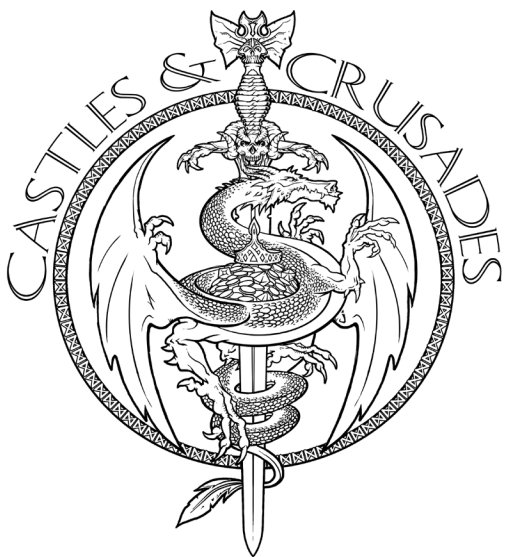


ATTRIBUTES

ATTRIBUTES

SCORE	BONUS	STRENGTH	DEXTERITY	CONSTITUTION	INTELLIGENCE	WISDOM	CHARISMA
1	-4	Incapable of lifting objects over 5 lbs	-1 to initiative	Contracts all diseases	Wiz/Ill cannot cast spells above 3 rd level	Cler/Druid cannot cast spells above 3 rd level	Repulses people
2-3	-3	~	~	~	~	~	~
4-5	-2	~	~	~	~	~	~
6-8	-1	~	~	~	~	~	~
9-12	0	~	~	~	~	~	~
13-15	+1	~	~	~	Wiz/Ill receive extra 1 st level spell	Cler/Druid receive extra 1 st level spell	~
16-17	+2	~	~	~	Wiz/Ill receive extra 2 nd level spell	Cler/Druid receive extra 2 nd level spell	~
18-19	+3	~	~	~	Wiz/Ill receive extra 3 rd level spell	Cler/Druid receive extra 3 rd level spell	~
20	+4	~	+1 initiative	~	~	~	Fascinate as 4 th -level Bard
21	+4	Use 2 - handed weapons w/1 hand	+10 feet on normal move	Immune to disease	Wiz/Ill receive extra 4 th -level spell	Cler/Druid receive extra 4 th -level spell	Charm as 3 rd -level wizard
22	+5	~	+2 initiative	Can sustain damage up to -1 before falling unconscious	~	Turn double the number of undead	~
23	+5	Throw rocks as a hill giant	Dodge and take ½ movement	Delay poison as a 5 th -level ranger	Wiz/Ill receive extra 5 th -level spell	Cler/Druid receive extra 5 th -level spell	Fascinate as 5 th -level bard
24	+6	~	+3 initiative	~	~	~	~
25	+6	Strike +1 magical creatures with fist	~	Double natural healing	Wiz/Ill receive extra 6 th -level spell	Cler/Druid receive extra 6 th -level spell	Inspire as 10 th -level knight
26	+7	~	+4 initiative	~	~	~	~
27	+7	Throw rocks as a frost giant	~	Regenerate 1hp per round	Wiz/Ill receive extra 7 th -level spell	See ethereal and astral creatures	Fascinate as 6 th -level bard
28	+8	~	+5 initiative	~	~	~	~
29	+9	~	~	~	Wiz/Ill receive extra 8 th -level spell	~	Cause fear as 10 th -level wizard
30	+10	~	+6 initiative	Regenerate 2 hps per round	~	~	~

Giant Strength: Hill 19, Stone 20, Frost 21, Fire 22, Cloud 23, Stone 24.



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MONSTER INTELLIGENCE

INTELLIGENCE	ASPECT
1-2	Animal
3-5	Inferior
6-8	Low
9-12	Average
13-15	High
16-17	Superior
18-21	Genius
22-25	Supra-Genius
26+	Deific

SAVING THROWS

TYPE	CATEGORIES
Strength/Physical	Paralysis, Constriction
Dexterity/Physical	Breath Weapon, Traps
Constitution/Physical	Disease, Energy Drain, Poison
Intelligence/Mental	Arcane Magic, Illusion
Wisdom/Mental	Divine Magic, Confusion, Gaze Attack, Polymorph, Petrification
Charisma/Mental	Death Attack, Charm, Fear
Variable	Spells

TURNING UNDEAD

Common	Non-sentient, automaton-like undead such as skeletons and zombies. 1-12
Extraordinary	Semi-sentient undead of great power that usually have special abilities. 1-6
Unique	Rare and powerful creatures of strong will and intelligence such as vampires and lichs. 1

