d6	1d8	19-20 / x2	80 ft.	4 lb.	R / S / P
Crossbow, repeating heavy	400 gp	1d8	1d10	19-20 / x2	120 ft.	12 lb.	R / E / P
Crossbow, repeating light	250 gp	1d6	1d8	19-20 / x2	80 ft.	6 lb.	R / E / P
Dagger	2 gp	1d3	1d4	19-20 / x2	10 ft.	1 lb.	L / S / (P or S)
Dagger, punching	2 gp	1d3	1d4	x3	--	1 lb.	L / S / P
Dart	5 sp	1d3	1d4	x2	20 ft.	1/2 lb.	R / S / P
Falchion	75 gp	1d6	2d4	18-20 / x2	--	8 lb.	2H / M / S
Flail	8 gp	1d6	1d8	x2	--	5 lb.	1H / M / B
Flail, dire	90 gp	1d6 / 1d6	1d8 / 1d8	x2	--	10 lb.	2H / E / B
Flail, heavy	15 gp	1d8	1d10	19-20 / x2	--	10 lb.	2H / M / B
Gauntlet	2 gp	1d2	1d3	x2	--	1lb	UA / S / B
Gauntlet, spiked	5 gp	1d3	1d4	x2	--	1 lb.	L / S / P
Glaive	8 gp	1d8	1d10	x3	--	10 lb.	2H / M / S
Greataxe	20 gp	1d10	1d12	x3	--	12 lb.	2H / M / S
Greatclub	5 gp	1d8	1d10	x2	--	8 lb.	2H / M / B
Greatsword	50 gp	1d10	2d6	19-20 / x2	--	8 lb.	2H / M / S
Guisarme	9 gp	1d6	2d4	x3	--	12 lb.	2H / M / S
Halberd	10 gp	1d8	1d10	x3	--	12 lb.	2H / M / (P or S)
Hammer, gnome hooked	20 gp	1d6 / 1d4	1d8 / 1d6	x3 / x4	--	6 lb.	2H / E / BP
Hammer, light	1 gp	1d3	1d4	x2	20 ft.	2 lb.	L / M / B
Handaxe	6 gp	1d4	1d6	X3	--	3 lb.	L / M / S
Javelin	1 gp	1d4	1d6	x2	30 ft.	2 lb.	R / S / P
Kama	2 gp	1d4	1d6	x2	--	2 lb.	L / E / S
Kukri	8 gp	1d3	1d4	18-20 / x2	--	2 lb.	L / M / S
Lance	10 gp	1d6	1d8	x3	--	10 lb.	2H / M / P
Longbow	75 gp	1d6	1d8	x3	100 ft.	3 lb.	R / M / P
Longbow, composite	100 gp	1d6	1d8	x3	110 ft.	3 lb.	R / M / P
Longspear	5 gp	1d6	1d8	x3	--	9 lb.	2H / S / P
Longsword	15 gp	1d6	1d8	19-20 / x2	--	4 lb.	1H / M / S
Mace, heavy	12 gp	1d6	1d8	x2	--	8 lb.	1H / S / B
Mace, light	5 gp	1d4	1d6	x2	--	4 lb.	L / S / B
Morningstar	8 gp	1d6	1d8	x2	--	6 lb.	1H / S / BP
Net	20 gp	--	--		10 ft.	6 lb.	--
Nunchaku	2 gp	1d4	1d6	x2	--	2 lb.	L / E / B
Pick, heavy	8 gp	1d4	1d6	x4	--	6 lb.	1H / M / P
Pick, light	4 gp	1d3	1d4	x4	--	3 lb.	L / M / P
Quarterstaff	--	1d4 / 1d4	1d6 / 1d6	x2	--	4 lb.	2H / S / B
Ranseur	10 gp	1d6	2d4	x3	--	12 lb.	2H / M / P
Rapier	20 gp	1d4	1d6	18-20 / x2	--	2 lb.	1H / M / P
Sai	1 gp	1d3	1d4	x2	10 ft.	1 lb.	L / E / B
Sap	1 gp	1d4 nonlethal	1d6 nonlethal	x2	--	2 lb.	L / M / B
Scimitar	15 gp	1d4	1d6	18-20 / x2	--	4 lb.	1H / M / S
Scythe	18 gp	1d6	2d4	x4	--	10 lb.	2H / M / (P or S)
Shield, heavy	special	1d3	1d4	x2	--	special	1H / M / B
Shield, light	special	1d2	1d3	x2	--	special	L / M / B
Shortbow	30 gp	1d4	1d6	x3	60 ft.	2 lb.	R / M / P
Shortbow, composite	75 gp	1d4	1d6	x3	70 ft.	2 lb.	R / M / P
Shortspear	1 gp	1d4	1d6	x2	20 ft.	3 lb.	1H / S / P
Shuriken	1 gp	1	1d2	x2	10 ft.	1/2 lb.	R / E / P
Siangham	3 gp	1d4	1d6	x2	--	1 lb.	L / E / P
Sickle	6 gp	1d4	1d6	x2	--	2 lb.	L / S / S
Sling	--	1d3	1d4	x2	50 ft.	0 lb.	R / S / B
Spear	2 gp	1d6	1d8	x3	20 ft.	6 lb.	2H / S / P
Spiked armor	special	1d4	1d6	x2	--	special	L / M / P
Spiked shield, heavy	special	1d4	1d6	x2	--	special	1H / M / P
Spiked shield, light	special	1d3	1d4	x2	--	special	L / M / P
Sword, bastard	35 gp	1d8	1d10	19-20 / x2	--	6 lb.	1H / E / S
Sword, short	10 gp	1d4	1d6	19-20 / x2	--	2 lb.	L / M / P
Sword, two-bladed	100 gp	1d6 / 1d6	1d8 / 1d8	19-20 / x2	--	10 lb.	2H / E / S
Trident	15 gp	1d6	1d8	x2	10 ft.	4 lb.	1H / M / P
Unarmed strike	--	1d2 nonlethal	1d3 nonlethal	x2	--	--	UA / S / B
Urgrosh, dwarven	50 gp	1d6 / 1d4	1d8 / 1d6	x3	--	12 lb.	2H / E / (P or S)
Waraxe, dwarven	30 gp	1d8	1d10	x3	--	8 lb.	1H / E / S
Warhammer	12 gp	1d6	1d8	x3	--	5 lb.	1H / M / B
Whip	1 gp	1d2 nonlethal	1d3 nonlethal	x2	--	2 lb.	1H / E / S

ACTIONS

*provokes an attack of opportunity , * may provoke an AoO*

Move Actions

- Move, control frightened mount, direct/redirect spell, draw weapon, load hand/light crossbow, open/close door, mount/dismount horse, move heavy object, pick up item, sheath weapon, stand up from prone, ready/loose shield, retrieve stored item
- Draw weapon or ready/loose shield can be combined with a regular move if your base attack bonus is at least +1

Standard Actions

- Melee attack, ranged/unarmed attack, activate magic item other than potion or oil, aid another*, bull rush, cast a spell, concentrate to maintain spell, dismiss spell, draw hidden weapon, drink potion/apply oil, escape grapple, feint, light torch w/tindertwig, lower spell resistance, make dying friend stable, overrun, read scroll, ready action, sunder weapon, sunder object*, total defense, turn/rebuke undead, use extraordinary ability, use 1-action skill, use spell-like ability, use supernatural ability

Full-Round Actions

- Full attack, charge, deliver coup de grace, escape from net, extinguish flames, light torch, load heavy/repeating crossbow, lock/unlock weapon in gauntlet, prepare to throw splash weapon, run, use 1-round skill, use touch spell w/up to 6 friends, withdraw

Free Actions

- Cast quickened spell, cease concentration, drop item, drop to floor, prepare spell components to cast a spell, speak



FIGHTING DEFENSIVELY AS A STANDARD ACTION

- -4 on all attacks, +2 dodge bonus to AC for the round

TOTAL DEFENSE

- Defend yourself as a standard action, +4 dodge bonus to AC for 1 round, cannot make attacks of opportunity

DEALING NONLETHAL DAMAGE

- -4 attack to deal nonlethal damage w/normal weapon (or to deal lethal damage with a non-lethal weapon)

AID ANOTHER

- Help ally attack or defend
- Must be in position to melee attack opponent
- Make attack roll against AC 10
- *Success*: ally gains +2 on next attack against opponent or +2 AC bonus against opponent's next attack
- Attack must occur before your next turn
- May also be used to assist an ally's skill check