COMBAT

COMBAT MANEUVERS

MANEUVER	EFFECT
Called Shot	-8 to hit, automatic critical
Charge	+2 to attacker's damage, -4 to the attacker's AC
Close Supporting Fire	Attacker strikes allies on roll of 2-4
Disarm*	Attacker must hit AC 18 + defender's HD or level
Disengage (Hasty)	Full move, -2 AC, opponent allowed free attack
Disengage (Fighting)	Half move, no other action
Dodge	+2 to defender's AC
Evade	+4 defender's AC against one opponent
Flank	+1 to attacker's to hit
Offensive Focus	+3 to hit, -6 AC, announce before initiative
Parry	No initiative roll, +4 AC, no attack
Push	Drives an enemy back 1-10 feet
Reach	Automatic initiative
Receiving Charge	Double damage
Rear	+2 to attacker's to hit
Shield Blow	-6 to hit, no extra attack, constitution save or stun 1d2 rounds
Shield Wall	4 or more form interlocking shield wall, +4 AC, +2 strength checks
Two Weapons	-3 to attacker's primary hand and -6 to attacker's offhand

* Only fighter, ranger, knight, rogue, cleric and paladin can disarm.

IMPACT OF NEGATIVE HP

NEGATIVE	ACTIONS	EFFECTS	CL
0	Crawl, able to talk, grab, hold	n/a	0
-1 to -3	Drag, halting speech	Physical Att. reduced 1/2	0
-4 to -6	Immobilized, halting speech	Physical Att. reduced 3/4	0
-7	Mumbled speech	Unconscious, Limb Loss	2
-8	None	Unconscious, Limb Loss	4
-9	None	Unconscious, Limb Loss	8
-10	None	Death	

LIQUID COMBAT DAMAGE

LIQUID	AoE *	DMG	SAVE for 1/2
Acid	5 feet	1-12	dexterity
Flammable gel	5 feet	2-12	constitution
Flammable liquid (oil, greek fire, etc)	10 feet	1-8	dexterity
Gas (poison, etc)	20 feet	2-8	constitution
Holy Water/Unholy Water**	2 feet	1-8	n/a

*The area of effect is calculated in diameter.

**Holy Water can only be used this way against undead and evil elemental and extraplanar creatures. Unholy water can only be used this way against paladins, lawful good clerics, and good elementals and extraplanar creatures.

SITUATIONAL COMBAT MANEUVERS

SITUATION	MODIFIERS
Defender prone or blind	+5
Defender prone and defenseless	+10
Defender at lower elevation	+1
Defender stunned or cowering	+2
Defender invisible or attacker blind	-10
Melee attack from mount or unstable platform	-2
Ranged attack from mount or unstable platform	-4
Defender 1/4 concealed (light fog)	-2
Defender 1/2 concealed (dense fog)	-4
Defender 3/4 concealed (near darkness)	-6
Defender completely concealed	-10

COVER ADJ

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

RANGED COMBAT

Short	0
Medium	-2
Long	-6

SURPRISE CIRCUMSTANCES*

CIRCUMSTANCE	CL
Twilight	+2
Dawn (first light)	+6
Dark, complete	+4
Light foliage	+1
Thick foliage	+2
Ruins, boulders, etc.	+2
Attacker running or charging	-3
Ground open, flat	-4
Sunny day	-2
No cover	-6
Attacker in metal armor	-2
Attacker exudes stench	-2
Target sleeping or unaware	+5
Target lost or distressed	+2
Target loud or noisy	+3
Target blind	+10
Target expecting attack	-3
Target has multiple eyes	-2
Target using ESP	-4

*Surprise: This table offers modifiers for the party avoiding surprise.

When two separate parties could be surprised, both groups or individuals must make a wisdom check. If both fail they are both surprised and nothing occurs. Initiative would be rolled as normal to begin combat. If both parties succeed at their wisdom check, neither are surprised. If one party succeeds and the other fails, the party that failed is surprised.

ADVENTURE

LIGHT

LIGHT SOURCE	VIEWABLE DISTANCE	ACTUAL DISTANCE
Brazier/Cresset	50 feet	100 feet
Burning hands	10 feet	20 feet
Camp fire, small	30 feet	75 feet
Camp fire, large	100 feet	150 feet
Candle	5 feet	15 feet
Ice caverns*	200 feet	200 feet
Lamp/Lantern	30 feet	60 feet
Lantern, Bullseye	60 foot cone	120 foot cone
Lava source	500 feet	1000 feet
Lichen	1-5 feet	2-8 feet
Light spell	40 feet	60 feet
Magical dagger	10 feet	10 feet
Magical sword	20 feet	20 feet
Magical weapon	20 feet	20 feet
Torch	40 feet	60 feet

Ranges are in diameter except where marked.