BULL RUSH

- Move into defender's square, defender gets AoO
- Make opposed Strength checks (± 4 for each size above / below Medium, +2 for charging, +4 if more than 2 legs / stable / dwarf)
- *Success*: defender moves back 5 ft., plus 5 ft. per 5 points by which the attacker's check is greater than the defender's
- *Failure*: attacker moves back 5 ft., falls prone if occupied



CHARGE

- Must move at least 10 ft. (up to double move), have clear path & move to closest space from which an attack can be made; +2 to attack, -2 to AC for 1 round

DISARM

- Defender gets AoO
- Make opposed attack rolls with weapons (+4 for 2-handed, -4 for light, larger opponent gets +4 per size difference, defender gets -4 if target is not melee weapon)
- *Success*: defender is disarmed
- *Failure*: defender may attempt disarm (no AoO)



FEINT

- Make Bluff check vs. target's Sense Motive + base attack
- *Success*: defender loses Dexterity bonus to AC on your next attack
- Bluff -4 check vs. non-humanoids, -8 vs. Intelligence of 1 or 2
- Not allowed vs. nonintelligent creatures

GRAPPLE

- *Grab*: Make a melee touch attack (defender gets AoO)
- *Success*: Make opposed grapple check as free action
 - *Success*: grappling, deal unarmed damage
 - *Failure*: fail to start grapple
 - *Tie*: opponent with highest grapple modifier wins ties
- Automatic failure if opponent is 2 sizes larger than you
- Move into target's space as free action (provokes AoO's)
- Others may join grapple w/opposed grapple check (no AoO)
- When grappling, you may take the following actions:
 - Activate a magic item that doesn't need completion component
 - Attack w/unarmed strike, natural or light weapon (-4 to attack)
 - Cast a spell: 1 standard action casting time, no somatic components, components / focus in hand, requires Concentration check (DC 20 + spell level)
 - Damage opponent: make opposed grapple check in place of an attack, deal unarmed damage if successful (attack at -4 penalty to deal lethal damage)
 - Draw light weapon as move action w/successful grapple check
 - Escape from grapple: make opposed grapple check in place of attack or make an Escape Artist check as standard action. If successful, you may move to an adjacent square.
 - Move: opposed grapple check to move grapplers at half speed as a standard action (+4 if opponent pinned & no one else is involved in the grapple)
 - Retrieve a spell component: requires a full-round action
 - Pin your opponent: hold opponent immobile for 1 round with a successful opposed grapple check
 - Break another's pin: opposed grapple check in place of attack
 - Use opponent's weapon: light weapons only, opposed grapple check in place of attack, if successful make attack roll with weapon at -4 penalty

OVERRUN

- Move into defender's square, defender gets AoO
- Defender blocks: make Strength check vs. target's Strength / Dexterity check (± 4 for each size above / below Medium, +4 if more than 2 legs / stable / dwarf)
- *Success*: knock defender prone
- *Failure*: defender may make Strength check vs. attacker's Strength / Dexterity check to push back 5 ft. & knock prone (± 4 for each size above / below Medium). If attacker is not knocked prone, he must move back 5 ft. & fall prone if square is occupied.

SUNDER

- Defender gets AoO
- Make opposed attack rolls with weapons (+4 for 2-handed, -4 for light, larger opponent gets +4 per size difference)
- Success*: roll damage & deal to weapon or shield
- Sundering a carried or worn object* - attack roll vs. object's AC (10 + size mod + Dexterity mod of carrying character)
- Cannot sunder armor worn by an opponent

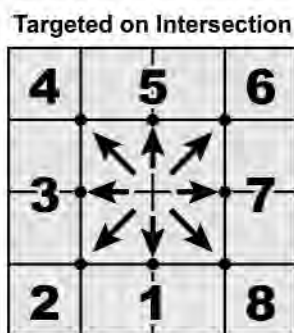
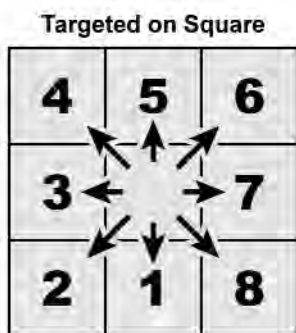
Weapon or Shield	Hardness	HP ¹
Light blade	10	2
One-handed blade	10	5
Two-handed blade	10	10
Light metal-hafted weapon	10	10
One-handed metal-hafted weapon	10	20
Light hafted weapon	5	2
One-handed hafted weapon	5	5
Two-handed hafted weapon	5	10
Projectile weapon	5	5
Armor	see PHB, table 9-9	armor bonus x 5
Buckler	10	5
Light wooden shield	5	7
Heavy wooden shield	5	15
Light steel shield	10	10
Heavy steel shield	10	20
Tower shield	5	20

¹ HP is for Medium items. Divide by 2 per size category smaller than Medium, or multiply by 2 per size larger than Medium

THROW SPLASH WEAPON

(PHB, chapter 8)

- Make ranged touch attack (no proficiency penalty)
- Targeting a square*: Hit deals direct damage to target square & splash damage to adjacent squares
- Targeting a grid intersection*: AC 5, hit deals splash damage to adjacent squares only, no direct damage
- Miss*:
 - Direction - Roll d8 and consult diagram below
 - Distance - 5 ft. × range increment thrown



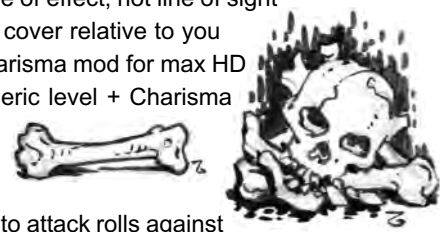
TRIP

- Defender gets AoO
- Make unarmed melee touch attack against target
- If successful, make Strength check vs. target's Strength / Dexterity check (±4 for each size above / below Medium, +4 if more than 2 legs / stable / dwarf)
- Success*: defender is tripped
- Failure*: defender may make Strength check vs. attacker's Strength / Dexterity check to trip attacker (no AoO)

TURN OR REBUKE UNDEAD

(PHB, chapter 8)

- Range 60 ft., must have line of effect, not line of sight
- Target must not have total cover relative to you
- Turning Check*: 1d20 + Charisma mod for max HD
- Turning Damage*: 2d6 + cleric level + Charisma mod
- Turned undead*:
 - Flee for 10 rounds
 - Cower if cornered (+2 to attack rolls against them)
 - Overcome effect if cleric approaches within 10 ft.
 - Do not overcome turning effect if attacked by others



Turning Check Result	Most Powerful Undead Affected (Maximum Hit Dice)
0 or lower	Cleric's level - 4
1 - 3	Cleric's level - 3
4 - 6	Cleric's level - 2
7 - 9	Cleric's level - 1
10 - 12	Cleric's level
13 - 15	Cleric's level + 1
16 - 18	Cleric's level + 2
19 - 21	Cleric's level + 3
22 or higher	Cleric's level + 4

ATTACK ROLL MODIFIERS

(PHB, Table 8-5)

Attacker is . . .	Melee	Ranged
Dazzled	-1	-1
Entangled	-2 ¹	-2 ¹
Flanking defender	+2	--
Invisible	+2 ²	+2 ²
On higher ground	+1	+0
Prone	-4	-- ³
Shaken or frightened	-2	-2
Squeezing through a space	-4	-4

¹ Also -4 to attacker's Dexterity, which may affect attack roll

² Defender loses Dex bonus to AC, no + if target is blinded

³ Most ranged weapons cannot be used prone, but you can use a crossbow or shuriken while prone at no penalty

ARMOR CLASS MODIFIERS

(PHB, Table 8-6)

Defender is . . .	Melee	Ranged
Behind cover	+4	+4
Blinded	-2 ¹	-2 ¹
Concealment	20% Miss Chance	
Invisible or total concealment	50% Miss Chance	
Cowering	-2 ¹	-2 ¹
Entangled	+0 ²	+0 ²
Flat-footed	+0 ¹	+0 ¹
Grappling (but attacker is not)	-0 ¹	+0 ^{1,3}
Helpless (paralyzed, sleeping)	-4 ⁴	+0 ⁴
Kneeling or sitting	-2	+2
Pinned	-4 ⁴	+0 ⁴
Prone	-4	+4
Squeezing through a space	-4	-4
Stunned	-2 ¹	-2 ¹

¹ Defender loses any Dexterity bonus to AC

² An entangled character takes a -4 penalty to Dexterity

³ Roll randomly to see which grappling combatant you strike

⁴ Treat defender's Dexterity as 0 (-5 mod); rogues can sneak attack helpless / pinned defenders