* This assumes it is daylight or there is another source of light behind the ice. During the night, the ice caverns act as any other light source.

BREAKING THROUGH A WALL OR DOOR

MATERIAL	HP/THICKNESS	TIME
Masonry	100 per ft.	3 minutes
Reinforced Masonry	200 per ft.	6 minutes
Hewn Stone	1000 per ft.	30 minutes
Iron	100 per inch	3 minutes per inch
Wood/ Door	50 per ft.; 5 per inch	1 round per inch
Reinforced Wood/ Door	75 per ft.; 7 per inch	2 rounds per inch

Walls come in a variety of shapes and sizes and are made from different materials. Wall hit points are measured by the number of feet or inches of thickness per 10-foot section of wall. Stone walls have an AC of 16, reflecting the hardness of the wall, and difficulty in damaging it. Wooden walls and doors have an AC of 14, reflecting the hardness of wood and difficulty of damaging it. When it is unnecessary to make the characters roll the die merely use the "time" scale listed next to the hit points on the table to see how long it would take to smash through an area of wall or cut down a door.

Multiple characters under no duress cut the time by half for each additional character. No more than 2 characters of medium size may cut at a door in a given round; however, up to 4 characters of medium size per 10 ft. section of wall may attempt to hammer down a wall.

WEATHERING & COMBAT WASTAGE

CONDITION	CLOTH	LEATHER	WOOD, S	WOOD, H	GOLD	IRON	STEEL	STONE
ACID ATTACK	BREAK	CC16	BREAK	CC18	CC8	CC11	CC12	CC13
BENDING	CC8	CC4	BREAK	BREAK	CC11	CC10	CC13	BREAK
BLOW, CRUSHING*	CC19	CC15	BREAK	BREAK	CC6	CC9	CC12	CC10
BLOW, PIERCING*	CC15	CC11	BREAK	CC10	CC8	CC11	CC14	CC12
BLOW, SLASHING*	BREAK	CC13	BREAK	CC11	CC10	CC13	CC16	CC14
COLD, MAGIC	CC18	CC14	BREAK	CC12	CC8	CC8	CC10	CC10
ELECTRICITY, MAGIC	BREAK	BREAK	BREAK	BREAK	CC17	CC15	CC19	N/A
FALLING	CC8	CC8	BREAK	CC18	CC7	CC6	CC10	BREAK
FIRE	BREAK	CC18	CC18	CC12	N/A	N/A	N/A	N/A
FIRE, MAGIC	BREAK	BREAK	BREAK	BREAK	CC12	CC11	CC14	CC10
HEAT, MAGIC	BREAK	BREAK	BREAK	BREAK	CC10	CC8	CC12	CC10
LIGHTNING, MAGIC	BREAK	BREAK	BREAK	BREAK	CC15	CC18	CC17	CC12
SOUND, MAGIC	CC12	CC8	CC10	CC8	N/A	N/A	N/A	CC8
STRETCHING	CC15	CC11	BREAK	BREAK	CC13	CC12	CC15	BREAK
WATER, CRUSHING	CC18	CC14	BREAK	BREAK	CC11	CC10	CC13	BREAK
WATER, SOAKING	N/A	N/A	N/A	N/A	N/A	CC4	CC4	CC5
WEIGHT, CRUSHING	BREAK	CC10	BREAK	BREAK	CC6	CC9	CC12	CC10
WIND, MAGIC	CC15	CC17	CC10	CC8	CC7	CC7	CC6	CC6

*Add attacker strength bonus modifications to the existing CC. A hill giant strikes an iron shield with a normal blow. The shield's listed CC is 9, the giant's strength bonus, +3, serves as the CL, so the final CC is 12.

EXPERT OR MAGICAL WEAPONS: When an item on this chart is expertly made or filled with magic, subtract 2 + the item's bonus, from the CC because the nature of the object is aided by the craftsmanship.

N/A: The condition does not influence the material.

BREAK: The condition automatically breaks the material.



MOVEMENT & WEATHER

MOVEMENT

To supply the CK with a very simple and straightforward approach to governing movement rates through terrain and its many obstacles, including the weather, the CK simply has to cross-reference the tables below. Determine the base movement rate in **TABLE MOVEMENT RATES**. Factor in the effect terrain has on movement with **TABLE MOVEMENT TERRAIN TYPE** followed by obstacle factors affecting the movement rate with **TABLE MOVEMENT OBSTACLE** and finally, consult **TABLE MOVEMENT WEATHER**. Together, these tables will yield the final movement rate. This movement rate is based on an individual moving overland with weight, 30-40 lbs.

Movement: The effects listed below are the maximum movement rates as a percentage of normal speed. For example, a human moving in mountainous terrain can only move 1/4 his normal walking pace, so .5 miles per hour.

MOVEMENT TERRAIN TYPE			
TERRAIN	EFFECT	ASCENT	DESCENT
None	none	none	none
Rolling	75%	—	—
Hilly	50%	40%	80%
Mountainous	25%	10%	50%

MOVEMENT OBSTACLE	
OBSTACLE TYPE	EFFECT
None	none
Slight Density	75%
Overgrown Density	50%
Thick Density	25%

MOVEMENT WEATHER	
WEATHER	EFFECT
None	None
Moderate	90%
Bad	50%
Severe	10%

WEATHER		
CHANCE (d20)	CONDITIONS	VISIBILITY
1-10	None	Good
11-15	Moderate	2-3 miles
16-18	Bad	.5-2 miles
19-20	Severe*	.1 to .5 miles

* If there is severe weather, roll a d4. If a 4 is rolled, then CKs should choose between flash flood, blizzard, monsoon rain, tornado, hurricane, typhoon, or similar storm of their choosing. See CKG.

NONE: The skies are clear except for a few roaming clouds. Gentle winds keep the air moving, and the temperature variance is normal. Travel and visibility is unimpeded.

MODERATE: Moderate weather sees winds picking up to 5-10 mph and an increased chance of precipitation. Sudden downpours are not uncommon, but they are short, and the system moves out of the area quickly; these downpours occasionally bring rare bursts of lightning and thunder with them. Travel is unimpeded, but visibility is obstructed for short periods of time.

BAD: Bad weather manifests in large, continuous storms, whether snow, hail, rain, sand, or even lightning storms. The storms last several days and usually produce copious amounts of precipitation, averaging about 6+ inches. Travel is difficult. Visibility is reduced by half due to precipitation; this affects twilight and duskvision.

SEVERE: Severe weather conditions are driving rainstorms, snowstorms, windstorms, sandstorms, and the like. Storms produce up to 10+ inches of precipitation. High wind velocities and precipitation, such as snow or rain or ice, reduce visibility and make movement difficult as the ground and everything becomes slick and dangerous to walk on.

MOVEMENT RATES

MV RATE	MPH	NORMAL*
10 feet	.5	4
20 feet	1	8
30 feet	2	16
40 feet	4	32
50 feet	6	48
60 feet	8	64
70 feet	10	80
80 feet	12	96

*This assumes an 8-hour walking day over gentle ground. Distance is recorded in miles. The assumption is that the movement is occurring over level ground and along a well-worn trail, a path free of obstruction, or on an easily traveled road.

UNDERGROUND MOVEMENT RATE	
SURFACE	MOVEMENT RATE
Sandy	-5 ft.
Slime*	-10 ft.
Wet*	-5 ft.
Ice*	-10 ft.
Jagged	-10 ft.
Warped/Uneven	-10 ft.

*Traveling over wet, slimy, or icy ground forces a dexterity check for every 30 ft. moved. The CL is dependent on the situation (such as moving quickly, combat,) or other modifiers which the Castle Keeper determines require such a check.

SWIMMING				
SWIMMING	CALM WATER	MODERATE CURRENT	STRONG CURRENT	RUSHING CURRENT
CHALLENGE LEVEL	(CL 2)	(CL 6)	(CL 8)	(CL 10)

ENCUMBRANCE	
CATEGORY	EFFECT
None	No Effect
Light	Move reduced by 1/4, +1 Challenge Level to all dexterity based checks
Moderate	Move reduced by 1/2, +2 Challenge Level to all dexterity based checks
Heavy	Move reduced by 3/4, +4 Challenge Level to all dexterity based checks, lose dexterity bonus* to AC
Overburdened	Move reduced to 1 foot per round, automatically fail all dexterity based checks, lose dexterity bonus* to AC

* = Note that losing one's dexterity bonus only applies if the character's dexterity modifier is positive, if the character has a dexterity modifier that is negative, the negative penalty still applies.